INTRODUCTION

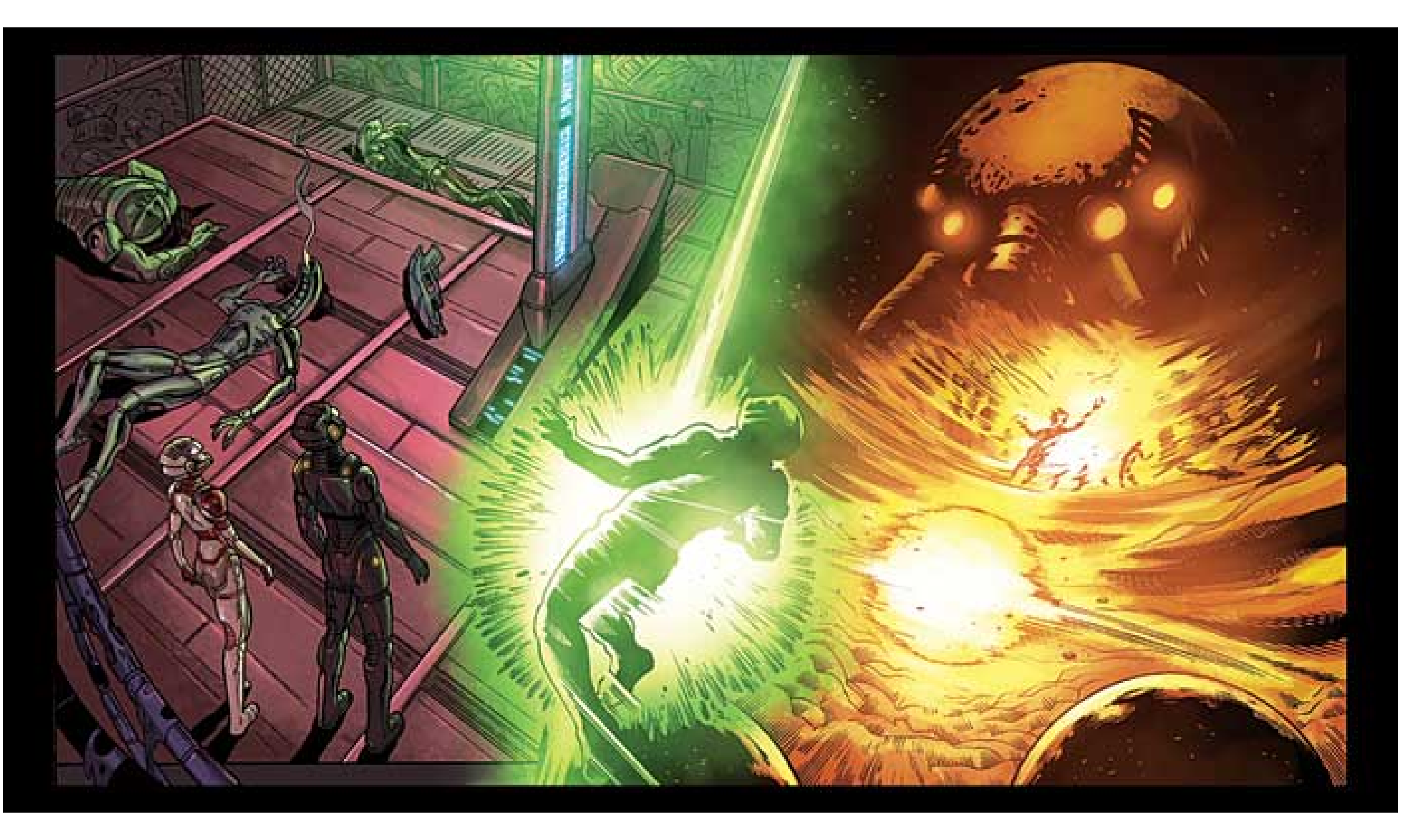
Humanity's Ascension

Before there was history, there were the Protheans.

The Protheans were an ancient race of beings that vanished from the Perseus Arm of the galaxy 50,000 years ago. However, they did not disappear without a trace.

The Protheans left behind a series of relics and artifacts for the galaxy's future beings to discover.

When a race finally achieved space travel proficiency and discovered a marker left behind by the Protheans, they were directed to a mass relay—a piece of alien technology that allows faster-than-light travel.



Over the eons, more and more races evolved and expanded, eventually discovering what is believed to be Prothean technology.

When they followed the trail left behind by the ancients, they rocketed to the Citadel in the Serpent Nebula. The Citadel is a massive space station, a wonder of technology that managed to survive while the Protheans themselves did not.

As more races reached the Citadel, it became the central hub of government and order in the Perseus Arm.

Humans found their first Prothean beacon on Mars. This directed them to a mass relay that allowed them to become the newest member of the galactic community.

The galaxy was not exactly happy to see humankind, though. Humans developed a reputation for arrogance and aggression because they did not merely accept their lowly station as newcomers.

Though the Council that oversees all order in the galaxy did indeed welcome the humans, skepticism of humankind reached all the way to the top.

But now the galaxy owes a debt to humanity and, more importantly, to Commander Shepard.

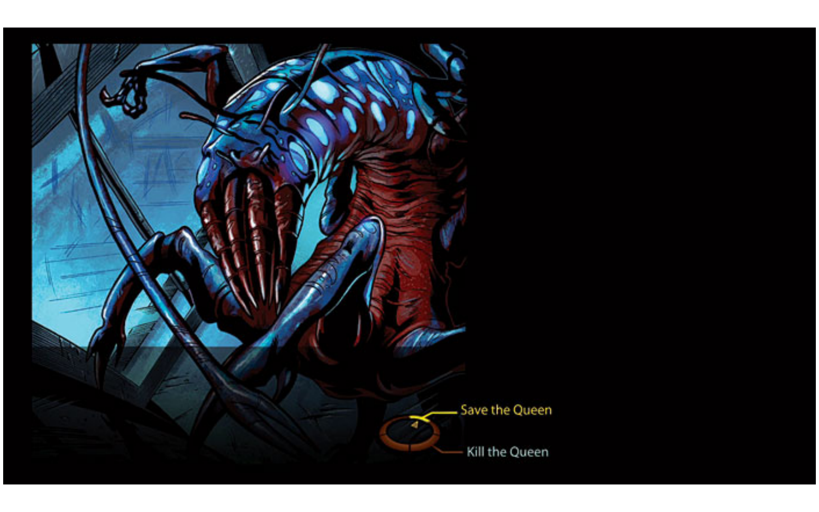
The commander is almost single-handedly responsible for unraveling a tapestry of deceit that would have led to the destruction not just of humankind, but of all life in the galaxy.

Digital Comic

Playing *Mass Effect 2* on a PlayStation 3? Then you have a digital comic to bring you up to speed on the events of the first adventure, a thrill ride that chronicles Commander Shepard's epic battle against the herald of the Reapers.

You'll meet the entire crew of the first *Normandy* , from the krogan warrior Wrex to the crafty quarian Tali.

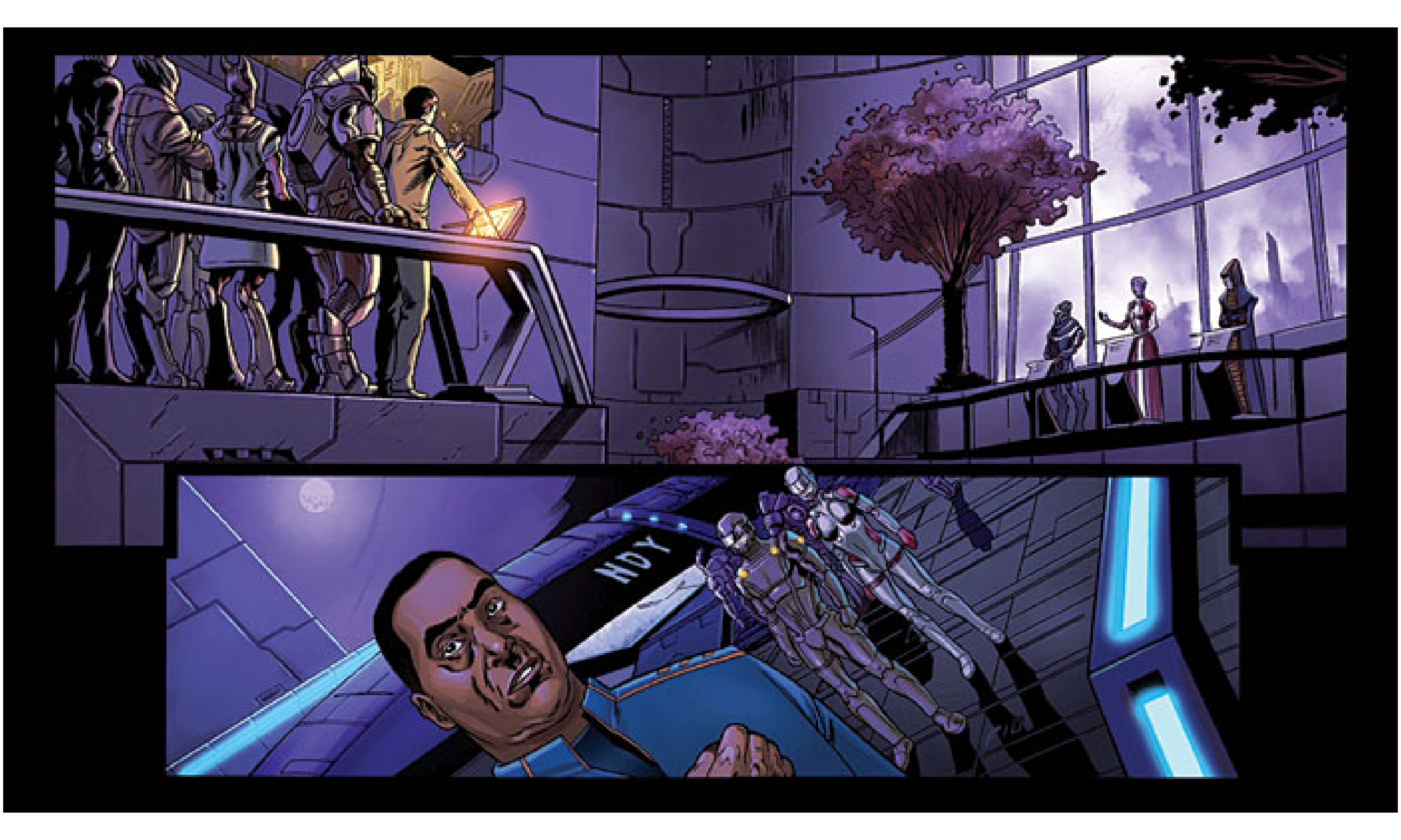
This comic also allows you to make a series of critical decisions that affect the conditions of the galaxy in *Mass Effect 2* .



When you reach a decision point in the digital comic, you are presented with an either/or option, such as whether or not to doom a dangerous species, the Rachni, to extinction.

(Don't worry, the comic gives you a lot of context for this decision and every other decision you have to make.)

Think about these choices. While many of them have an effect on the adventure ahead, there is always a chance that your decisions could shape the arc of the cosmos beyond the upcoming mission.



A rogue Spectre named Saren, an agent of the ruling Council, commandeered an army of artificial beings called geth to annihilate the Citadel.

The geth were created over 300 years ago by the quarians as laborers, but they rose up against their masters.

A long, costly war between the geth and quarians resulted in the eventual banishment of the geth to a sector of the galaxy beyond the Perseus Veil. But a dark nebula of opaque gas obscured the actions of the geth.

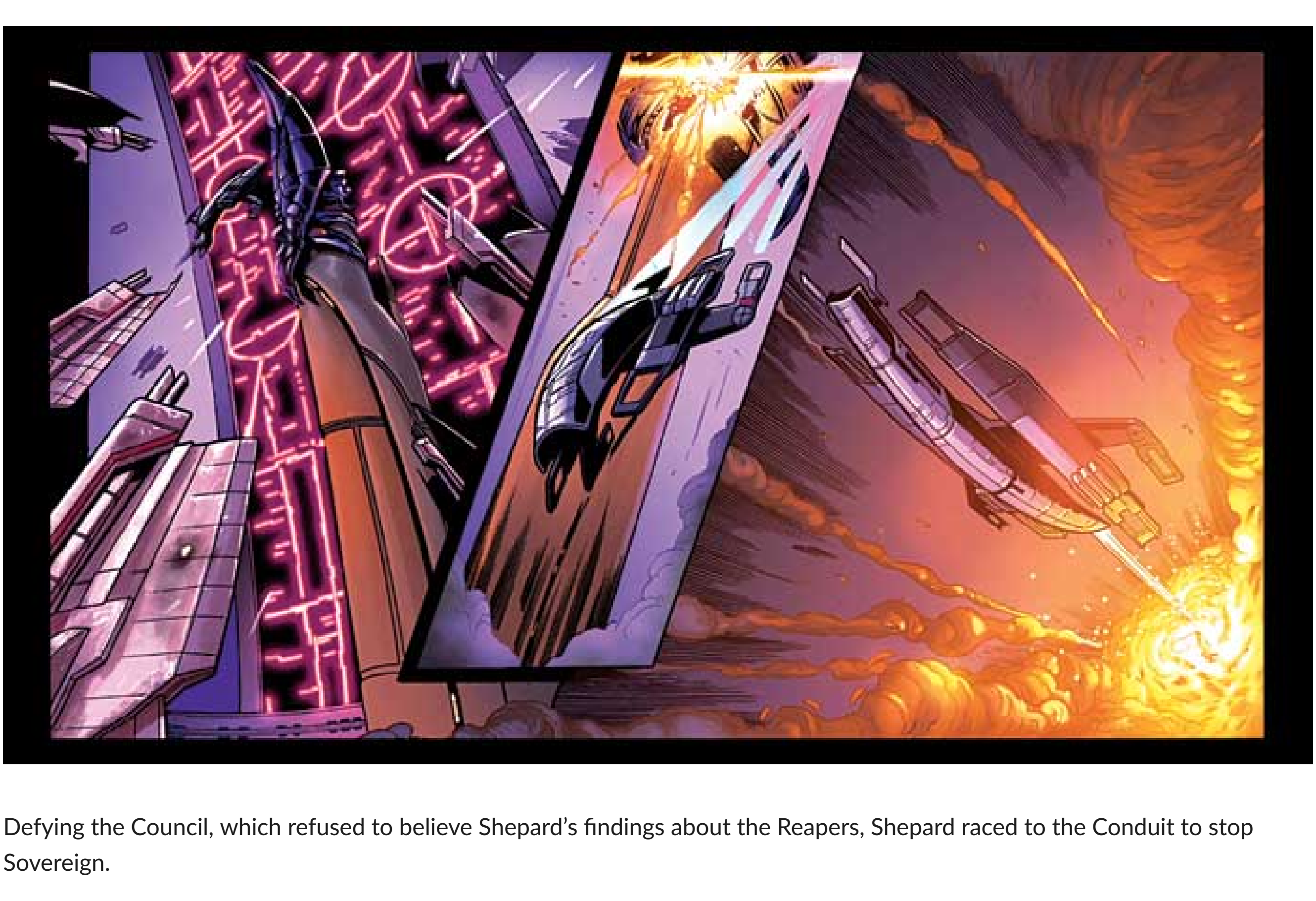
Why would Saren turn on the Council he was sworn to protect? Saren knew of the Reapers, an ancient race of beings that are hell-bent on wiping out all organic life—like they had done once before with the Protheans.

And a race before them. And before them. In fact, the Reapers have been repeating a cycle of allowing life in the galaxy to evolve to a certain point and then crushing it again.

The Citadel is just a tool of the Reapers' wicked plans.

Saren hoped that by helping the Reapers, he would be spared the inevitable. But he was tragically wrong.

A powerful Reaper called Sovereign was revealed to be controlling Saren, using the former Spectre to gain access to the Conduit so the Reapers could take over the Citadel and its citizens.



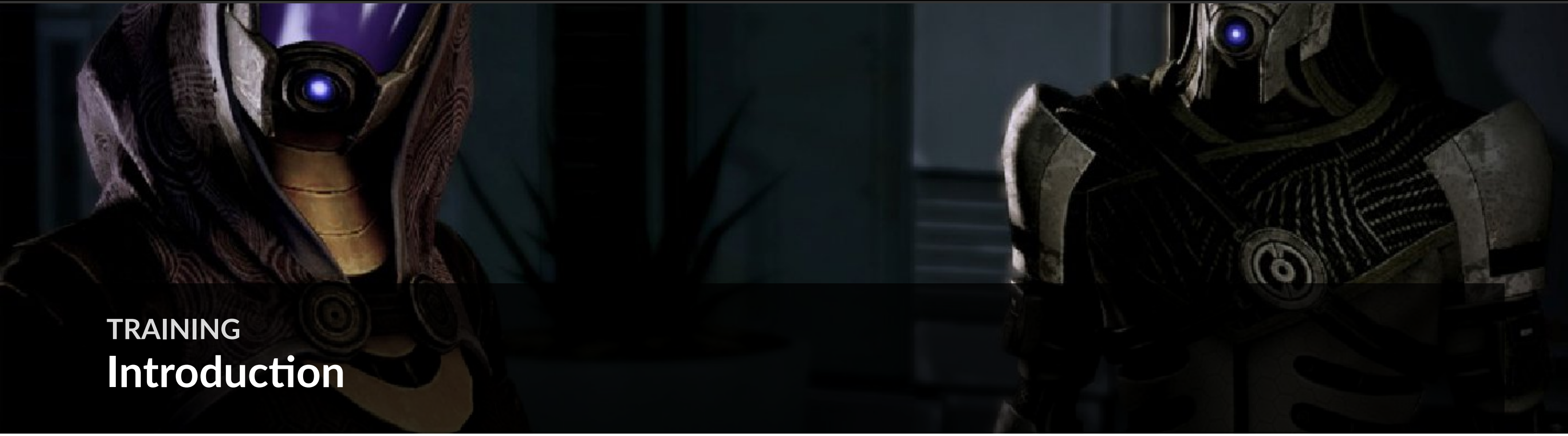
Defying the Council, which refused to believe Shepard's findings about the Reapers, Shepard raced to the Conduit to stop Sovereign.

Through skill and sacrifice, Shepard and his crew were able to stop Sovereign from taking the Citadel and destroying all life in the galaxy.

As a result of Shepard's heroism, the Council recognized the worth of humanity. The human race was accepted into the Council and began the next chapter in its seemingly unending ascension.

But Sovereign was only one of the Reapers. They are on the march again.

And they have employed the services of a mysterious alien race called the Collectors.



TRAINING

Introduction

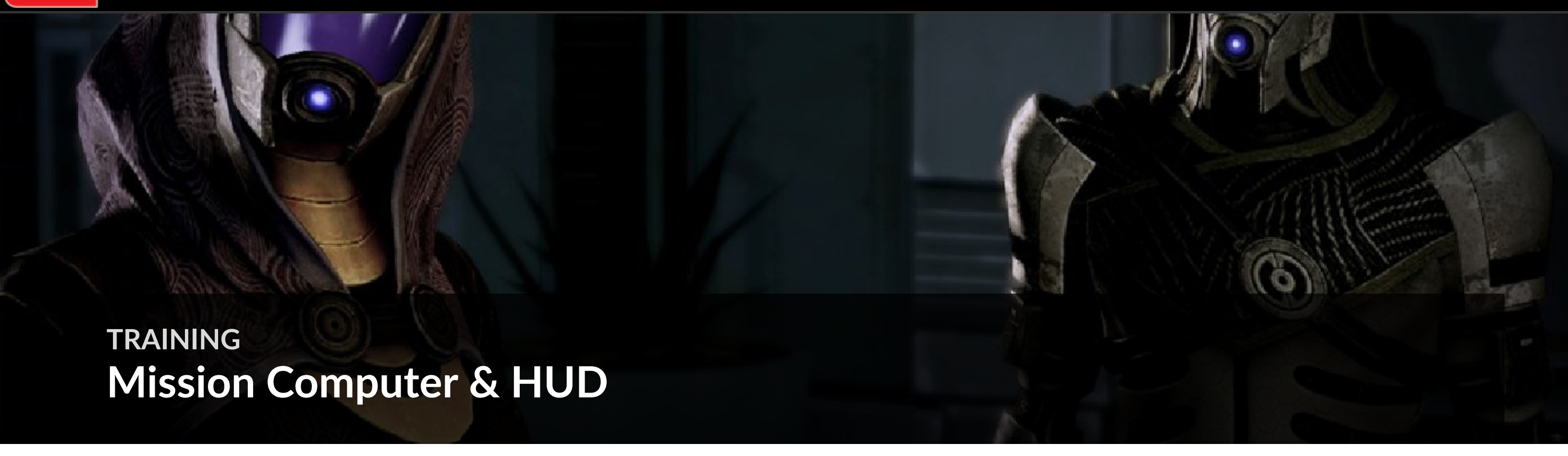
When Commander Shepard was thrown into space during the mysterious attack on the Normandy, all hope seemed lost.

However, science has advanced enough that not even death is permanent.

The organization Cerberus brings Shepard back using the very latest in genetic and biological reconstruction science, giving both the commander and the galaxy a second chance.

Make that chance count by being fully informed of how things work in Mass Effect 2, from the essentials of creating an entirely new hero to how to best use your squad members in combat situations.

There is no shortage of curveballs in the galaxy, but by following this training guide, you will be ready to meet anything the galaxy throws at you.

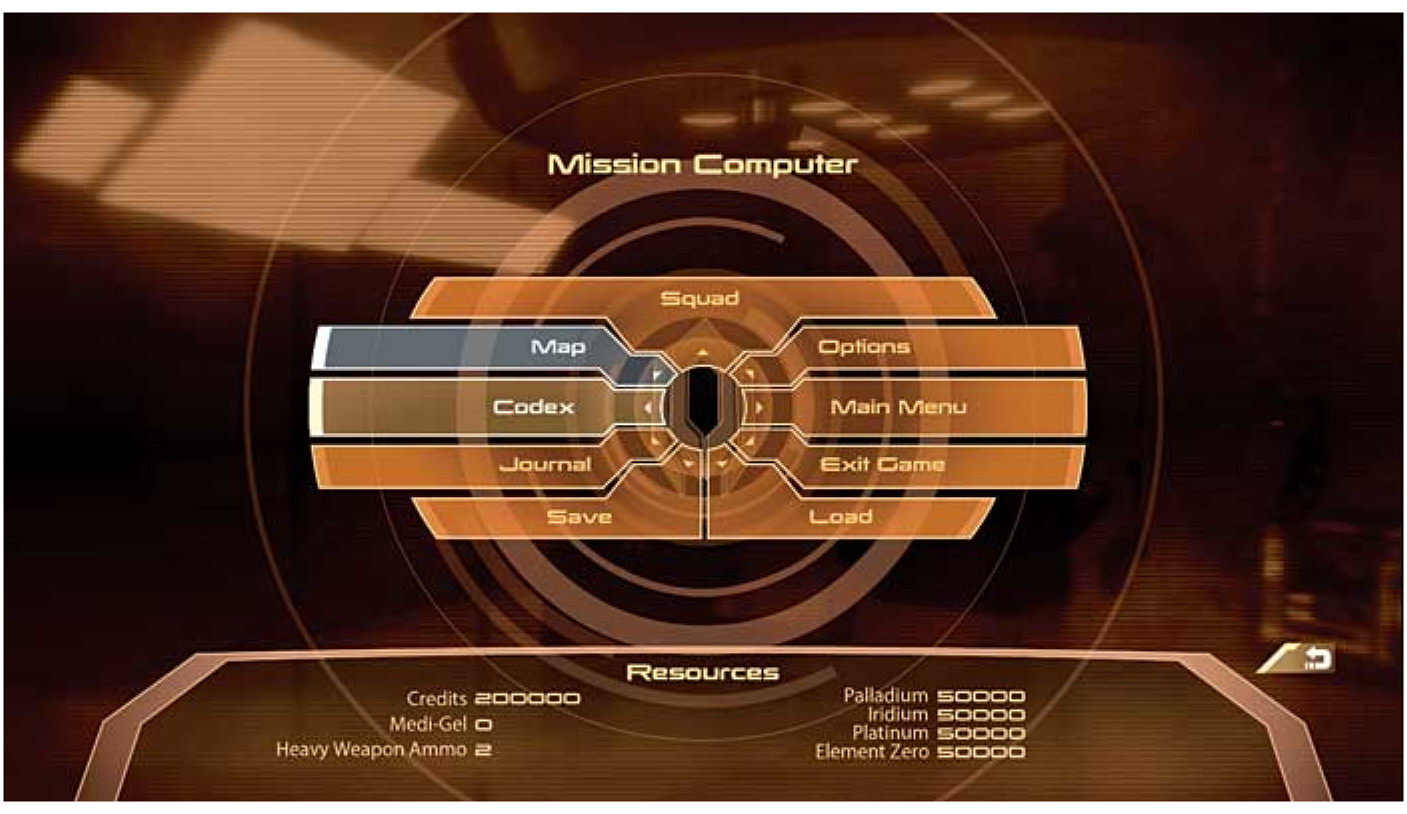


TRAINING

Mission Computer & HUD

Before diving into character creation and combat tactics, you need to understand a couple of constants for your mission: the mission computer that you use whenever you pause the adventure and the heads-up display you see as you play.

Mission Computer



Credits 200000
Medi-Gel 0
Heavy Weapon Ammo 2
Palladium 50000
Iridium 50000
Platinum 50000
Element Zero 50000

When you pause the game, you bring up the mission computer.

From here, you can access a wealth of information and updates, save your game, or load a previously saved game. (If you load a previously saved game while playing, you will lose any unsaved progress.)

There are other options in the computer, too, such as a journal and a codex.

Journal: Use the journal to keep track of the task at hand as well as all extra assignments you uncover while exploring the galaxy. The journal is split into two sections—missions and assignments.

Missions directly related to the main story are listed in the missions section. Browse through each primary mission to see the list of uncovered objectives in that mission.

You can have multiple primary missions at one time, such as when you are tasked to recruit additional squad members.

The assignments tab of the journal is where you keep track of all small jobs you pick up while on main missions or exploring cities.

You will also pick up assignments from your private terminal on your ship and discover short missions when scanning worlds.

Codex: The codex stores the wealth of information about the galaxy you uncover while on your missions. You receive new codex entries all of the time, such as after speaking to somebody or scanning an object.

The codex is divided into primary and secondary tabs. The primary tab is where you store information about subjects directly related to your mission.

The secondary tab is background information about various aspects of the galaxy, such as planets you scan or aliens you have little contact with.

Squad: If you want to get a close look at Shepard or any of the members of the commander's team, access the squad here.

You bring up a portrait of Shepard and an overview of important information, such as current level and all powers purchased with squad points (more on powers later in this chapter).

If you have squad points to spend on new powers, you can do so from this screen. While on a mission, you can only access profiles for current members of the away team.

On board your ship, you can access the entire squad through your private terminal to check out their current state and to allocate points toward powers.

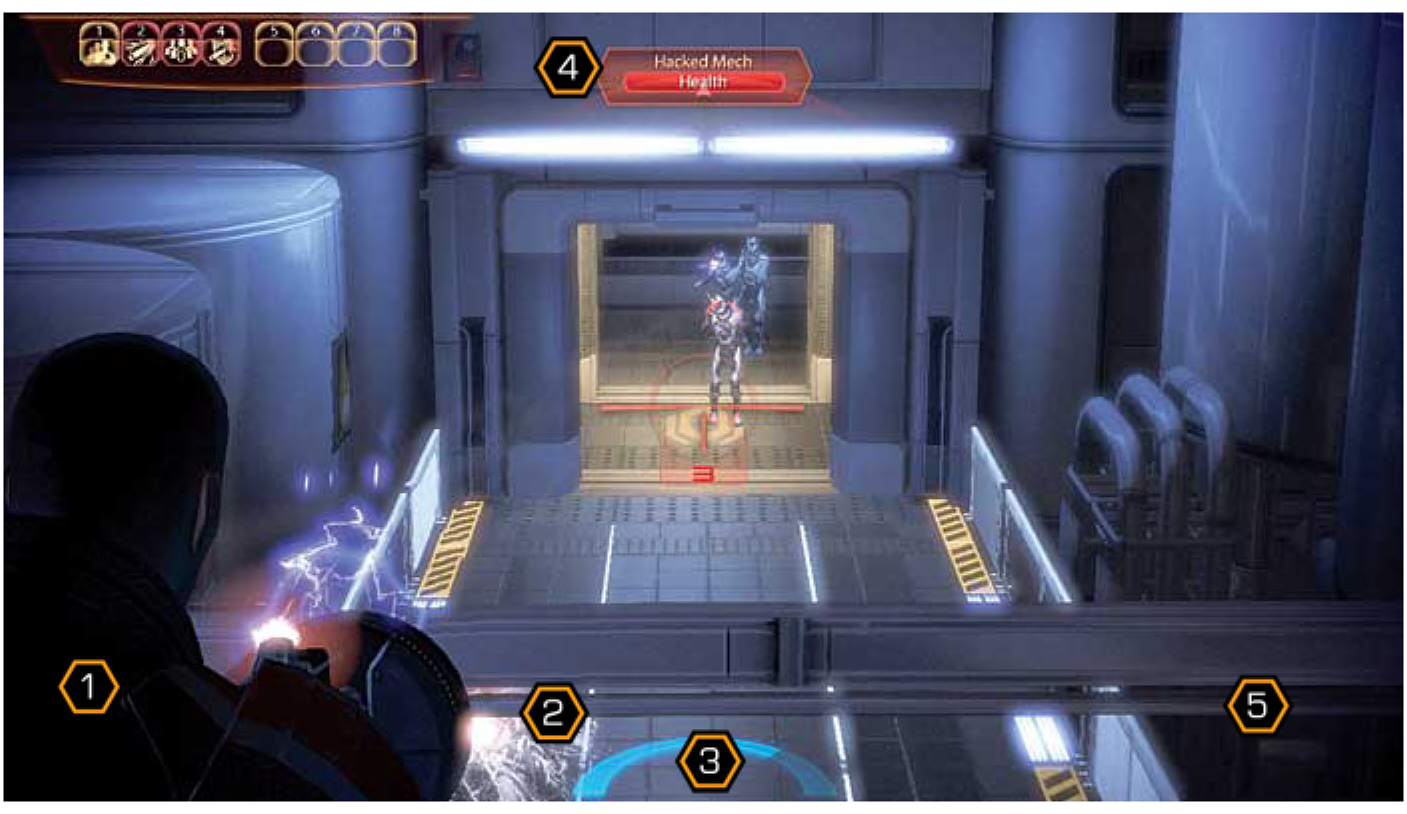
The squad screen also has the face code that you can use to share with your friends.

Map: Select this to see a map of the current area. The map option only works when you are in cities or on your ship. The map option is grayed out when you are on a mission.

However, this guide contains a number of useful maps for locations visited on missions, with useful notations, such as the locations of important items.

Options: The options menu lets you adjust video and sound options within the game, adjust controls or online settings, or quit your game.

HUD



While on a mission, you have several critical pieces of information on your screen in the heads-up display, or HUD. Pay attention to the meters and intel featured on the HUD, especially in combat situations—it may just save your life.

Here are all of the features of the HUD when in combat:

1. Current Weapon: This is your currently selected weapon and the amount of ammo in the current clip as well as the total amount of ammo you have for that specific weapon.

2. Shields: If you have shields up, their current condition is displayed here. When this meter empties, you are unprotected. Getting shot or smashed will inflict damage.

When you take a critical amount of damage, the edges of the screen redden. Immediately seek cover!

3. Squad: Your current squad is here. Next to the portraits is a meter that shows their shield strength. If the squad member has biotic capabilities, the current state of cooldown is also shown here.

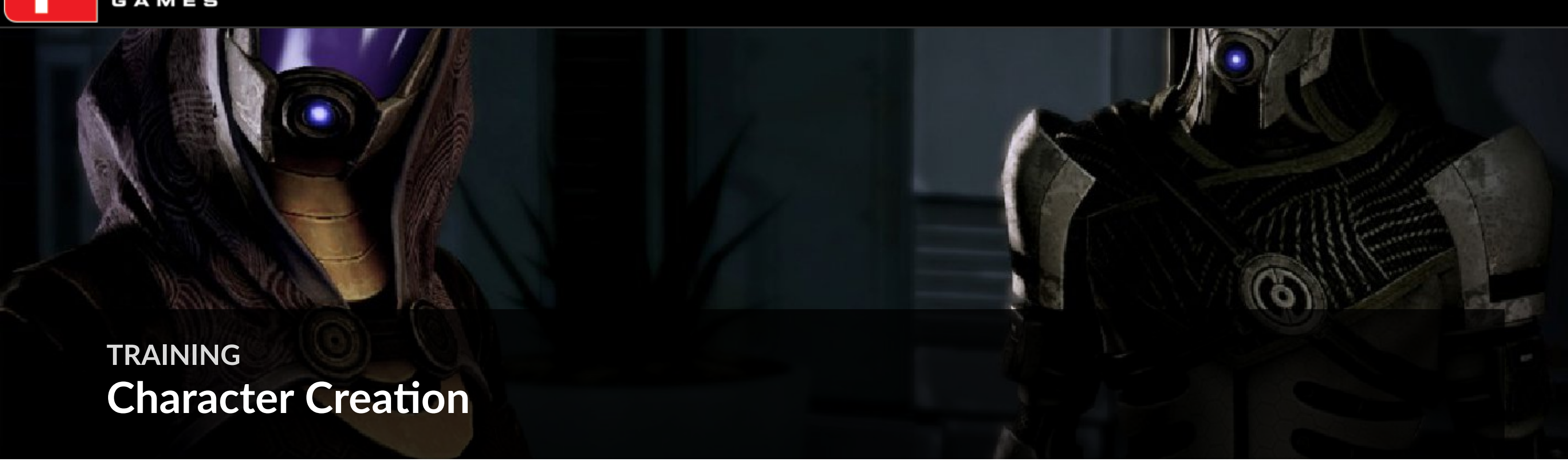
When a portrait turns red, that squad member is without shields and being attacked. When it is gray, the squad member has fallen.

4. Enemy: When you train your weapon on an enemy, the current state of your foe appears here. You can see how much shielding, barrier, armor, or health the enemy currently has.

5. New Intel: When you receive a new object, discover a new object, or learn a new codex entry, a small notice appears down here.

Note

When you are not in a combat situation, the biotic cooldown and shield meter disappears from the screen.



TRAINING

Character Creation

When you begin *Mass Effect 2* , you have the opportunity to import your Shepard into the game or start an entirely new one.

If you import a save file, several of the choices you made in the original game, such as whether or not you saved the Council, carry over into this next mission.

However, after playing through the prologue, you have the chance to completely redesign Shepard's physical make-up and class, thanks to Cerberus science.

If this is your first time playing a *Mass Effect* adventure or you decide not to import your previous Shepard, you will create an entirely new Shepard from scratch, including not just the commander's gender and appearance, but also the hero's backstory.

Shepard's Basics

There are several steps to creating a character, starting with the absolute basics, such as name and physical appearance.

Start-up

When starting a new game, the first thing you must do is set up the general parameters of the mission.

Once these have been filled in, you can then begin the prologue and eventually end up in the Cerberus medical facility, where you make the rest of your character choices.

Here are the parameters you must set when starting a new game:

Combat Difficulty: There are five difficulty settings. Once one is selected, you cannot change the difficulty without starting a new game. These are the difficulty settings:

- **Casual:** Increases the toughness and power of Shepard and the squad members. Enemies are slower to react to the player and use powers less often. This option is great for players who care more about story than combat.
- **Normal:** This is the baseline *Mass Effect* experience. This difficulty is intended for players who are familiar with shooters and RPGs.
- **Veteran:** Enemies are tougher, react more quickly, use powers more frequently, and use upgraded weapons at this difficulty level.
- **Hardcore:** This difficulty is intended for players who have already beaten *Mass Effect 2* and want a bigger challenge. Enemies are extremely tough, use upgraded weapons, and are aggressive with their powers. All of them also have Shields or Armor, making them much tougher.
- **Insanity:** This level is intended for players who have beaten the game on hardcore and want the ultimate challenge. Enemies are exceedingly aggressive and use their powers mercilessly. All of them also have Shields or Armor, making them much tougher.

Auto Level Up: Turning this off lets you manually assign points every time Shepard or a squad member gains a level.

Subtitles: You can turn subtitles on or off during dialog scenes. This can be changed later in options from the mission computer.

Squad Power Usage: Enabling this feature allows your squad members to make their own calls in combat in regards to using powers. Turning it off means your squad members will also use powers defensively. Otherwise, you must deploy powers for them.

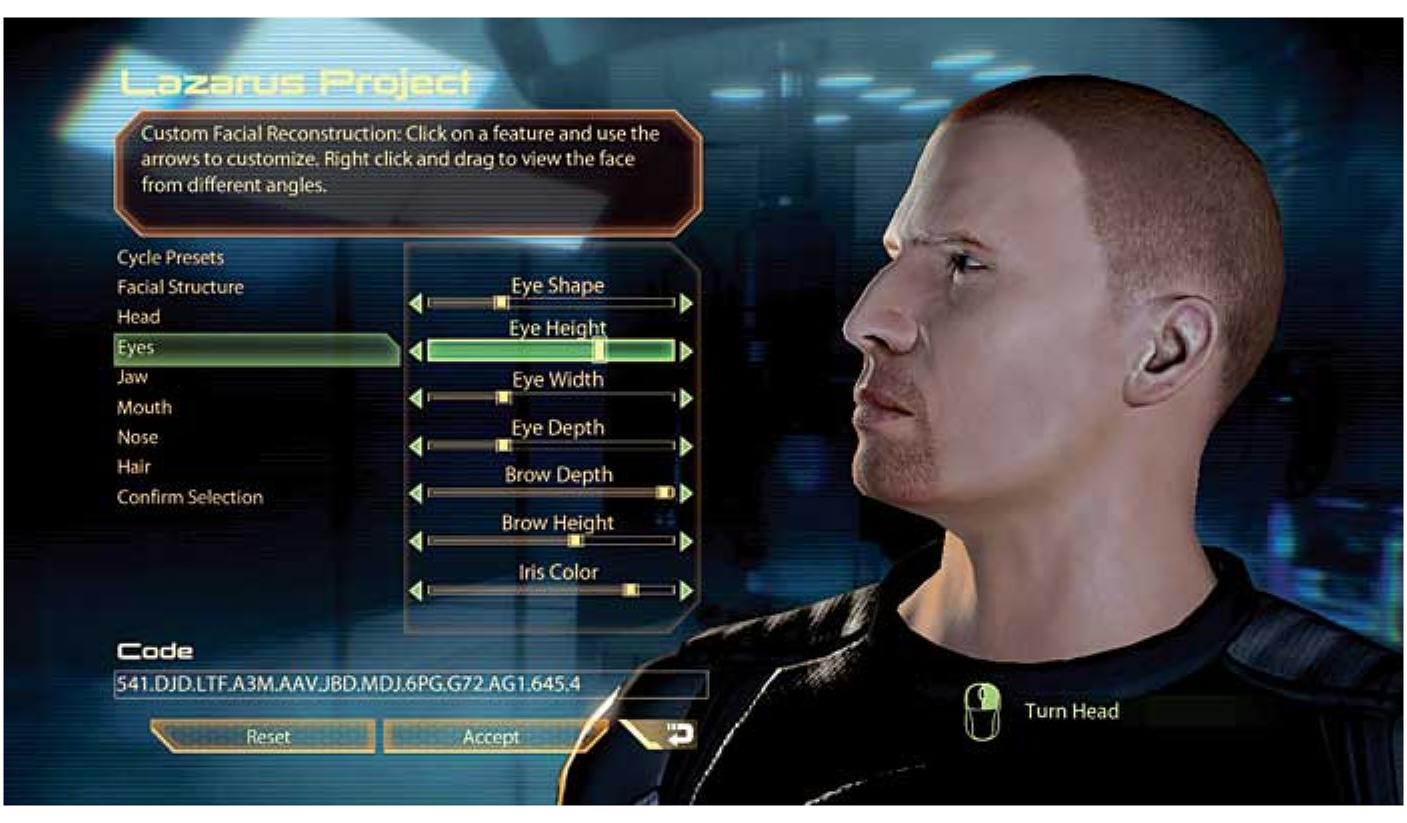
Autosave: Choose whether or not the game autosaves for you on a regular basis.

Quickstart or Custom?

If you just want to get into the game, you can choose a quickstart Shepard. Shepard's appearance is predetermined, as is the commander's backstory.

A quickstart Shepard is always a soldier. If you decide to make your own Shepard, select Shepard's name. You can only choose Shepard's first name. The last name is a constant.

Appearance



Custom Facial Reconstruction: Click on a feature and use the arrows to customize. Right click and drag to view the face from different angles.

Code
541.DJD.LTF.A3M.AAV.JBD.MDJ.6PG.G72.AG1.645.4

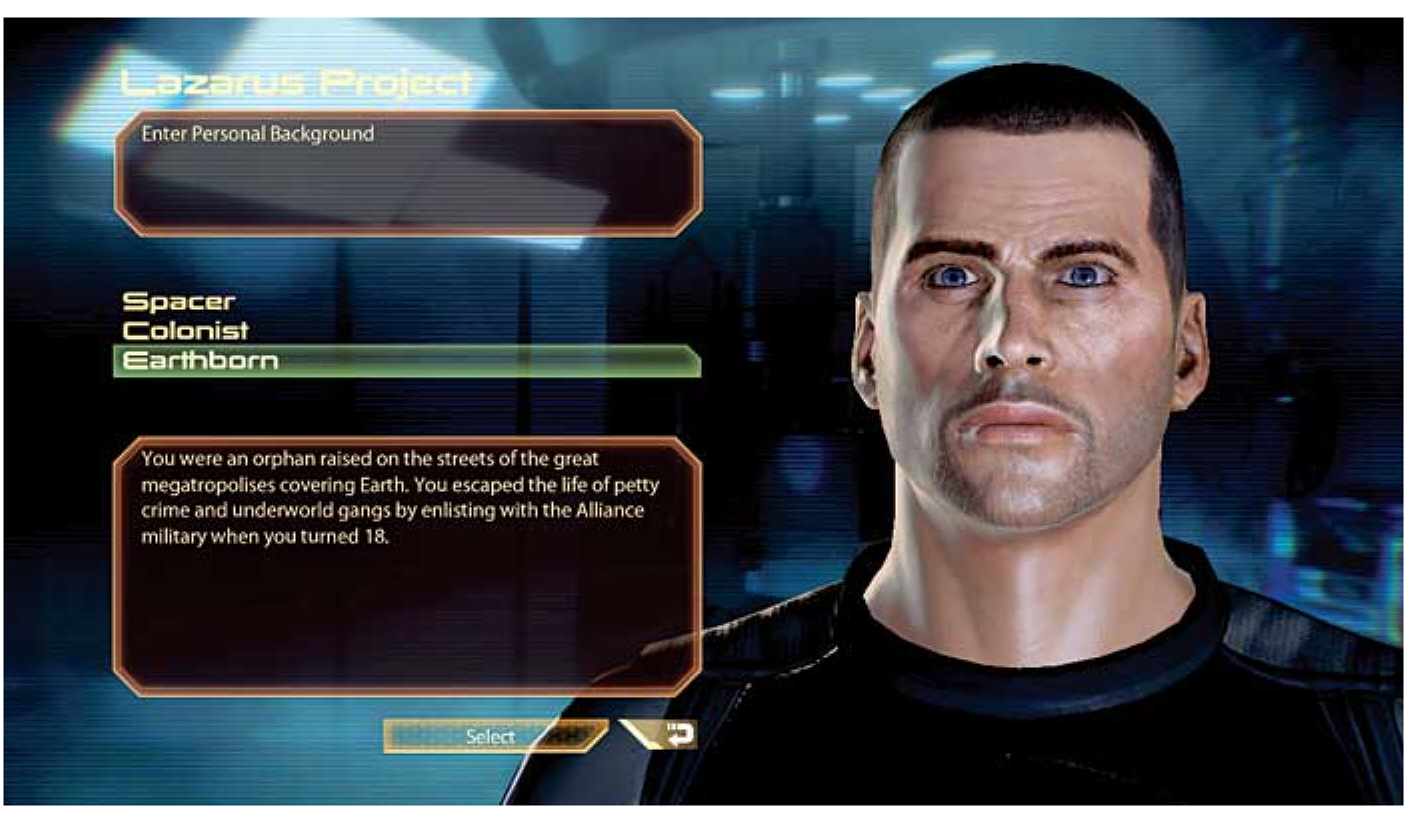
After selecting Shepard's name, you enter the facial customization tool. From here, you can completely design (or redesign in the case of an imported Shepard) the commander's face.

If you are happy with the default options, then keep moving. If you want to make changes to Shepard's face, then comb through the different categories of facial features.

There are multiple options within each category. For the nose, you can select different shapes, adjust bridge width, change height, etc. Here are the available categories:

- **Facial Structure:** Select a baseline face to work with.
- **Head:** Change the general shape of the commander's head.
- **Eyes:** Adjust the eye color, shape, and placement.
- **Jaw:** Adjust the commander's jaw line and chin.
- **Mouth:** Select the shape of Shepard's mouth, lip size, and mouth depth.
- **Nose:** Adjust the nose shape, height, and depth.
- **Hair:** Select from different hairstyles and colors.
- **Makeup (female only):** Adjust lip color and add eye shadow or blush.

Personal Background and Profile



You were an orphan raised on the streets of the great megatropolises covering Earth. You escaped the life of petty crime and underworld gangs by enlisting with the Alliance military when you turned 18.

After selecting Shepard's appearance, you can choose the commander's class (soldier, vanguard, etc.).

However, before we explain the strengths and benefits of all of the different classes, let's just finish up the basics of creating a new character.

You must give Shepard a personal background that broadly defines the commander's personality. There are three choices:

Spacer: Both of your parents were in the Alliance military. Your childhood was spent on ships and stations as they transferred from post to post, never staying in one location for more than a few years.

Following in your parents' footsteps, you enlisted at the age of 18.

Colonist: You were born and raised on Mindoir, a small border colony in the Attican Traverse. When you were 16, slavers raided Mindoir, slaughtering your family and friends.

You were saved by a passing Alliance patrol, and you enlisted with the military a few years later.

Earthborn: You were an orphan raised on the streets of one of the great cities covering Earth.

You escaped a life of petty crime and underworld gangs by enlisting with the Alliance military when you turned 18.

After selecting the commander's personal backstory, you then select a psychological profile. There are three options:

Sole Survivor: During your military service, a mission went horribly wrong.

Trapped in a life-threatening situation, you had to overcome physical torments and psychological stresses that would have broken most people.

Everyone around you fell, and you alone survived to tell the tale.

War Hero: Early in your military career, you found yourself facing an overwhelming enemy force. You risked your own life to save your fellow soldiers and defeat the enemy despite the impossible odds.

Your bravery and heroism earned you medals and recognition from the Alliance fleet.

Ruthless: Throughout your military career, you held fast to one basic rule: Get the job done. You've been called cold, calculating, and brutal.

Your reputation for ruthless efficiency makes people wary of you. But when failure is not an option, you are the one to call.

The background choices you make are more than just window dressing. These choices affect the overall morality of your hero.

The morality system in *Mass Effect 2* is explained a little later in this chapter, but here are the morality benefits of each choice:

- Paragon Bonus: Earthborn, War Hero
- Renegade Bonus: Spacer, Ruthless

These bonuses give a slight bump to the number of morality points you earn when making choices during the mission.

For example, a Ruthless Spacer would earn extra Renegade points when being hard on somebody, whereas an Earthborn Sole Survivor would earn just a few less.

TRAINING

Character Classes

When creating Shepard, no decision is more important or has a more far-reaching effect on your adventure than class.

There are six classes you can choose from, each with strengths and weakness that will shape your combat options and style.

Do you want to take the galaxy at the end of a gun? Then look into the soldier class, which is heavily geared toward developing weapon expertise.

If you want to charge headlong into danger, flinging biotic attacks at your foes, then consider the adept.

Each class has three defining factors—power training, weapon training, and ammo training. These three factors shape your character right out of the gate.

Weapon training determines what kind of weapons Shepard can use. Ammo training determines what special ammunition your character is able to use.

(Never underestimate the usefulness of special ammo. When it's used properly, you can exploit your enemies time and time again.) Power training lists the powers the character can immediately start developing.

Now, none of these are set in stone. As you level up and earn more squad points, you can apply them to additional powers.

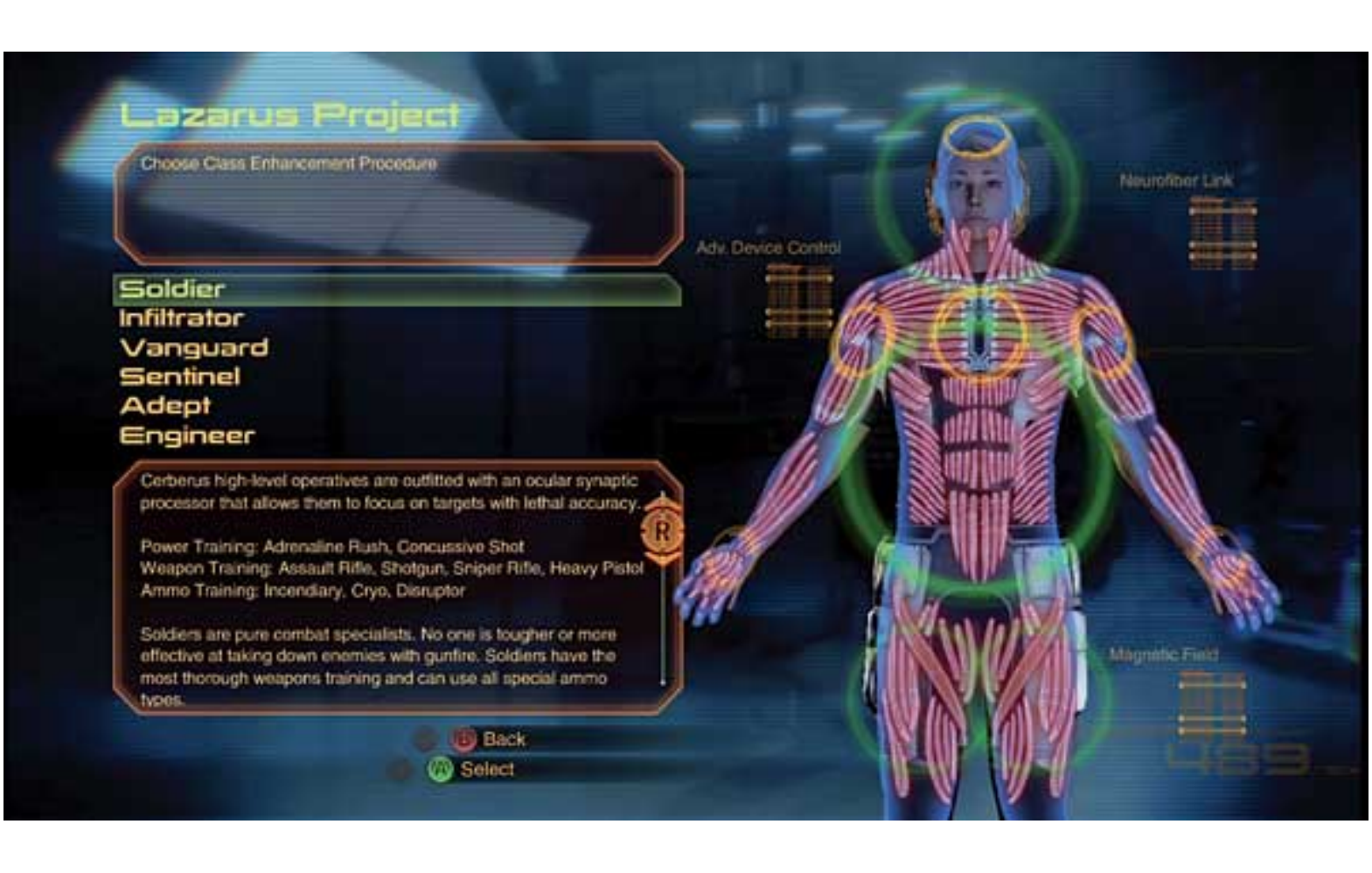
Each class also has a mastery power that only a hero in that class can develop and use.

For example, the Infiltrator Mastery power improves an infiltrator's sniping skills, while the adept's Biotic Mastery shortens the cooldown period between unleashing biotic attacks.

Note

For a complete list of all powers, what they do, and how they change as you apply squad points to them, please see the "Powers" section of this chapter.

Soldier



Cerberus high-level operatives are outfitted with an ocular synaptic processor that allows them to focus on targets with lethal accuracy.

Power Training: Adrenaline Rush, Concussive Shot
Weapon Training: Assault Rifle, Shotgun, Sniper Rifle, Heavy Pistol
Ammo Training: Incendiary, Cryo, Disruptor

Soldiers are pure combat specialists. No one is tougher or more effective at taking down enemies with gunfire. Soldiers have the most thorough weapons training and can use all special ammo types.

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Power Training:

Adrenaline Rush

Concussive Shot

Weapon Training:

Assault Rifle, Heavy Pistol, Shotgun, Sniper Rifle

Ammo Training:

Cryo

Disruptor

Incendiary

Tip

Soldiers start out with more health than the other classes.

Tip

The soldier class is designed for players who want an action-oriented experience full of heavy gunplay.

Tip

Couple the soldier with other combat-centric squad members and "tank" your way through the adventure, relying on brute force to save the day.

The soldier class is brutish, perfect for players who want to dispense justice in the galaxy at the barrel of a gun. Soldiers have no natural biotic or tech powers.

Their powers are strictly related to combat, such as the fantastic Adrenaline Rush. This power heightens a soldier's reflexes, which effectively looks like the slowing of time for a few moments.

Adrenaline Rush has both offensive and defensive uses. If an enemy force is not expecting you, it gives you the element of surprise.

Soldiers can also employ Adrenaline Rush to get out of a situation where they have perhaps bitten off more than they can chew. There is no shame in beating a quick retreat to devise a different strategy.

Though a soldier can use many weapons, the best is easily the assault rifle.

There is no "good" defense against the assault rifle, save for tucking tail and going for cover.

The assault rifle is good at multiple ranges (save for long distance, but thankfully soldiers can use the sniper rifle, too), making it an almost all-purpose weapon. Having a shotgun handy for close-range contact is always a good idea.

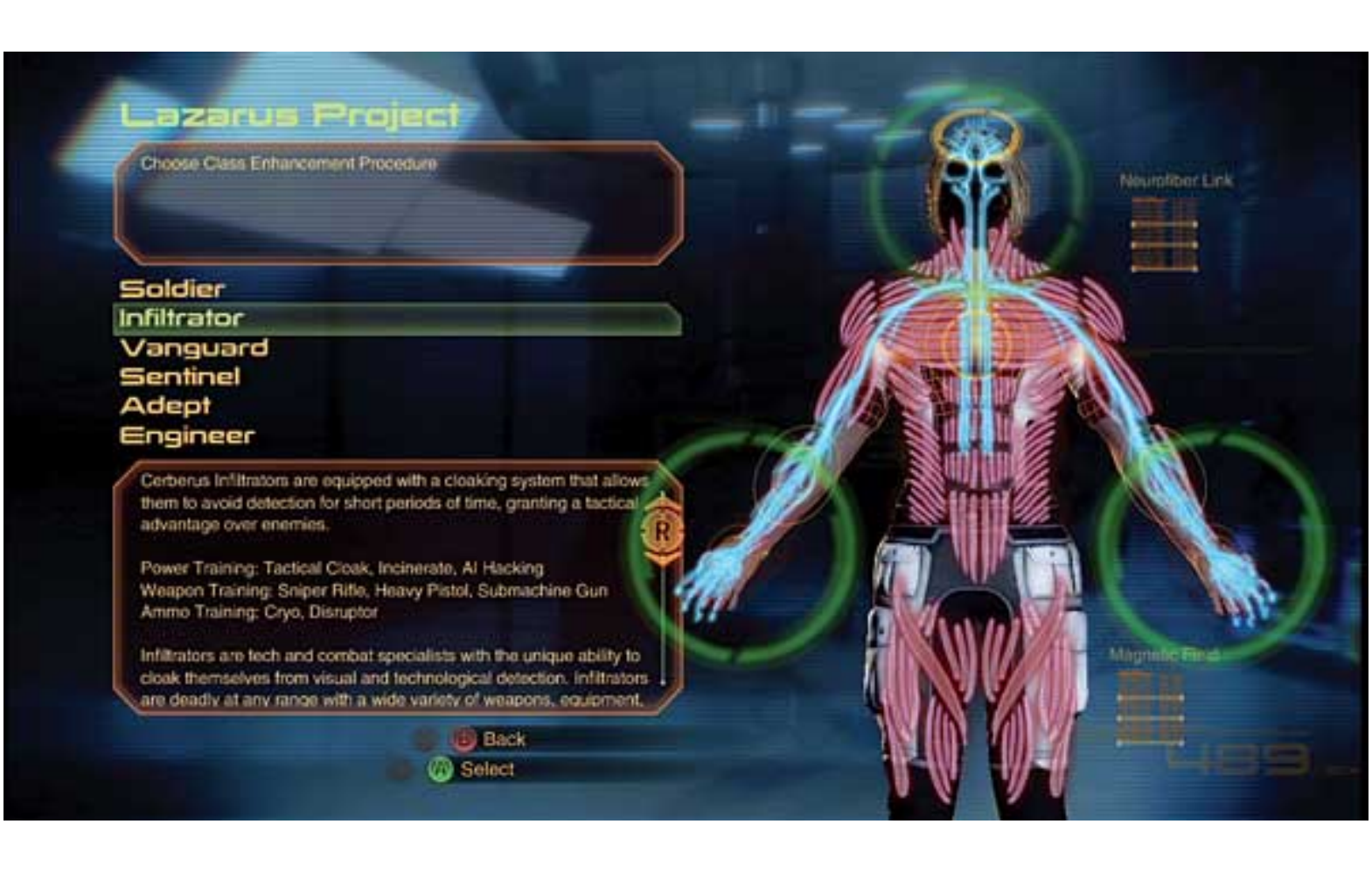
Because the soldier specializes in weapons, take advantage of the special ammunition.

The three available ammo types—cryo, incendiary, and disruptor—are good for dealing with organics and synthetics, and blasting through shields and armor.

Note

If you are just going for the achievements and trophies in the primary campaign, the soldier will rack up story-related awards in no time.

Infiltrator



Cerberus Infiltrators are equipped with a cloaking system that allows them to avoid detection for short periods of time, granting a tactical advantage over enemies.

Power Training: Tactical Cloak, Incinerate, AI Hacking
Weapon Training: Sniper Rifle, Heavy Pistol, Submachine Gun
Ammo Training: Cryo, Disruptor

Infiltrators are tech and combat specialists with the unique ability to cloak themselves from visual and technological detection. Infiltrators are deadly at any range with a wide variety of weapons, equipment,

Infiltrators are tech and combat specialists with the unique ability to cloak themselves from visual and technological detection. Infiltrators are deadly at any range, with a wide variety of weapons, equipment, and powers that can take down any enemy.

Power Training

AI Hacking

Incinerate

Tactical Cloak

Weapon Training:

Heavy Pistol, Sniper Rifle, Submachine Gun

Ammo Training:

Cryo

Disruptor

Tip

Players who want to rely on sniping for taking down targets should pick the Infiltrator class.

Tip

Tactical Cloak is a lifesaver. If you use guns to dish out damage and then use Tactical Cloak to save yourself in emergencies, you will be extremely hard to kill.

Infiltrators should be the preferred class of players who want to enjoy the benefits of tech powers but not give up the reliability of weapons. With the ability to use heavy pistols, SMGs, and sniper rifles, the infiltrator can kill at any range.

But, of course, the real draw here is the ability to pick apart an opposing force from great distances. Thankfully, the infiltrator has tech powers designed to back up this play style.

Tactical Cloak, the ability to temporarily vanish from sight, is perfect for lining up a deadly shot without worry of incoming fire. This tech power is just as useful if an infiltrator gets in a little trouble and needs to fall back to recover.

Like the soldier, the infiltrator has special ammo it can use: disruptor and cryo. Make good use of these special rounds because they can be the sole factor that keeps your squad one step ahead of the enemy.

Freezing tough targets, for example, lets your squad finish them off without fear of retaliation.

Infiltrators cannot go into battle with a superstar mentality. They are definitely members of a team and must behave accordingly to ensure success.

There is plenty of glory is being the crack shot that drops deadly targets from a distance while other team members get close and mop up the easier prey.

Powering up Tactical Cloak is a smart play as it lets you became the team's shadow, but be sure to also invest in other powers like Incinerate and special ammo because your squad is relying on you dishing out as much damage as possible in exchange for your perch above the immediate fray.

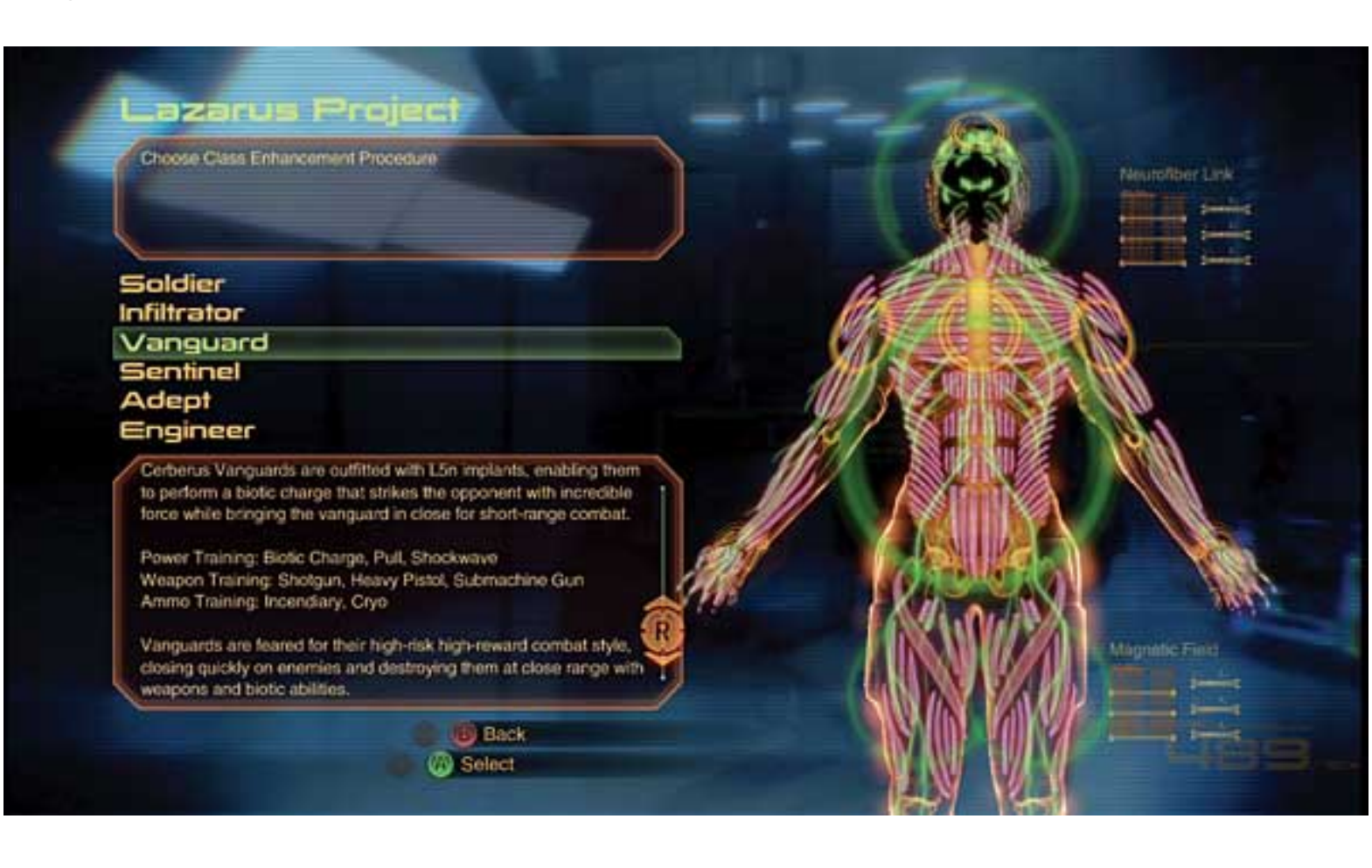
Tip

The infiltrator is a finesse class. You will not strongarm your way across the galaxy as this class.

Thankfully, few moments in Mass Effect 2 are timed, so you have the ability to take your time and make the most of the infiltrator's stealth and sniper capabilities.

However, make sure your infiltrator has a little muscle with them in case the enemy gets too close.

Vanguard



Cerberus Vanguards are outfitted with L5n implants, enabling them to perform a biotic charge that strikes the opponent with incredible force while bringing the vanguard in close for short-range combat.

Power Training: Biotic Charge, Pull, Shockwave
Weapon Training: Shotgun, Heavy Pistol, Submachine Gun
Ammo Training: Incendiary, Cryo

Vanguards are feared for their high-risk high-reward combat style, closing quickly on enemies and destroying them at close range with weapons and biotic abilities.

Vanguards are feared for their high-risk, high-reward combat style, closing quickly on enemies and destroying them at close range with weapons and biotic abilities.

Power Training

Charge

Pull

Shockwave

Weapon Training:

Heavy Pistol, Shotgun, Submachine Gun

Ammo Training:

Cryo

Incendiary

Tip

Vanguard is the class for players who relish close-range combat. The combination of Charge with a shotgun follow-up is the vanguard's style of lethality.

Soldiers may get the rep for guts, but the vanguard is the class to choose if you want to play for keeps.

The vanguard-exclusive power Charge gives you the ability to go from twenty yards to nose-to-nose in a second, meaning you better have the firepower to back up such an audacious move.

Thankfully, the vanguard has enough solid weapon training in potent weapons (the shotgun and SMG are deadly in the right hands) to follow up on the death-dealing promise of Charge.

Charge is not just an offensive move. Use Charge to replenish barriers as you rush away from a fight. Charge is not just an offensive move either. Use Charge to replenish barriers as you rush away from a fight.

Tip

Vanguards can use Charge to pick apart an incoming force piece by piece. Just look for the one enemy with no support and then Charge right to it.

The Charge power is the showpiece for vanguards, but don't discount the effectiveness of other vanguard talents like Pull.

Deploying Pull on an enemy in a group effectively removes them from combat fro a few moments. (And if you have an empty space between you and your target, you can Pull them right into a nasty fall.)

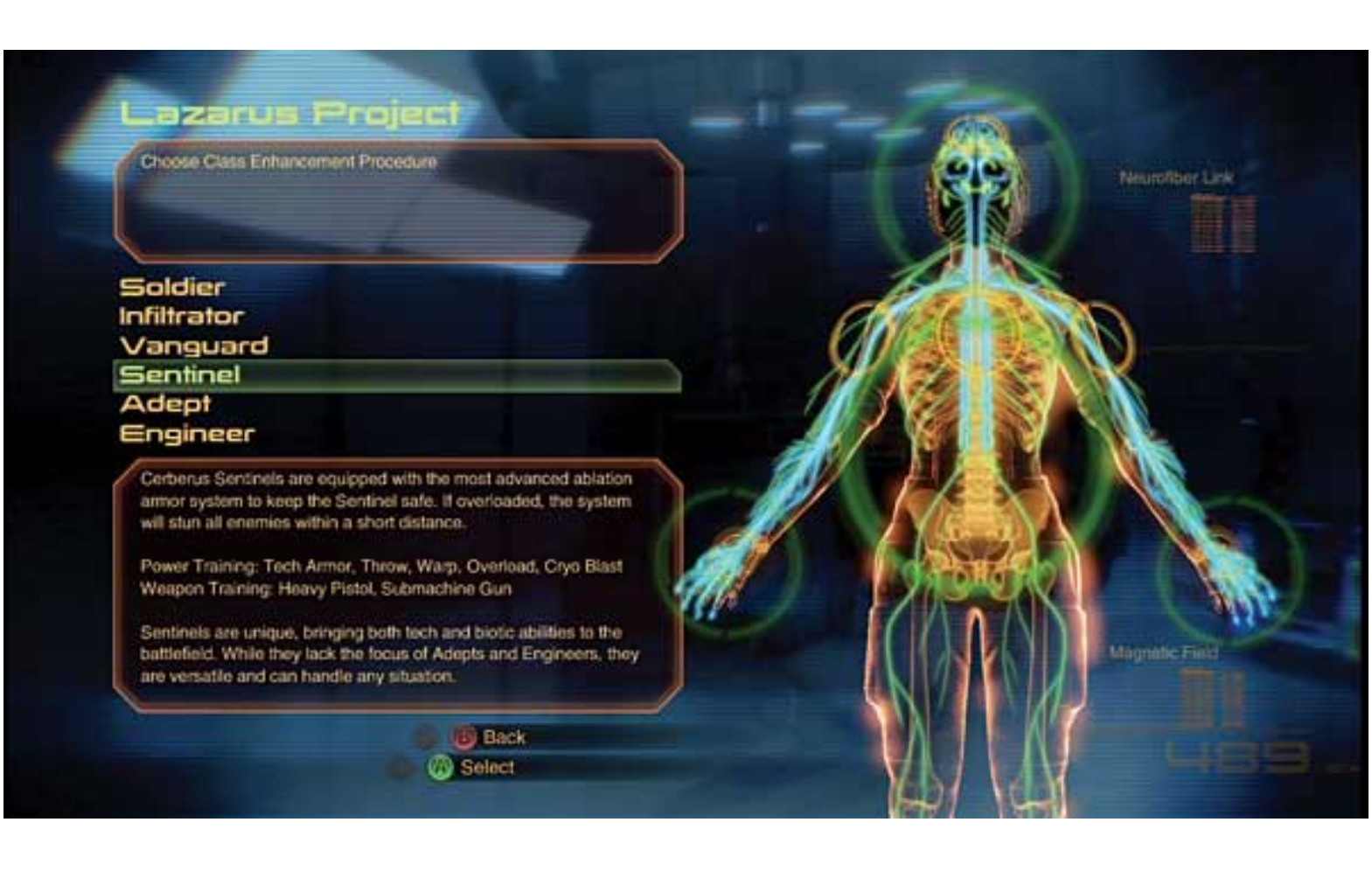
However, one potential weakness of vanguards is the lack of ammo or powers that really cut through barriers or shields.

Vanguards may wish to bring tech- or biotic-savvy squad mates along that can handle these problems, but don't forget that shields, barriers, and armor are all vulnerable against the shotgun—and that's a weapon the vanguard excels at using.

Tip

Vanguard is the class of choice for those who want to do speed runs. The current best time is 2:46 to beat the entire game. The record is held by Chris Schanche and Barrett Rodych.

Sentinel



Cerberus Sentinels are equipped with the most advanced ablation armor system to keep the Sentinel safe. If overloaded, the system will stun all enemies within a short distance.

Power Training: Tech Armor, Throw, Warp, Overload, Cryo Blast
Weapon Training: Heavy Pistol, Submachine Gun

Sentinels are unique, bringing both tech and biotic abilities to the battlefield. While they lack the focus of Adepts and Engineers, they are versatile and can handle any situation.

Sentinels are unique, bringing both tech and biotic abilities to the battlefield. While they lack the focus of adepts and engineers, they are versatile and can handle any situation.

Power Training

Cryo Blast

Overload

Tech Armor

Throw

Warp

Weapon Training:

Heavy Pistol, Submachine Gun

Ammo Training:

None

Note

Sentinels get to use both biotic and tech powers, expanding your options on the battlefield.

Sentinels make excellent "support" characters as they have the armor to keep in the battle for longer, allowing them to use their limited tech and biotic powers to thin the enemy ranks while the rest of the squad does some heavy lifting.

Sentinels also have the distinction of possessing the powers needed to cleave through all three enemy protections: armor, barriers, and shields. Overload fries shields while Warp weakens armor and barriers.

The only problem is that once the protection is done, the sentinel really doesn't have much to work with for eliminating the enemy.

The heavy pistol and SMG are workable weapons, but later in the adventure, your enemies are pretty resilient against these weapons.

So, if you go sentinel, you should really bring squad members into the field that can deal damage with guns or biotic attacks.

Fortunately, the sentinel has access to Throw, which can be used to put a little distance between you and a rampaging enemy.

But once you feel comfortable with combat as a sentinel, you can get a little braver and wade into the fray confident in the Tech Armor power to keep you alive.

Tip

Develop Tech Armor and deploy it whenever possible. When an enemy "destroys" Tech Armor, it releases a deadly blast that flattens nearby foes.

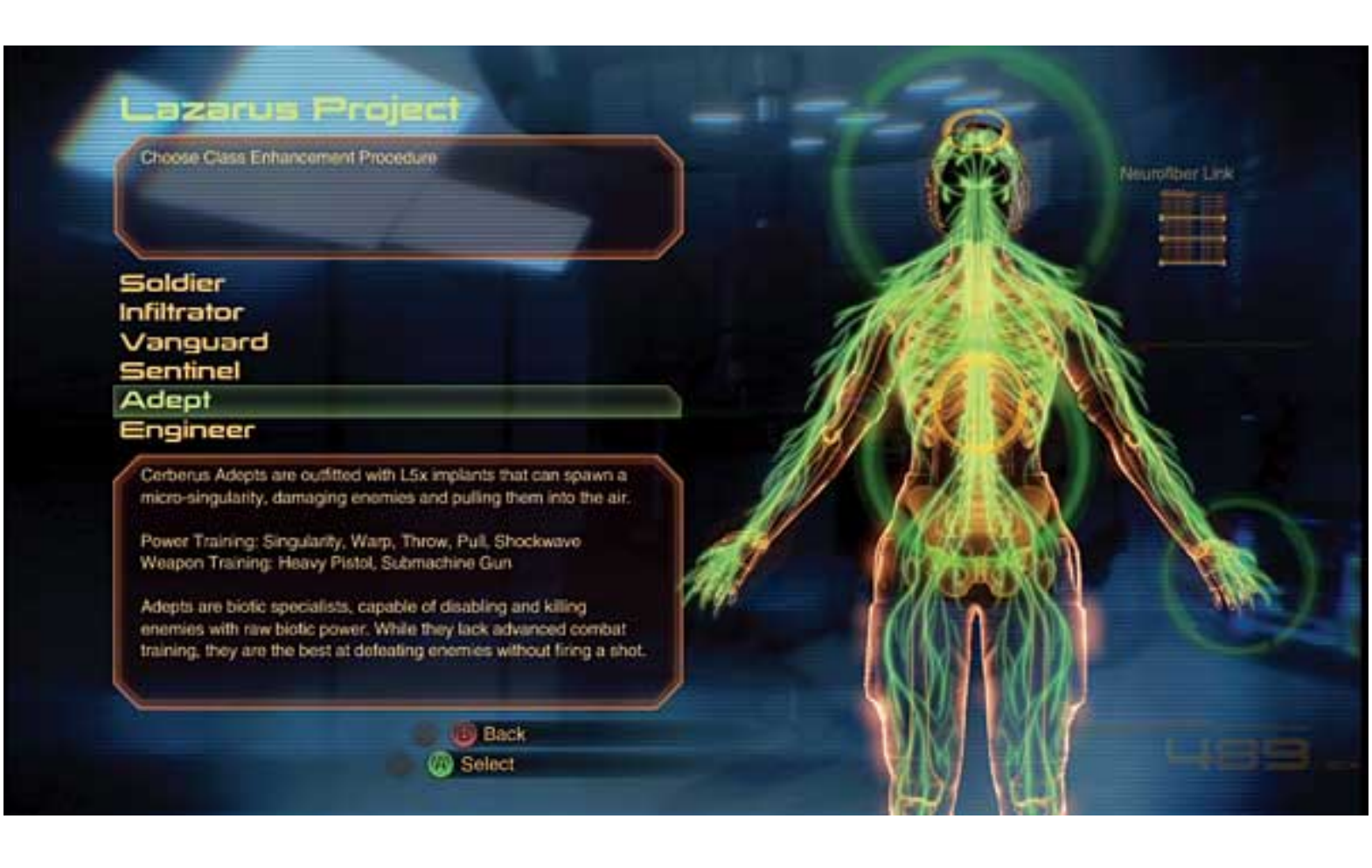
Tip

The Defender power increases weapon damage, which helps round the sentinel out quite a bit.

Tip

You cannot go wrong pairing a sentinel with a combat-centric team member.

Adept



Cerberus Adepts are outfitted with L5x implants that can spawn a micro-singularity, damaging enemies and pulling them into the air.

Power Training: Singularity, Warp, Throw, Pull, Shockwave
Weapon Training: Heavy Pistol, Submachine Gun

Adepts are biotic specialists, capable of disabling and killing enemies with raw biotic power. While they lack advanced combat training, they are the best at defeating enemies without firing a shot.

Adepts are biotic specialists, capable of disabling and killing enemies with raw biotic power. While they lack advanced combat training, they are the best at defeating enemies without firing a shot.

Power Training:

Pull

Shockwave

Singularity

Throw

Warp

Weapon Training:

Heavy Pistol, Submachine Gun

Ammo Training:

None

Tip

Singularity, when developed, is a devastating power that can bring down even the mightiest enemies. It pulls enemies into a vortex that not only does damage, but reduces them to stationary targets for the rest of the squad to hammer on.

Adepts are intriguing heroes and with so many biotic attacks at their disposal, it's understandable why you might be immediately drawn to this class.

After all, who doesn't want the ability to lift an enemy into the air and toss them around like a ragdoll? And Singularity? That's a mini-black hole!

But you need to understand that biotic attacks are pretty much useless against enemies with protection, such as barriers and shields.

You need to break down those protections before unleashing the full effect of your biotics, so make sure an adept is flanked by either a tech specialist or a soldier with ammo that can dismantle shields. But once you have a clear shot with a biotic attack?

You are a fearsome beast indeed.

As an adept, you may have the ability to bend the laws of the universe to your will, but you cannot get by without your friends. Don't always go for the kill as an adept.

Use biotics to soften up enemies or make them easy targets (Pull, Throw) for others to finish off.

Tip

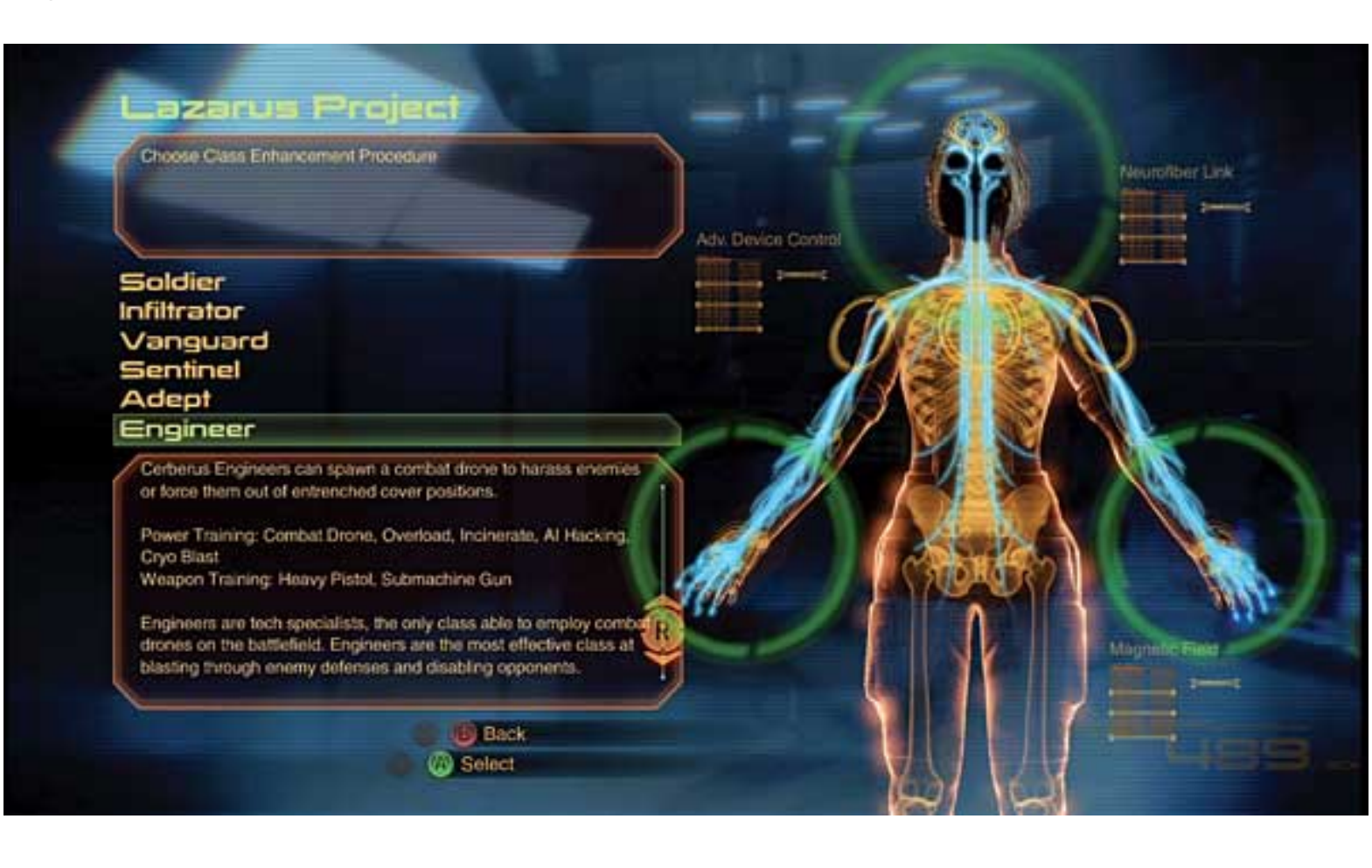
Don't discount the value of Throw and Pull. Many scenes have vertical architecture that an adept can use to their advantage. With one good biotic-powered toss off a balcony, an enemy is eliminated no matter how much health they have left.

Note

Adepts are back-loaded characters.

At first, your biotic attacks are "good enough" to keep weaker enemies on their toes, but once this class starts really leveling up and has the ability to upgrade powers, the adept turns into a fearsome hero.

Engineer



Cerberus Engineers can spawn a combat drone to harass enemies or force them out of entrenched cover positions.

Power Training: Combat Drone, Overload, Incinerate, AI Hacking, Cryo Blast
Weapon Training: Heavy Pistol, Submachine Gun

Engineers are tech specialists, the only class able to employ combat drones on the battlefield. Engineers are the most effective class at blasting through enemy defenses and disabling opponents.

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Power Training:

AI Hacking

Combat Drone

Cryo Blast

Incinerate

Overload

Weapon Training:

Heavy Pistol, Submachine Gun

Ammo Training:

None

Combat Drones and AI Hacking headline the special skills of an engineer—and for good reason. Both powers are useful and fun.

Whenever you are going up against a synthetic, such as geth or a mech, AI Hacking lets an engineer temporarily turn it against its comrades. Used on a huge mech, the AI Hacking power can instantly turn the tide of a battle.

The Combat Drone power unleashes an energy sphere into the battlefield that keeps enemies busy.

An engineer can then open fire on the distracted enemy or rely on squad members to mop them up.

If this sounds like an attractive strategy to you, then make sure your engineer goes out on missions with combat-centric teammates.

Note

Engineers may specialize in tech skills, but they are not helpless with a weapon. Developed heavy pistols and SMGs are good complements to tech powers.

Incinerate and Cryo Blast powers deserve just as much attention as Combat Drones and AI Hacking.

These twin powers allow an engineer to do big damage from the safety of cover, which is essential because this class has the least amount of health.

Tip

Because engineers have no means for dealing with barriers, biotics that can use Warp are good allies.

Tip

Engineers do not have a lot of health, so drill down on upgrades that increase stamina.

TRAINING

Character Management

Experience and Level Progression

As you cross the galaxy, defeat enemies, and complete both missions and assignments, you earn experience points. Experience points accumulate over time.

When your experience points reach specific thresholds, you earn a new level. Each new level awards you talent points, which you can spend on developing powers for both yourself and the other members of your squad.

You do not earn talent points at the same rate for yourself and your squad, though. Squad points for the team lag behind points earned for yourself.

With each new level, you are awarded two squad points for yourself. You can immediately assign these points to powers, or you can hold on to them and use them later.

When you develop powers to their third level, you need more than two squad points to move to the fourth level.

Note

Advancing levels does not directly unlock any powers or skills. You must apply those squad points to unlock new powers to later develop.

Use this level chart to see how many experience points are required for each level as well as the awarded points for yourself and the squad.

Level	Experience Points	Talent Points	Squad Talent Points
1	0	2	1
2	1000	4	3
3	2000	6	5
4	3000	8	7
5	4000	10	9
6	5000	12	9
7	6000	14	11
8	7000	16	11
9	8000	18	13
10	9000	20	13
11	10000	22	15
12	11000	24	15
13	12000	26	17
14	13000	28	17
15	14000	30	19
16	15000	32	19
17	16000	34	21
18	17000	36	21
19	18000	38	23
20	19000	40	23
21	20000	41	24
22	21000	42	24
23	22000	43	25
24	23000	44	25
25	24000	45	26
26	25000	46	26
27	26000	47	27
28	27000	48	27
29	28000	49	28
30	29000	50	29

Morality

Your hero has a sense of morality that follows them through the adventure.

How you choose to interact with squad members, enemies, and even complete strangers affects your hero's morality, which in turn defines their personality in a more active manner than their backstory (which does affect morality).

Morality is expressed in two forms: Paragon and Renegade.

Paragon and Renegade sound like absolutes, but as you know, life is never quite that black and white. So many choices deal in the gray area between the absolutes.

Paragons charm. They flatter. They may not choose the most expedient way to complete a task if the alternative is ethically questionable.

Renegades are not wicked, but they could be considered intimidating or selfish.

Renegades look out for themselves and are not always considerate of the feelings of other people, especially when such consideration stands between them and getting the job done.

Note

Look for Paragon/Renegade decisions called out in the mission walkthroughs so you can see how your choices will affect the morality of your hero...or anti-hero.

When you choose a Paragon action or conversation topic, you earn Paragon points. Conversely, choosing a Renegade action results in Renegade points.

Over time, these points accumulate. Having more points on either end of the morality scale affects choices you have during your adventure.

If you are trending toward Paragon, you will have more Paragon conversation choices, such as the ability to charm people into doing what's right or agreeing with you.

Note

In conversations, Paragon options appear in blue. Renegade options appear in red. If you do not have a high enough Paragon or Renegade rating to use one of these options, it will appear in gray.

Tip

There are powers and talents that affect the number of morality points earned when making either Paragon or Renegade actions.

So, does it pay then to walk the line between Paragon and Renegade? Not necessarily. Although there will be times when a Paragon wants to take a Renegade action (Renegade actions sometimes shorten battles thanks to underhanded moves) and vice versa, it pays to trend toward one or the other over the course of the adventure.

The higher your rating in either Paragon or Renegade, the more options you will have. If morality points are spread across both evenly, you will miss out on some of the more extreme morality options.

Furthermore, a high Paragon or Renegade rating may also affect which allies you can recruit.

Your Paragon or Renegade rating also affects your appearance: as you earn more Renegade points, your facial scars worsen; scars improve as you earn more Paragon points.

Note

If you walk the path of the Renegade, expect to see the effects of these decisions physically manifest on Shepard's face. Deep scars and red eyes are the marks of Renegades.

Tip

The burning star behind the Illusive Man actually changes color in accordance with your morality.

Interrupts

During conversations, you may see a Paragon or Renegade symbol appear onscreen. The Paragon symbol always appears on the left side of the screen. The Renegade symbol always appears on the right side.

This signals an opportunity for an interrupt that results in morality points. When you see the symbol, press the associated button to take the interrupt.

Interrupts let you take charge of a situation. For example, let's say a krogan warrior is rambling on and on about his master plan to make his clan the most powerful in the galaxy.

While talking, the krogan does not realize he's standing on an explosive tank. The Renegade interrupt appears. If you act fast and take it, you shoot the tank under the krogan's feet. The tank explodes, killing the krogan warrior.

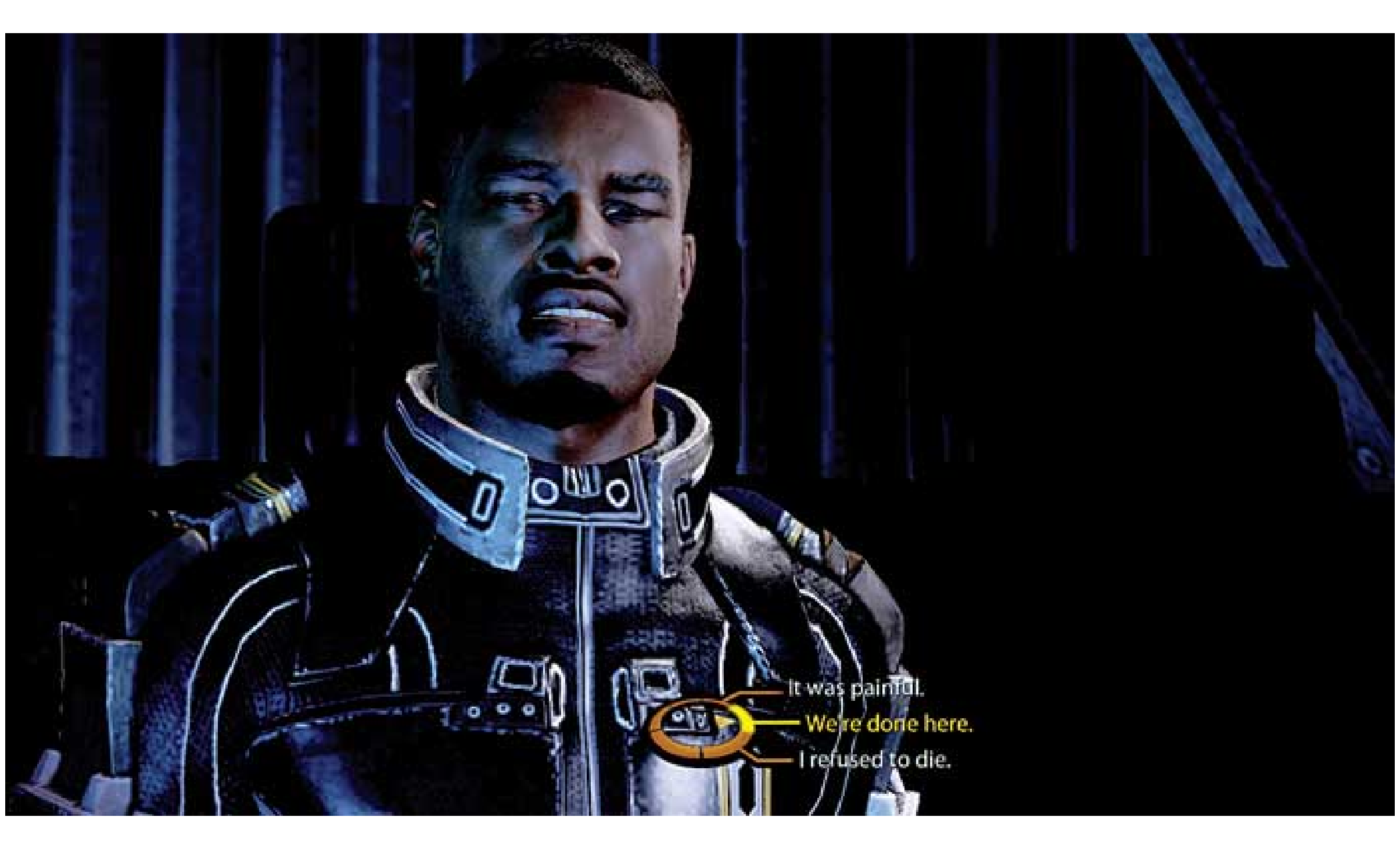
The battle that would have taken place after the conversation happens anyway, but thanks to your move, the krogan warrior is already out of the equation.

Now, killing the krogan while he's just talking isn't exactly the honorable thing to do, so you take on Renegade points for doing so.

Note

Paragon and Renegade interrupts are available to you regardless of your current morality score.

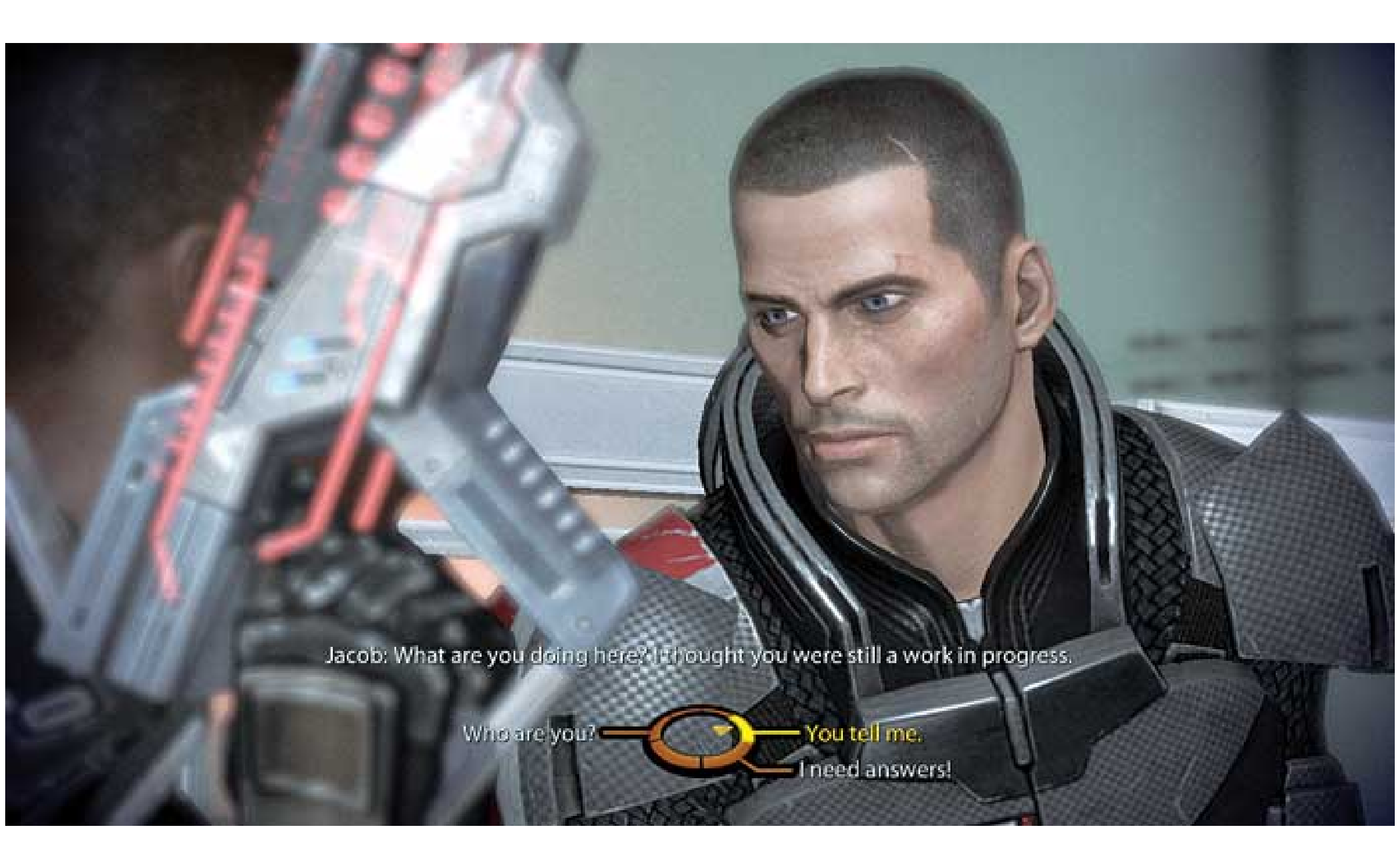
Dialog



While a gun is an extremely effective communication tool, it's not the only one at your disposal. You will talk to friends, enemies, and strangers while traveling the galaxy.

When you enter into a conversation, you direct your responses or line of questioning with the dialog wheel located on the bottom of the screen.

Move the arrow in the center of the wheel to the desired conversation option and select it to speak or end a conversation (sometimes you end conversations wordlessly—nothing says goodbye like a bullet).


Jacob: What are you doing here? I thought you were still a work in progress.
Who are you?
You tell me.
I need answers!

The dialog wheel always has different options on it, but the structure of the wheel itself is universal. Options on the left side of the wheel draw out a conversation—these are investigative topics.

Options on the right side of the wheel steer a conversation toward its conclusion.

The position of an option on either side of the wheel is also important—these are tonal. Options in the upper corner of the wheel are largely considered friendly or positive. An option in a lower corner is hostile or dismissive.

Guiding a conversation through positive or negative channels can result in Paragon or Renegade points, so if you are playing to a particular morality end, keep these positions in mind when using the dialog wheel.

As mentioned in the "Morality" section, if you have a high enough Paragon or Renegade ranking, you unlock additional conversation options.

Just as there are different degrees of Paragon and Renegade, there are conversation options that do not open until you are high enough in either morality category.

If you are merely trending toward Paragon, for example, you will easily be able to charm shopkeepers into giving you a discount.

You need to be quite the Paragon, though, to talk a disgruntled crew member into rejoining the social structure of the team. Without a high enough Paragon or Renegade ranking, some dialog avenues will just never be open for you.

Fraternization and Loyalty

When a crew goes through extreme situations together, it is impossible not to feel great bonds with each other. Nothing sparks and eventually solidifies a relationship quite like staring death in the face.

While Cerberus does not exactly condone relationships between team members, the Illusive Man is not about to board the ship and tell two team members to take a cold shower.

And so you can pursue deep friendships with members of the team, including romantic relationships.

Not every relationship with a team member has the potential to turn romantic. Some relationships will always remain just friendships—perhaps even close ones.

To develop a relationship, you need to talk to team members—and then keep talking to them. Check in with team members between missions. Kindle relationships by choosing positive dialog. Show compassion.

Don't be afraid to be tender or even flirt a little. However, there are always risks involved when building relationships.

Say the wrong thing to the wrong person and you will turn someone off. Some will be turned off permanently. They won't bail out the nearest air lock, but they will keep things strictly business from then on out.

Gaining the loyalty of your crew is important to your overall mission, so it's a good idea to keep everyone happy.

Note

Gender does affect some potential romantic subplots. Jacob, for example, is only interested in a female Shepard, while Miranda is only romantic with a male Shepard. Some shipmates will consider a relationship regardless of gender.

Developing relationships is exciting. It adds a personal level to an adventure that's bigger than life. You may not want to spoil how relationships unfold if you prefer to tackle them organically and let the chips fall where they may.

Relationships with team members all start out the same. You have generic questions you ask them once they are aboard the ship to get a little backstory on them and establish a baseline friendship.

However, team members hold a lot back in the very beginning of their service on your ship. To draw them out and build the relationship, you must keep talking to them.

Over time, you will nurture a relationship unless you say something absolutely terrible. That shuts down a relationship, and it's very difficult to recover from it without a high Paragon or Renegade rank.

Some relationship killers can never be overcome, so consider the potential effects of your dialog before opening your mouth.

All members of the crew have personal situations that they need help dealing with—these are called loyalty missions because once you complete one, that team member is considered loyal to you, which unlocks not only relationship potential, but also a special power.

The loyalty mission is a pivotal moment in a relationship and is crucial to completing the main story line of the game. Prior to the loyalty missions, you can speak to team members once or twice to get a little conversation out of them.

You must let a little time pass between conversations to keep building the relationships. Passing time is equivalent to going on a mission.

However, once a loyalty mission has been successfully completed (you can fail three of the loyalty missions, which also shuts down a potential relationship), the relationship enters its next phase.

Speak to the team member following the loyalty mission and be positive. At this point, a friend is turning into either a romantic interest or a trusted ally.

After undertaking another mission following the completion of the loyalty mission, return to the team member and talk again.

If this conversation is positive and successful (meaning, you don't say anything rude or untoward), the relationship reaches its highest level. If the relationship is a romance, then you will see a special scene between you and the team member prior to going on the final mission. And by special, we mean...well, you know what we mean.

Now, because you can nurture relationships with all team members, you need to realize you cannot carry every relationship to the penultimate scene. You must choose which team member you want to be exclusive with.

If you try to be romantic with another team member, they will let you know that they wish to be exclusive. You now have the option to go to the team member you have set up for the special moment and let them down either easy or hard.

TRAINING

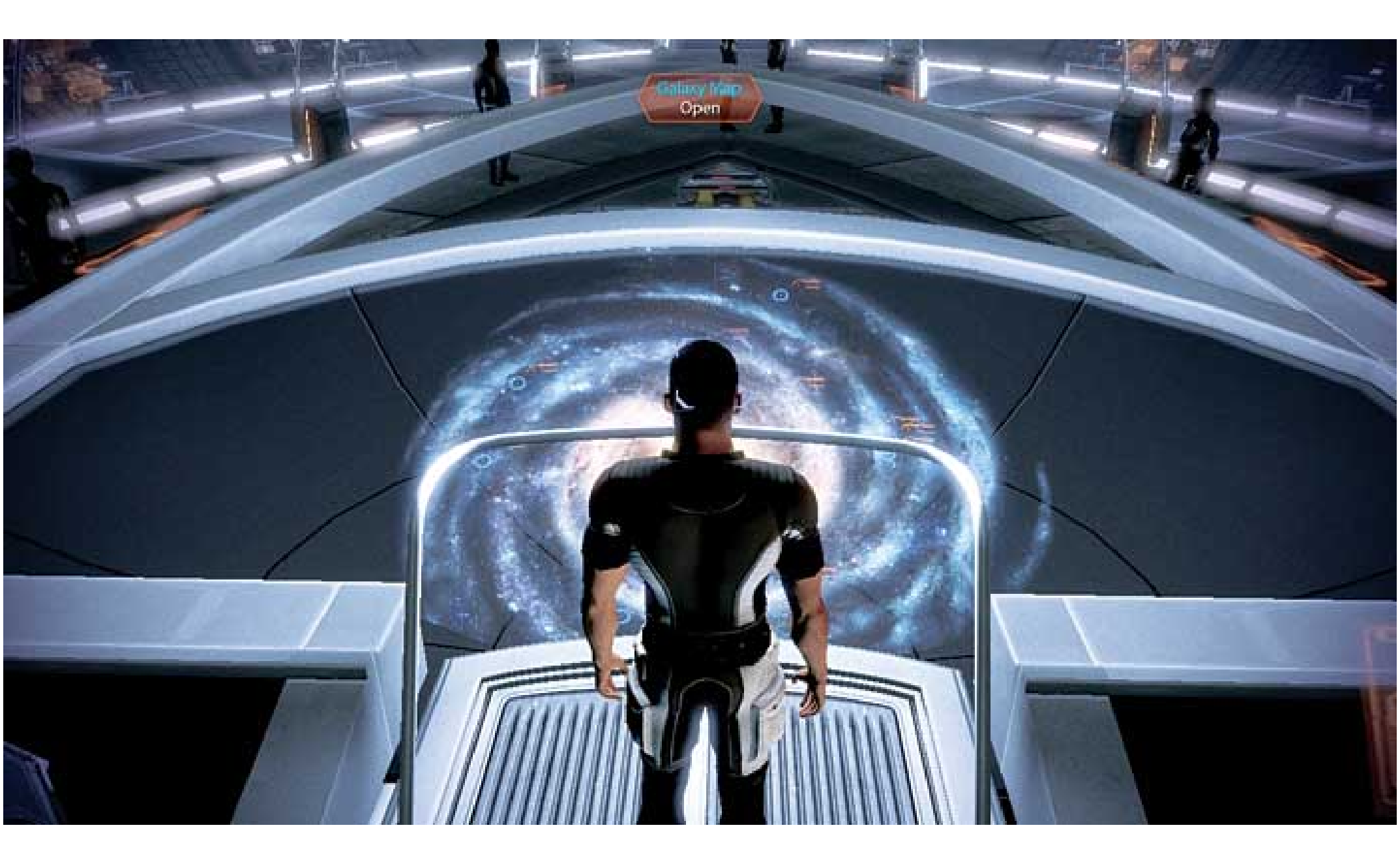
Transportation and Commerce

Interstellar Travel

Shepard is the commanding officer on the *Normandy SR2* , a re-creation of the *Normandy* SR1 ship that helped the Alliance defeat Saren and save the Citadel.

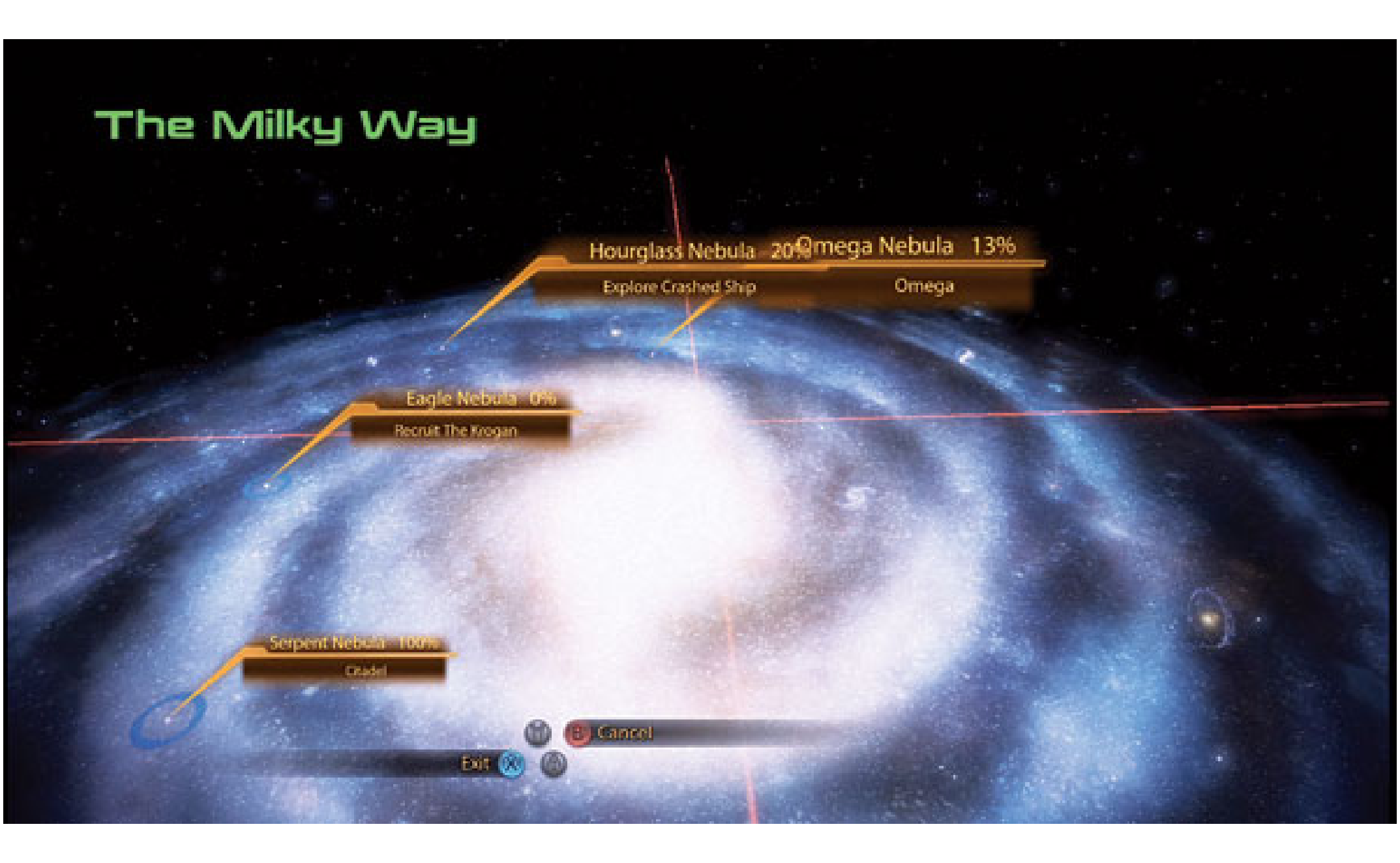
The *Normandy SR2* includes all of the systems of the original, including a mass effect FTL drive that allows it to use mass relays to travel between distant points in the galaxy almost instantaneously.

Although the *Normandy* has a dedicated pilot, you are the final call when it comes to navigation.



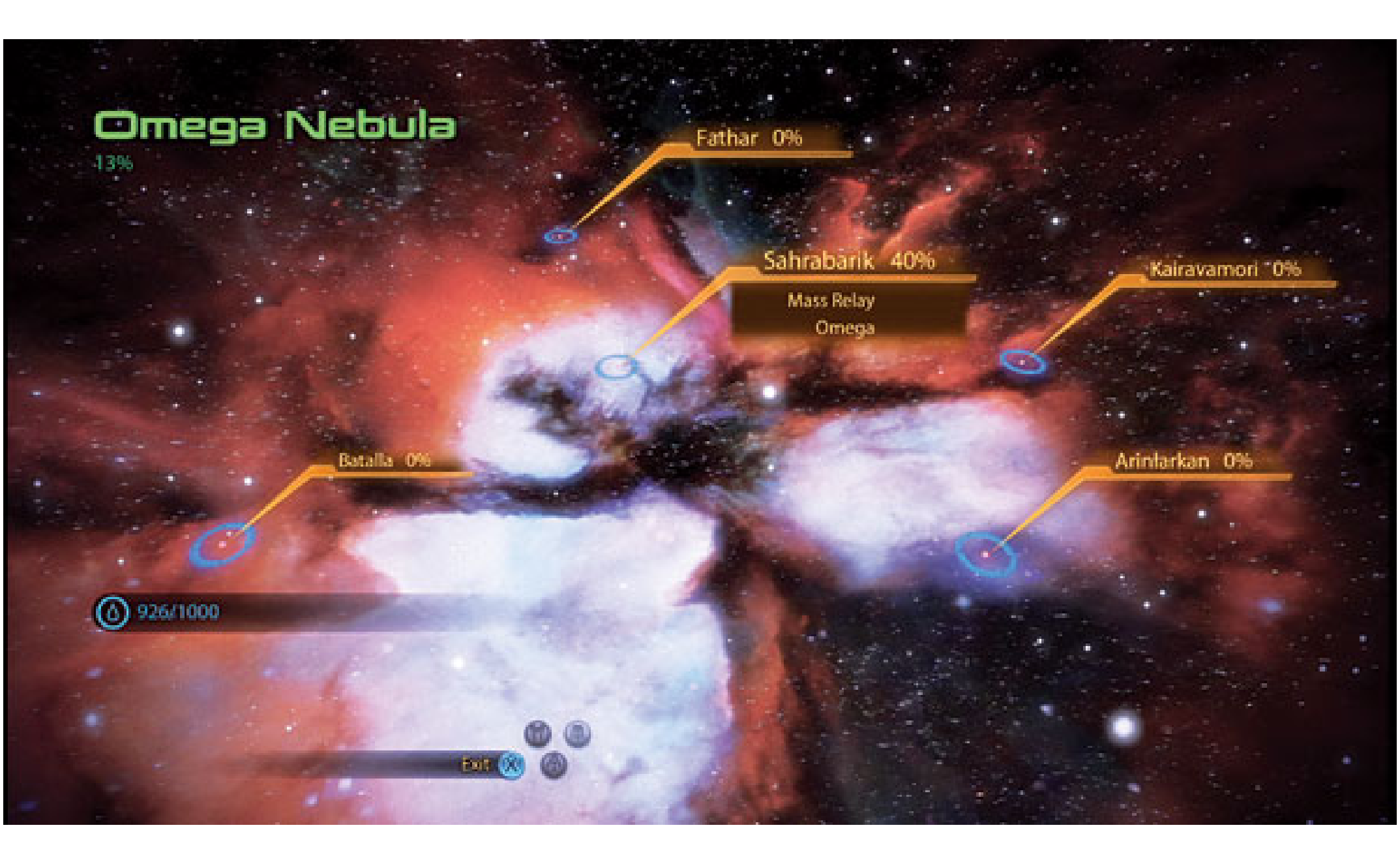
You set the course for the ship all across the cosmos via the galaxy map, the central feature in the combat information center (CIC) of the ship.

This multi-level map allows you to start with a galaxy view of known space and then drill down through various tiers, including clusters and systems, until eventually deciding on a specific planet to orbit.



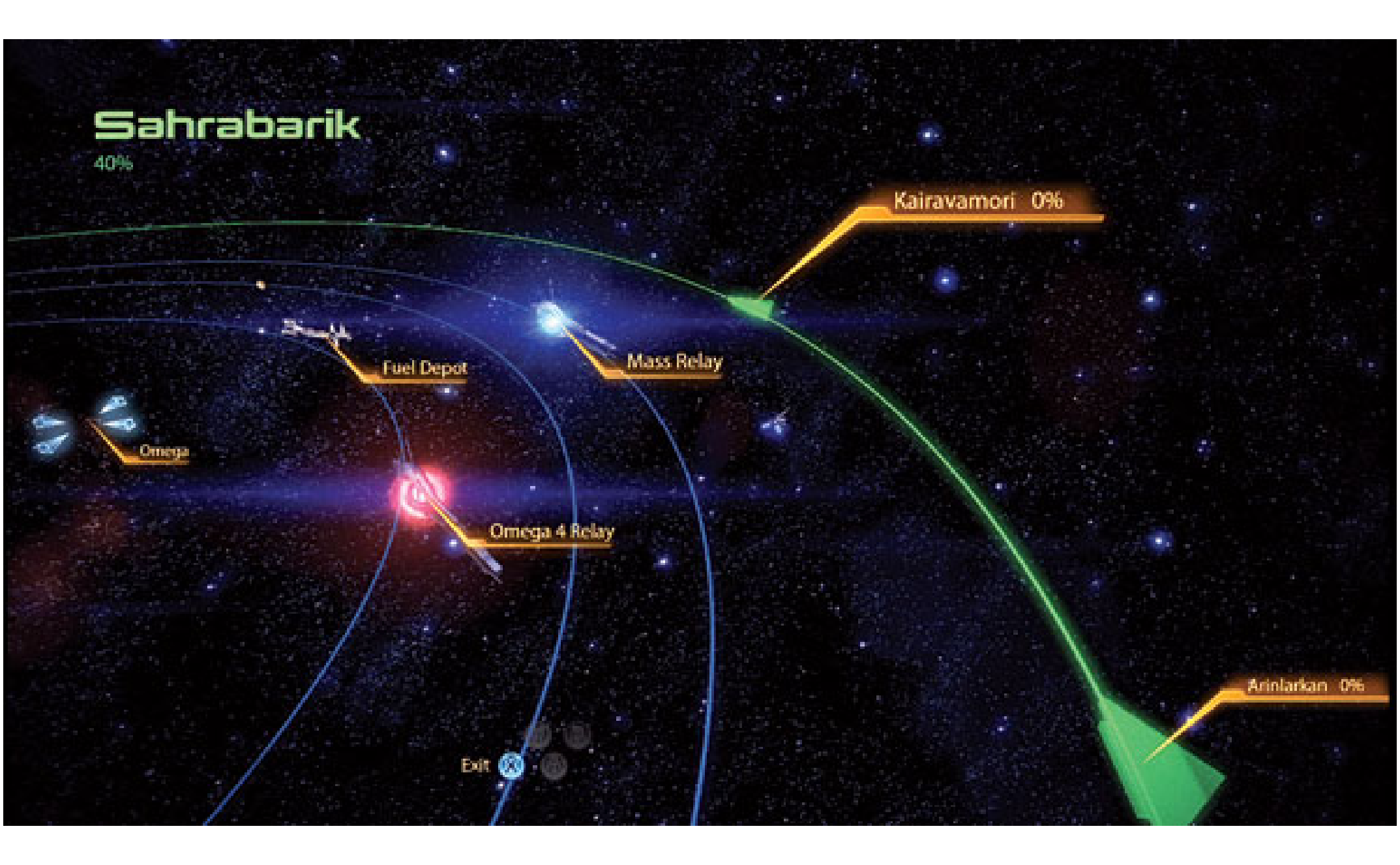
Galaxy View: When a cluster is discovered through a mission or the purchase of a star chart, it appears on the galaxy view.

If the cluster has an active mission, the name of the mission appears on the cluster and on every level down.



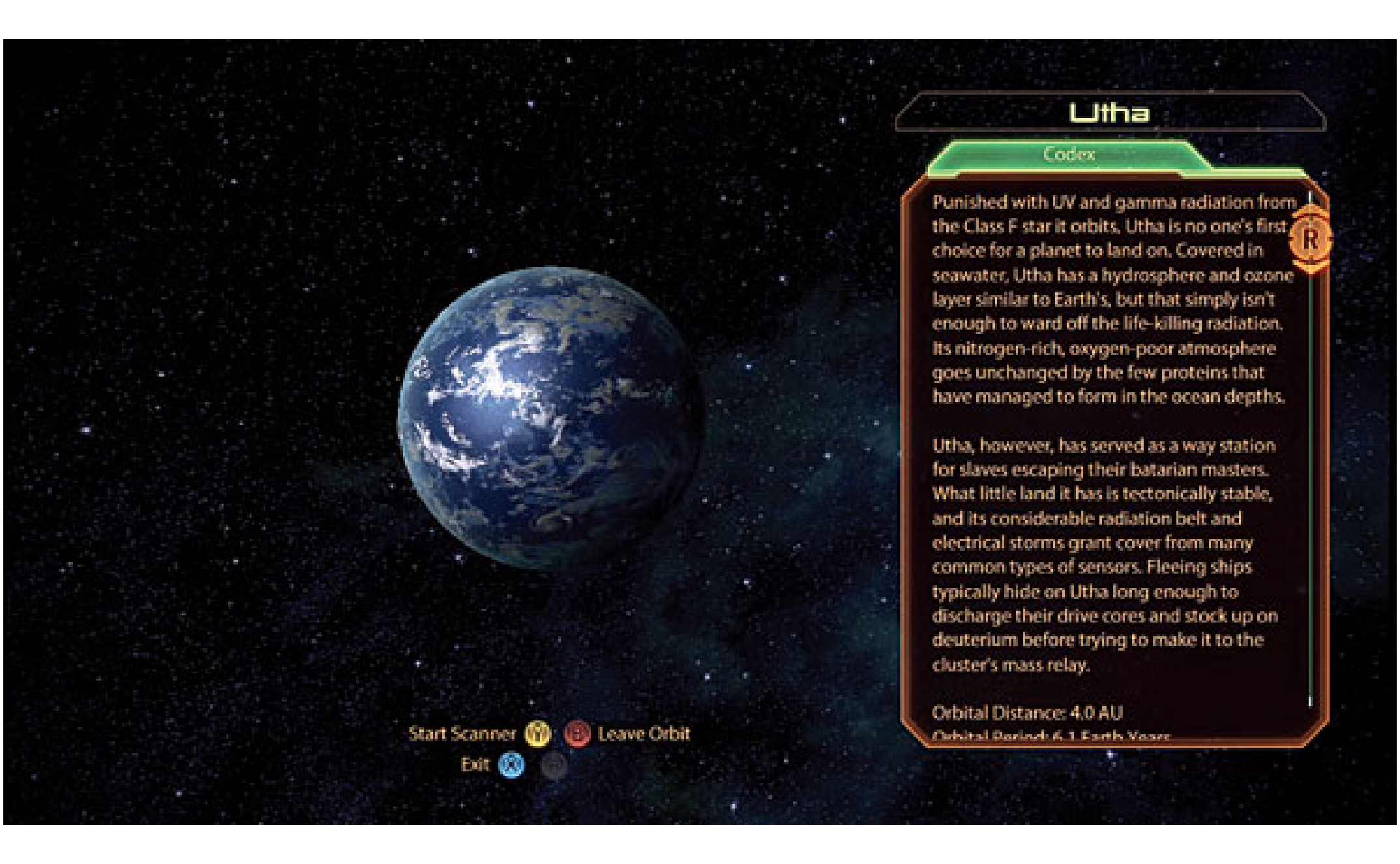
Cluster View: A collection of systems is called a cluster. Cluster view is actually bypassed when selecting a cluster; instead you drill down to the system within the cluster that contains the mass relay.

This view is only seen when you exit a system by traveling to the edge of the map.



System View: This view shows all planets within a system, orbiting around a central star. The number of planets explored/scanned is noted with a percentage.

Other systems within the cluster can be accessed by traveling to the edge of the system. This returns you to cluster view.



Punished with UV and gamma radiation from the Class F star it orbits, Utha is no one's first choice for a planet to land on. Covered in seawater, Utha has a hydrosphere and ozone layer similar to Earth's, but that simply isn't enough to ward off the life-killing radiation. Its nitrogen-rich, oxygen-poor atmosphere goes unchanged by the few proteins that have managed to form in the ocean depths.

Utha, however, has served as a way station for slaves escaping their batarian masters. What little land it has is tectonically stable, and its considerable radiation belt and electrical storms grant cover from many common types of sensors. Fleeing ships typically hide on Utha long enough to discharge their drive cores and stock up on deuterium before trying to make it to the cluster's mass relay.

Orbital Distance: 4.0 AU

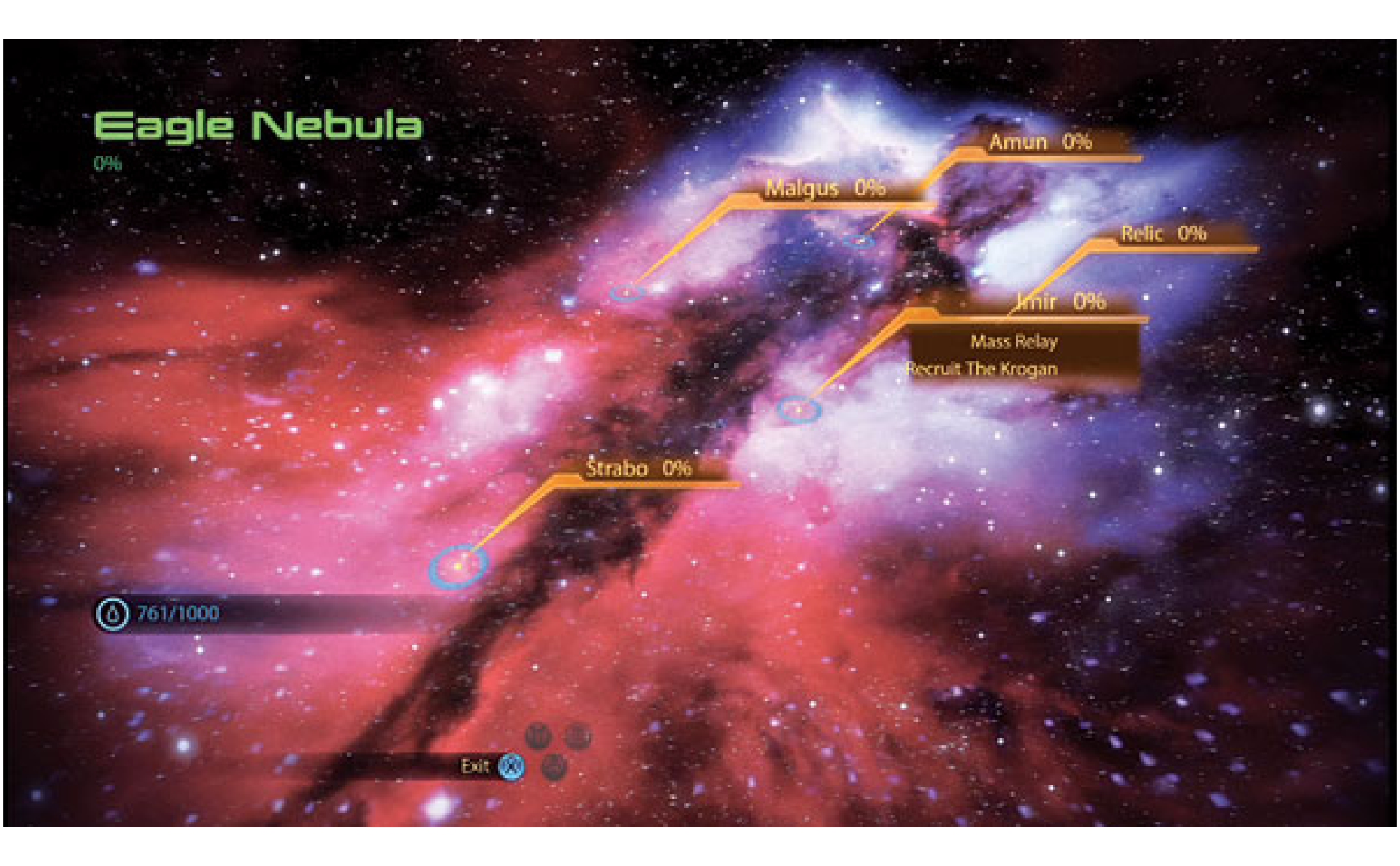
Orbital View: From this view, you can either scan a planet for resources or land on a hospitable planet with a landing zone.

Just dropping into orbital view adds a planet to your "known" registry and counts toward the percentage of the system considered explored.

Note

For more on scanning and mining planets, please see the "Mining" section of this chapter.

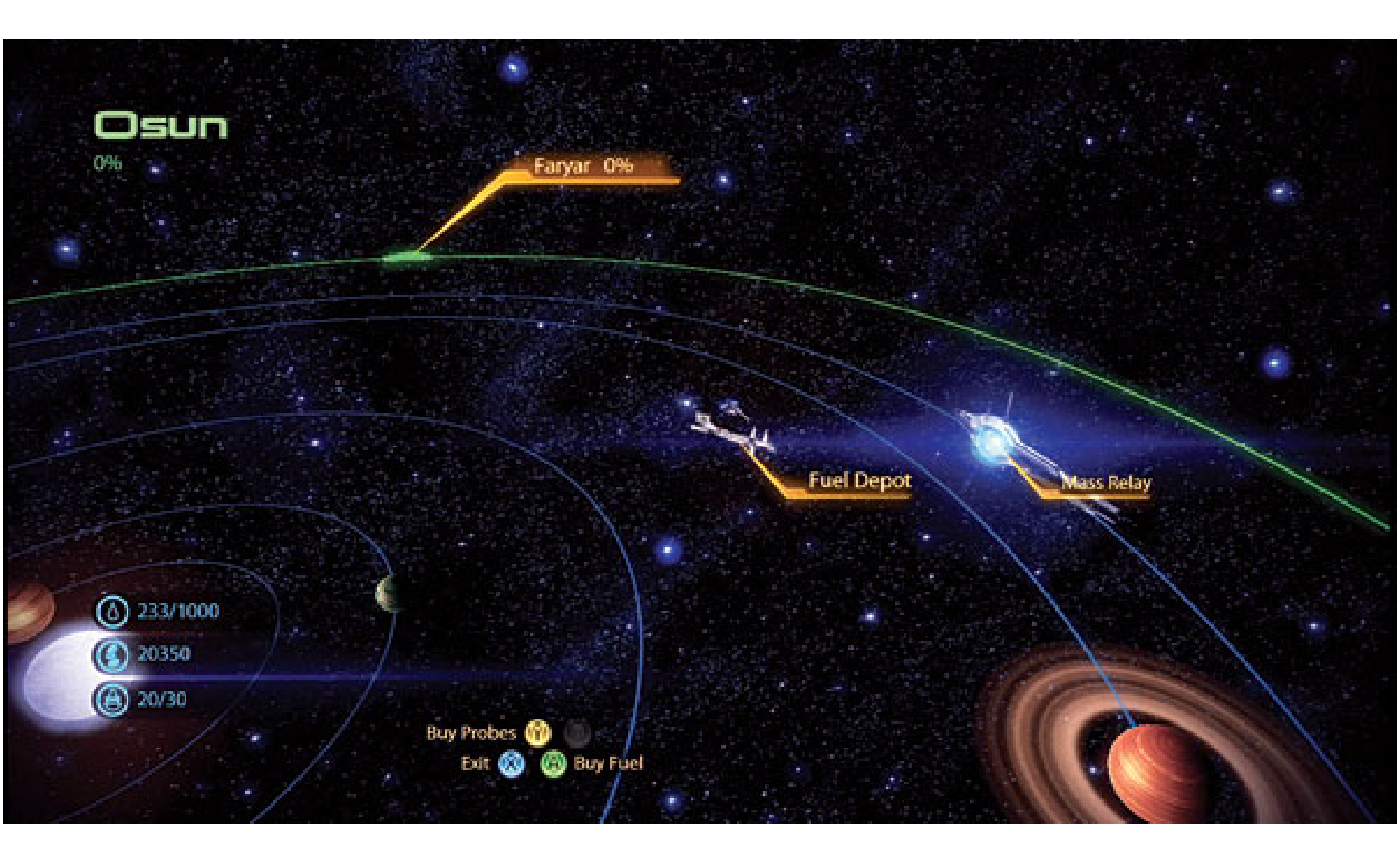
Travel Between Systems



When you select a cluster from the galaxy map, you bypass the cluster view and instead enter the system with the mass relay within that cluster.

Each cluster has a single mass relay, which is the "warp" point you access when using the mass relay network. To travel to another system within a cluster, you must physically steer the *Normandy* to it.

To travel to another system within a cluster, direct the *Normandy* to the arrow marked with the name of the system. This sends you to cluster view. Steer the *Normandy* to the desired system and then select it to drop into system view again.



Traveling within a system does not consume any fuel. However, traveling across the void between systems does. You must purchase fuel from Fuel Depots. There is a Fuel Depot in every system with a mass relay.

At first, the *Normandy* can only hold 1,000 units of fuel. With an upgrade, though, you can double the ship's fuel capacity, allowing for longer periods of travel.

Caution

If you run out of fuel, you will be "towed" back to the system with the mass relay in that cluster and suffer a financial penalty.

Note

When buying fuel, account for return voyages.

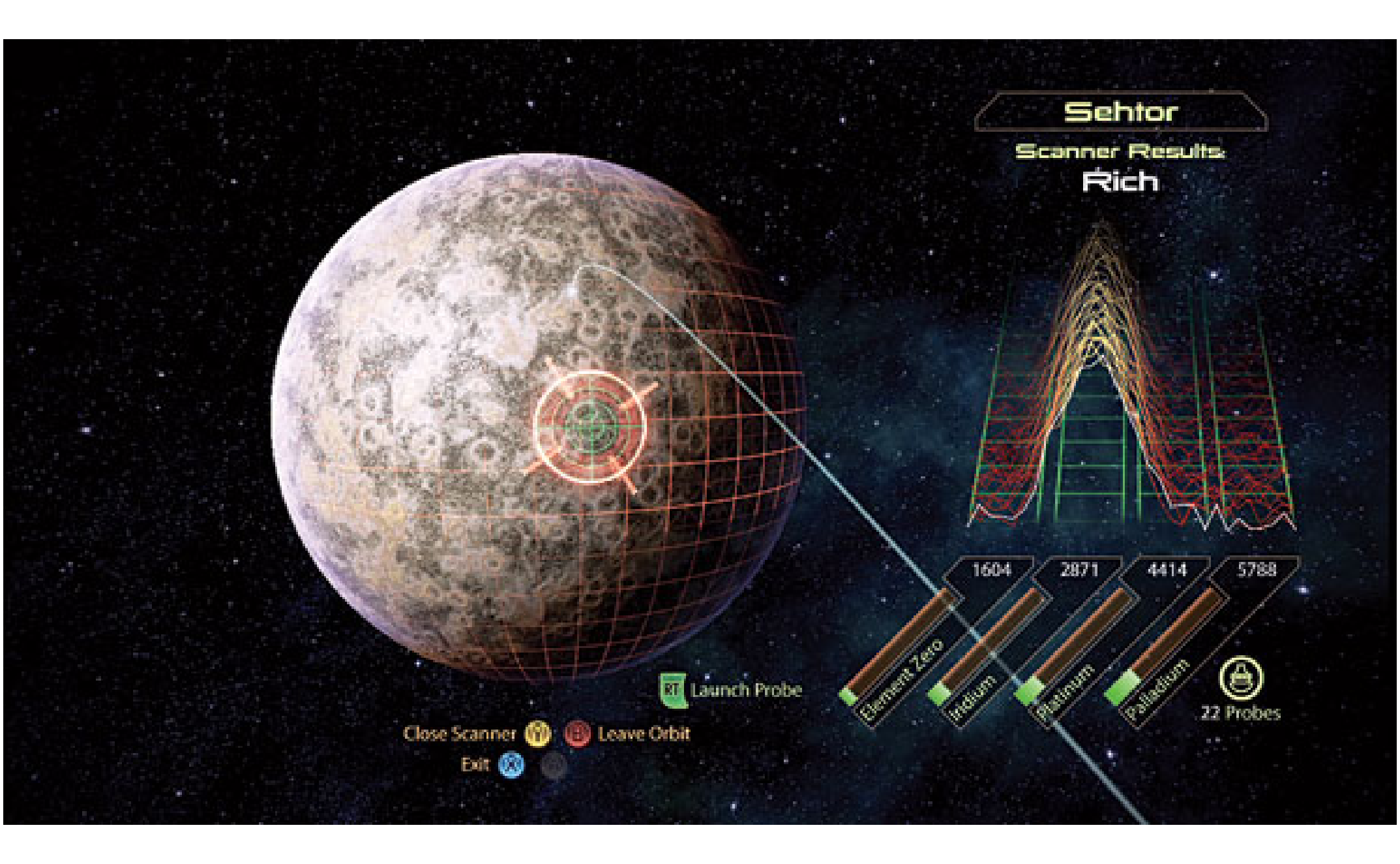
The only way to travel to another cluster is via a mass relay, so if you are exploring a system without one and decide you want to investigate a different cluster, you must pass back through cluster view to return to the mass relay.

Note

You can also buy probes from Fuel Depots; they are critical for mining operations.

Commerce

Mining



There are two commodities of immediate value to you during this adventure: credits and minerals. Minerals are discovered while undertaking a mission (usually found within crates) or by scanning planets.

There are four types of minerals: platinum, palladium, iridium, and element zero. Element zero (eezo) is the rarest and most valuable of the four minerals.

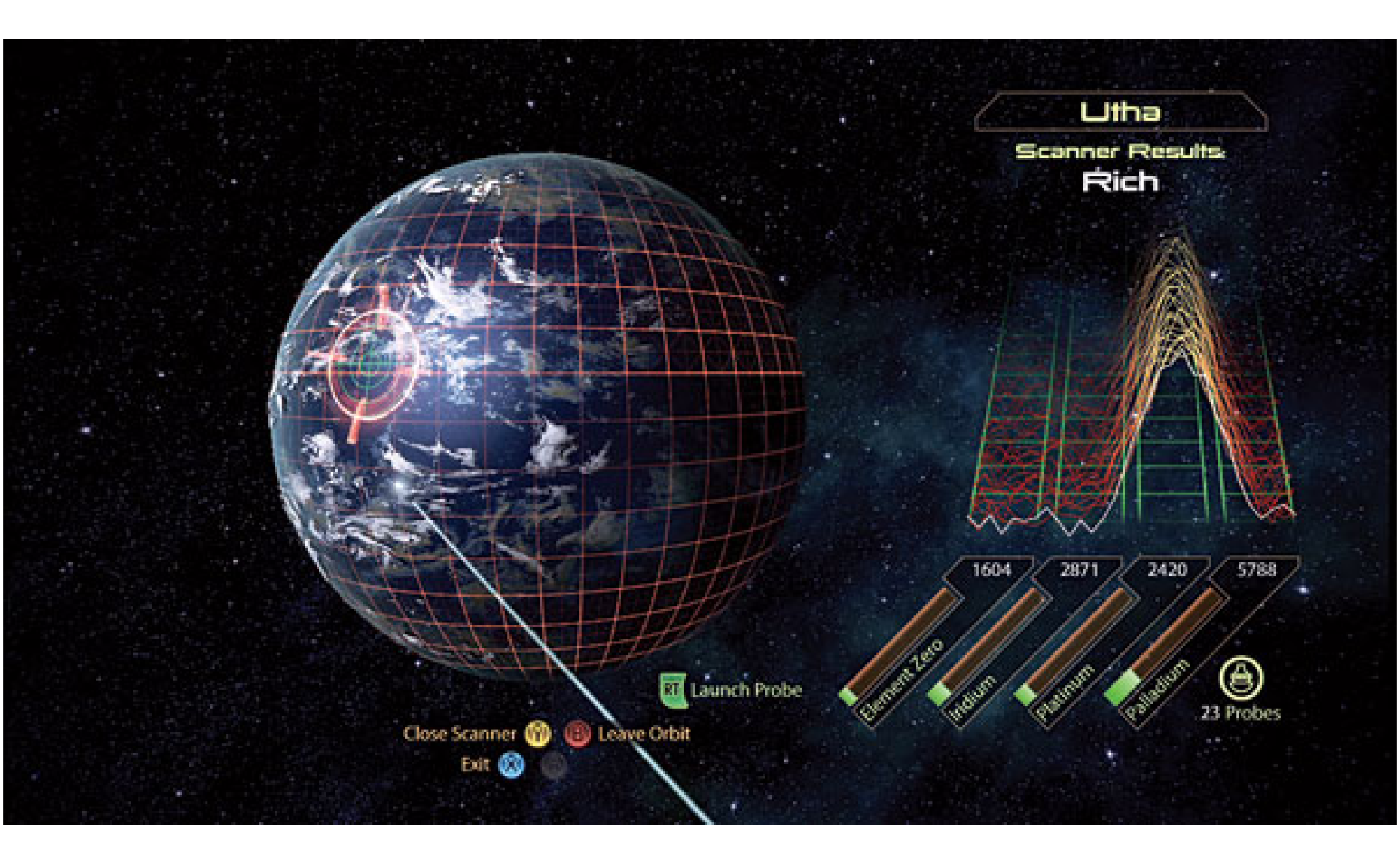
These minerals are essential for carrying out research projects aboard the *Normandy* , which result in useful upgrades for you and your squad, such as weapon and biotic boosters.

You cannot excavate minerals without probes. You purchase probes at a Fuel Depot for 100 credits each. At first, the *Normandy* can carry 30 probes, but an upgrade raises the capacity to 60.

To mine a planet for resources, you must drop into orbital view. From orbital view, choose "scan." This view drops a grid over the planet's surface.

The planet automatically rotates, but you can speed the rotation one way or the other by moving the cursor on it either left or right to the edge of the planet view.

Place the scan cursor over the part of the planet you wish to scan and then select "scan" again. Hold scan and move the cursor around to scan a larger area.



While searching, pay attention to the scanner on the right side of the screen, directly above the four wells—each well is assigned to one of the minerals.

The scanner shows just noise when you are moving the cursor over an empty area. However, when you direct the cursor to an area with a mineral deposit the scanner jumps over one or more of the wells.

The height of the peak reveals the richness of the cursor site. When you find a rich vein, tap the "probe" button to launch a probe down to the planet surface.

The impact of the probe immediately results in the acquisition of minerals.

There are multiple mineral deposits on planets. However, when you probe an area, you drain it of minerals.

So, make sure you are sending a probe down over the richest spots, because even if the scanner would have shown a higher peak just to the south of the probe site, the area around the probe dries up.

Caution

You cannot scan planets you explore for missions in the main story line. However, you can scan planets with special assignments.

Note

For a complete index of all planets in the galaxy and the minerals you will find on each of them, please see the "Planetary Database" in the back of this guide.

Credits

Credits make the galaxy go 'round. They are the universally accepted currency throughout Citadel space (and beyond).

Credits are primarily used to purchase items from shops, but there are a handful of situations where you may part with some credits to gamble or even spread a little good around.

To spend credits, you have to earn credits. Completing missions is the primary way to bank

large amounts of credits. Completing small special assignments pays credits, too, but not as much as completing a mission from the main plot.

You will find credits in safes, crates, hackable datapads, and computers. You can earn credits by salvaging spare parts and scanning technology valuable to Cerberus.

At the end of each mission, you also receive a lump sum payment from Cerberus.

Shopping

When you visit one of the hub worlds—Illium, the Citadel, or Omega—you will typically locate at least one or two shops.

Shops sell weapons, armor, upgrades, and nonessential items (such as decorations for your private quarters aboard the ship).

Buying from stores is not required, but as the old saying goes: You can't take it with you. Spend big on useful upgrades to increase your chances of success in future combat situations.

Note

After speaking to a shopkeeper, use the nearby kiosk to buy goods.

Each shop has a set inventory that remains constant throughout the entire adventure. However, the prices of goods are not set in stone.

If you use Paragon or Renegade conversation options with a shopkeeper upon meeting them, you can sometimes wrangle a discount.

Note

All store inventories are located in the appendix.

Hacking and Decryption

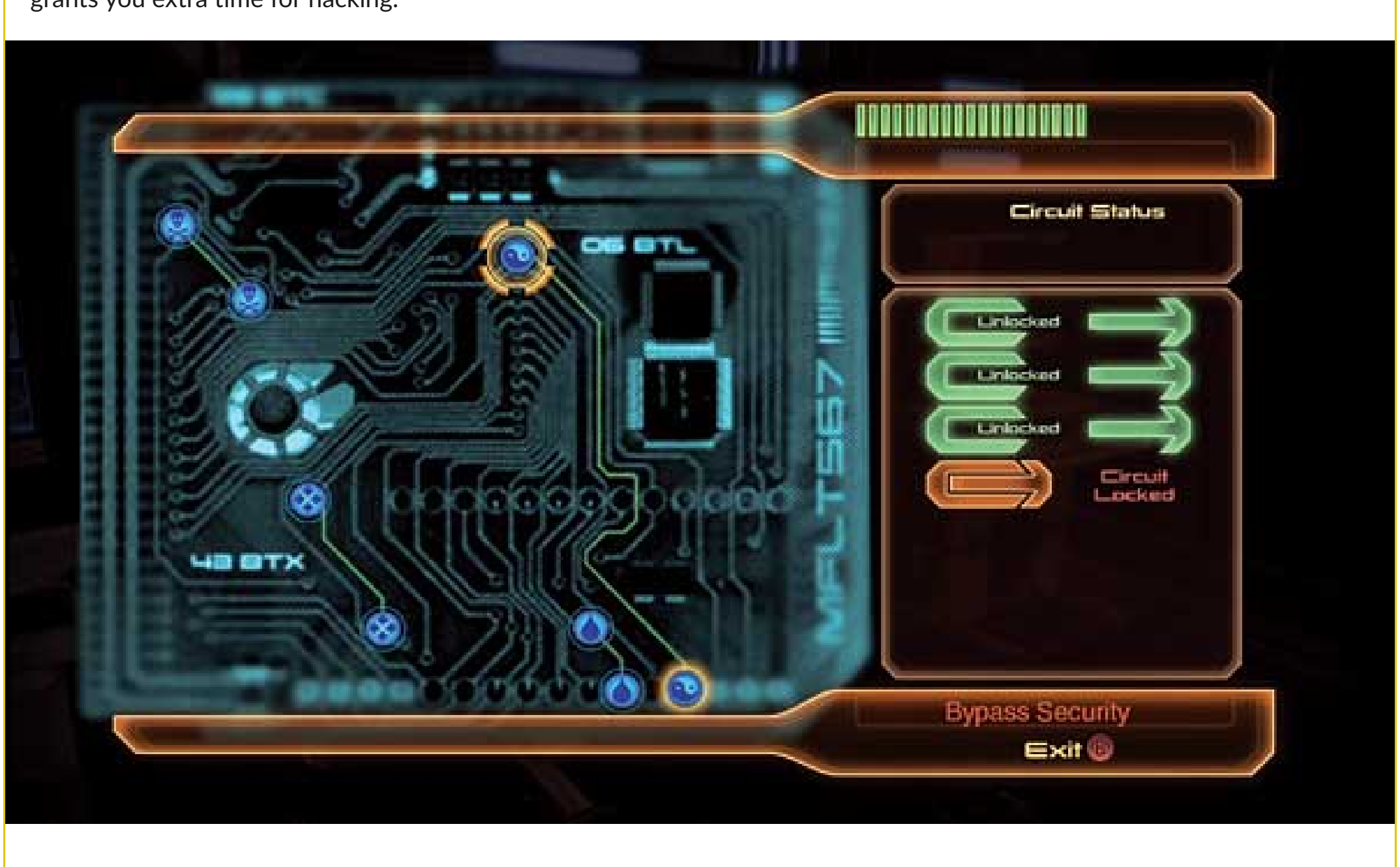
When you encounter a wall safe or terminal that is locked or encrypted, you must hack it.

With the exception of locked doors or computer terminals that are linked directly to the mission, you only have one shot at hacking something.

You can make three mistakes while performing the hack, but if you fail out of the hack or are attacked while hacking (always make sure the coast is clear before attempting a hack), the object remains locked until the next time you visit that planet.

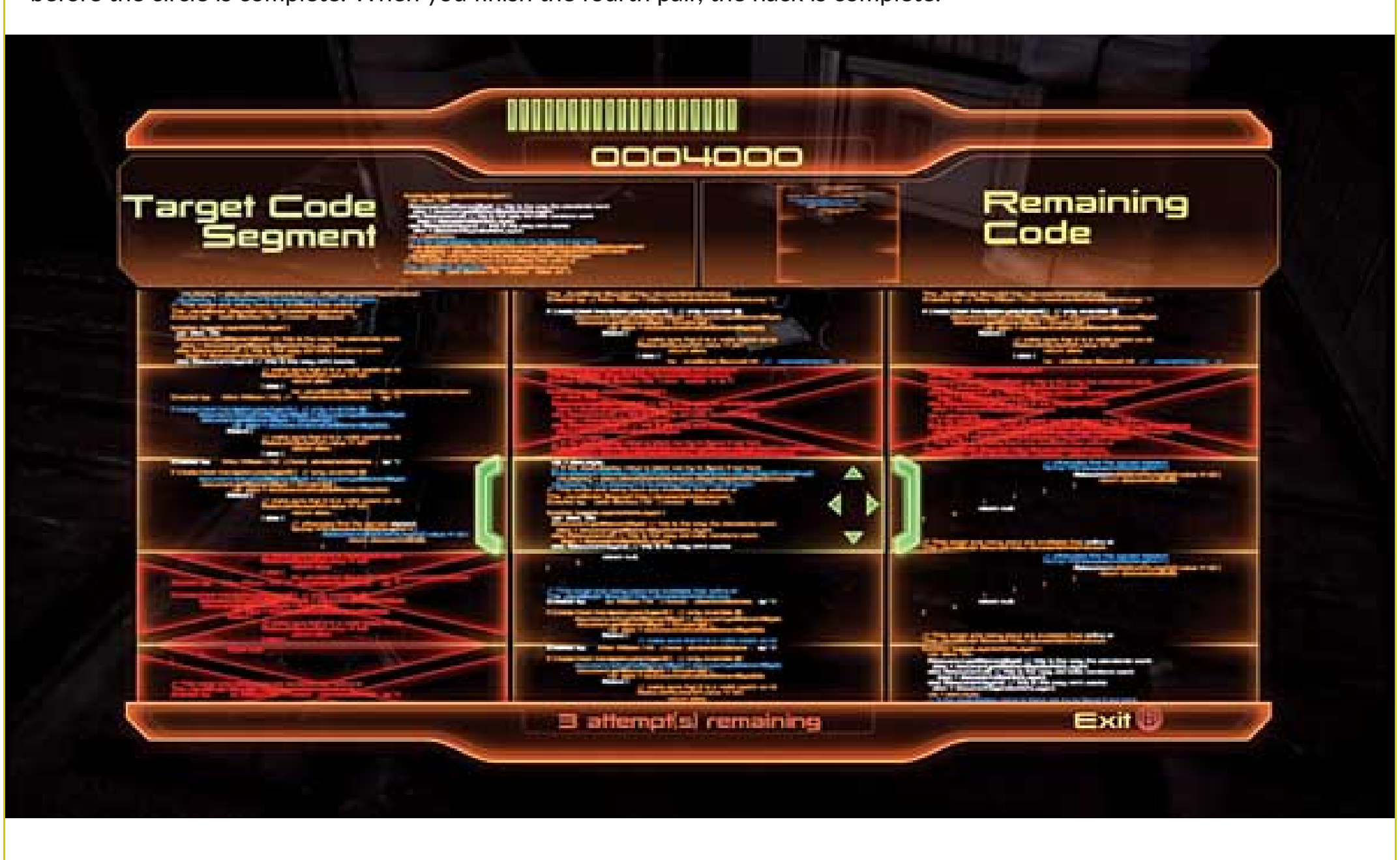
Hacking minigames are timed. If the treasure inside the container being hacked is credits, the amount of credits recovered starts dropping when time runs out.

If the container holds an upgrade, the upgrade is locked back up when time runs out. There is an upgrade, though, that grants you extra time for hacking.



There are two hacking games. The first is a matching minigame. The circuit board has eight nodes with four matching pairs. You must match the pairs.

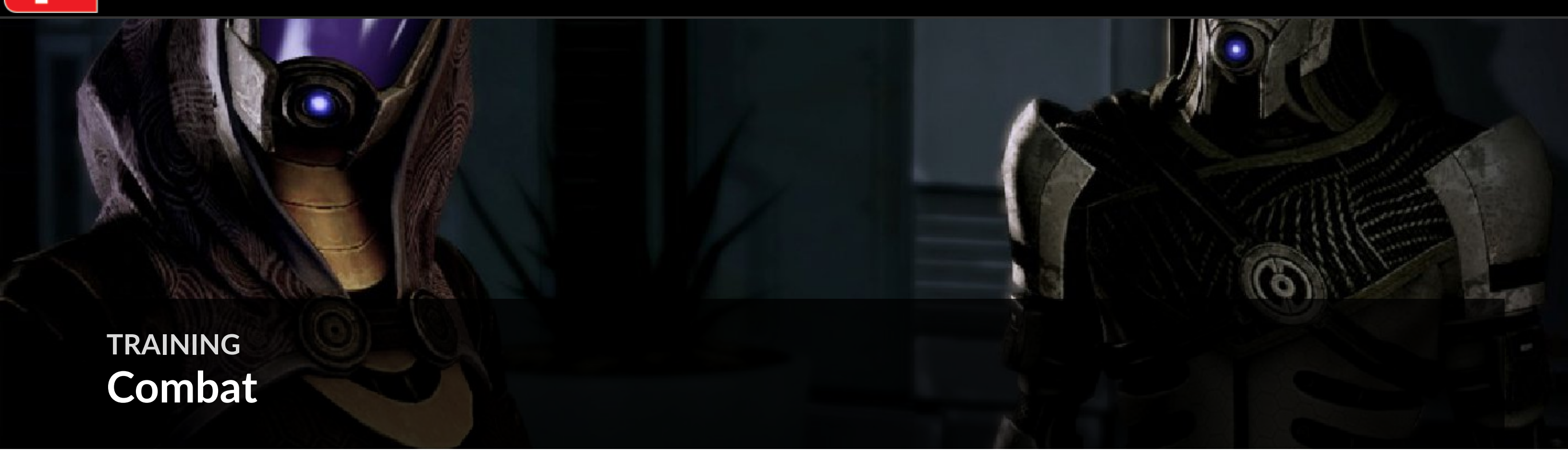
However, when you select one-half of the match, a circle around the node starts to fill. You must select the matching node before the circle is complete. When you finish the fourth pair, the hack is complete.



The second hacking minigame requires you to match three pieces of code to replicate a security protocol. Each piece of the protocol is shown at the top of the screen.

You must scroll through a field of code snippets and select the exact match. Avoid the red squares in the field. Use the layout of orange, white, and blue lines of code to make fast matches.

Many pieces of code look alike, but if you pick out a defining feature, such as a block of white code, you may have an easier time finding the match within the time limit.



TRAINING

Combat

Following the disastrous prologue, you wake up in a medical bay and must escape a frenzied attack on the facility.

This mission acts as an in-game tutorial that goes over the essentials of combat, such as how to take aim at enemies, the fine art of slamming into cover to avoid incoming fire, bringing up the Power Wheel, and how to use medi-gel to heal wounded squad members.

So, instead of going over the basics of movement and shooting, let's instead focus on the assembly of a squad and how those decisions affect your success on a mission.

How you lead a squad in the field is also exceedingly important. Weapon choice and power development are also critical for success.

Note

If you're badly wounded, take cover. Avoiding damage for a few seconds regenerates your health and shields.

Squad

Shepard cannot save the galaxy alone. The commander needs to recruit a coterie of the most talented individuals—personally selected by Cerberus's top man—to join the crew.

Once recruits have been convinced to join the crew, they are available to use when designating an away team for a mission.

You must select a squad to accompany you whenever you disembark from the *Normandy* , even if it is just to explore a city.

All potential squad members are detailed in the following chapter, including their powers, strengths, and personal information.

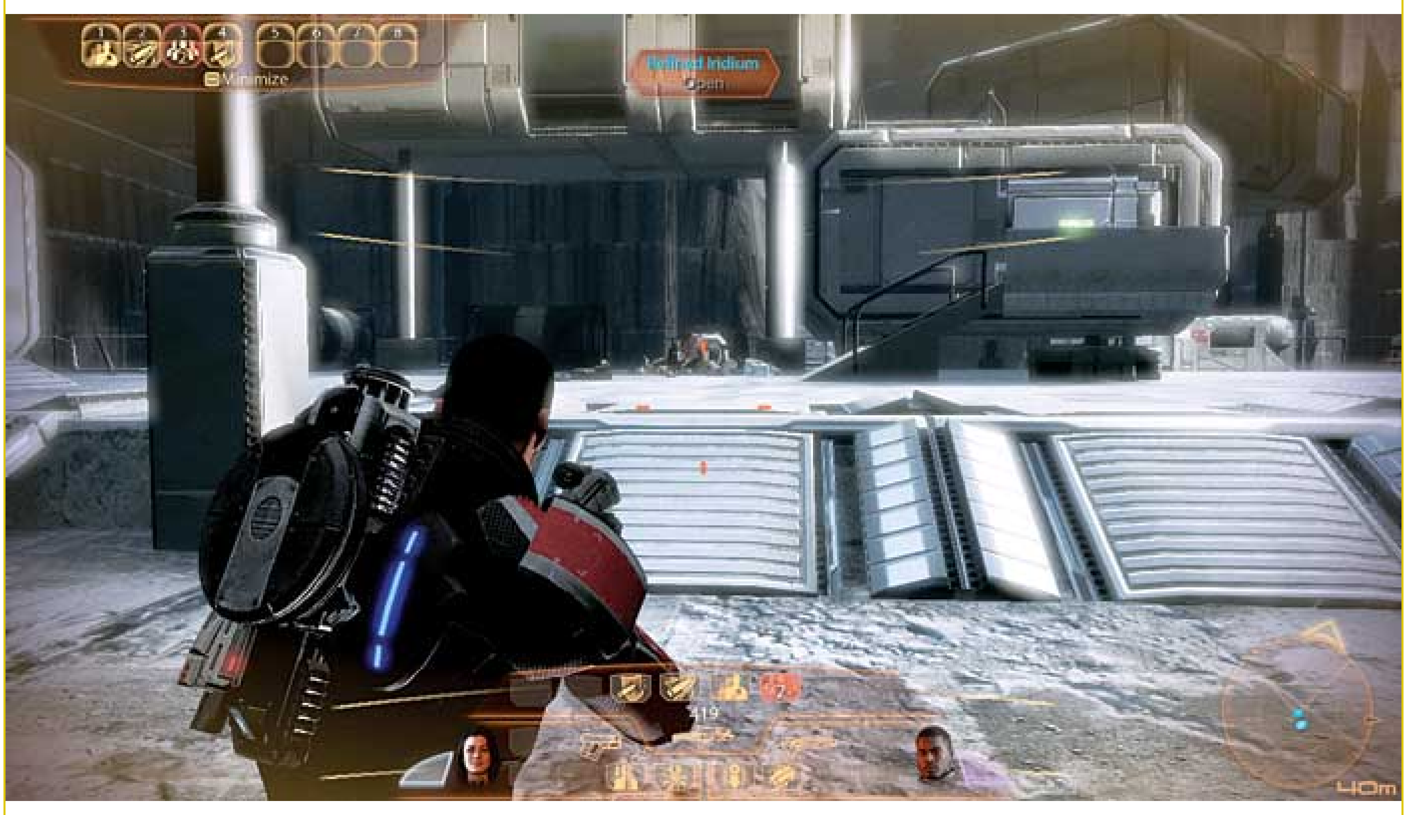
Use the information in those dossiers as well as squad staffing recommendations to assemble the best team for your personal play style or to complement your selected character class.

For example, if you selected an engineer, bringing along a combat-centric teammate like Zaeed or Grunt can greatly affect your chance of survival.

Squad Commands

Without any direction from you, squad members will do their best in battles to help you accomplish the current mission.

However, expert players will want to take a more hands-on approach with the squad, exerting greater control over weapon choice, power usage, and battlefield position.



[001]

[001] The Power Wheel and Weapon Wheel are explained in greater detail in the "Weapons and Armor" and "Powers" sections of this chapter.

However, using them on a regular basis to keep tabs on your squad will make sure they are performing at the top of their game.

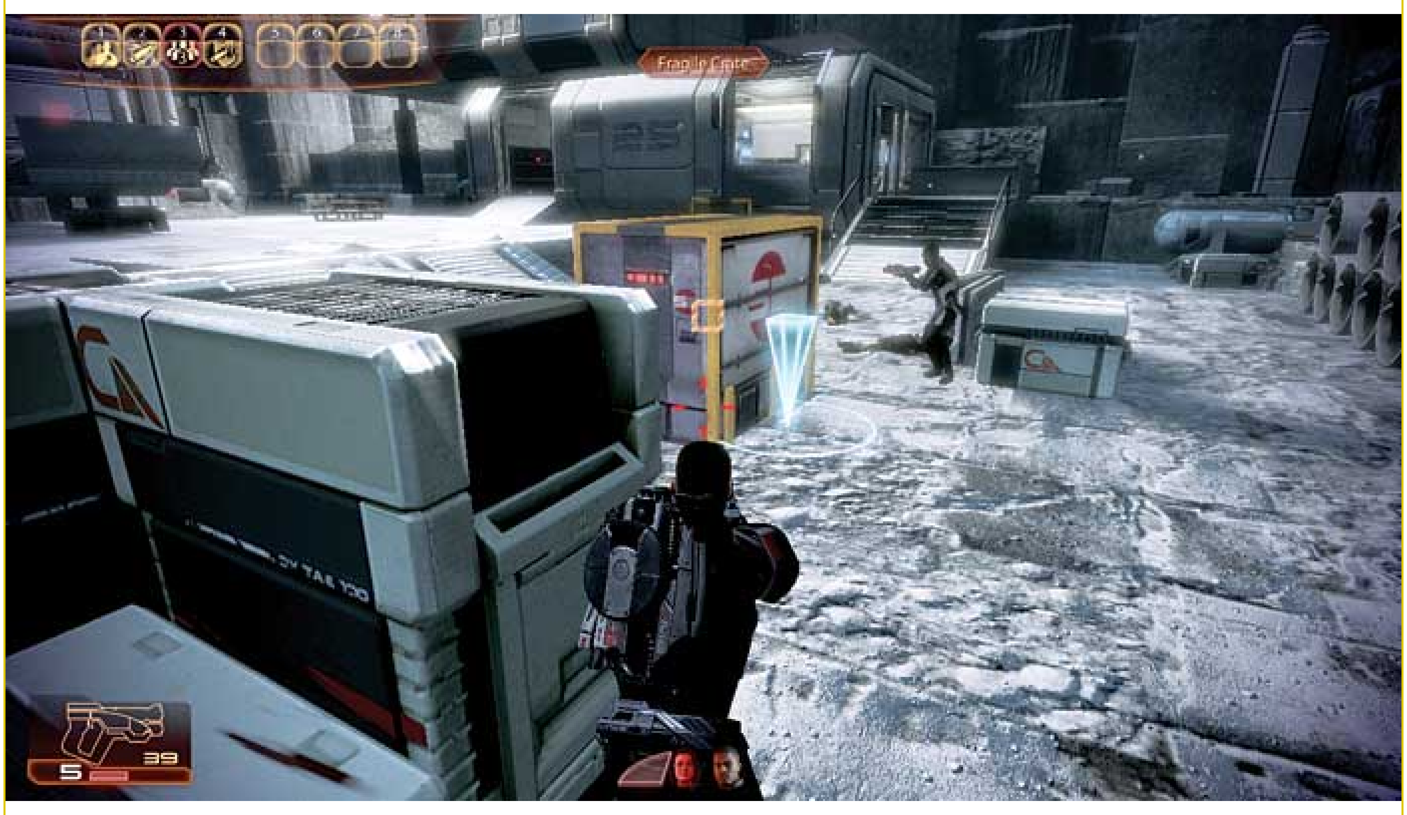
Tali, for example, may be fighting well in a battle against some mercenaries, but she could probably deploy combat drones more often.

So, when you see a crowd of mercs gathering, drop into the Power Wheel and select the combat drone on her behalf. Tali will follow the order and you will benefit from the combat drone exactly when you want it.

All potential squad members are detailed in the following chapter, including their powers, strengths, and personal information.

Use the information in those dossiers as well as squad staffing recommendations to assemble the best team for your personal play style or to complement your selected character class.

For example, if you selected an engineer, bringing along a combat-centric teammate like Zaeed or Grunt can greatly affect your chance of survival.



[002]

[002] Controlling the positions and targets of your squad is also critical for setting up tactics that may prove advantageous in certain circumstances.

You can direct each squad member to a specific location in your line of sight. If the squad members can reach the designated spots without putting themselves in the way of a bullet, they will follow the order.

You can order squad members to focus their fire on a specific target, which is useful for keeping a large enemy busy or creating a distraction.

Directing your squad members to designated positions is how to set up effective crossfires. Crossfires are deadly gauntlets that can trap enemies and cut them down within seconds.

By directing yourself and your teammates to equal points around a target, you make it extremely difficult for the enemy to select a target.

They are getting shot at from all angles. When they pick a target, they end up exposing themselves to two other fighters.

Crossfires are good for taking down enemies that are dug in, too. If you set up your squad to bear down on an enemy effectively using cover, you can keep that enemy busy while you flank to deliver the kill.

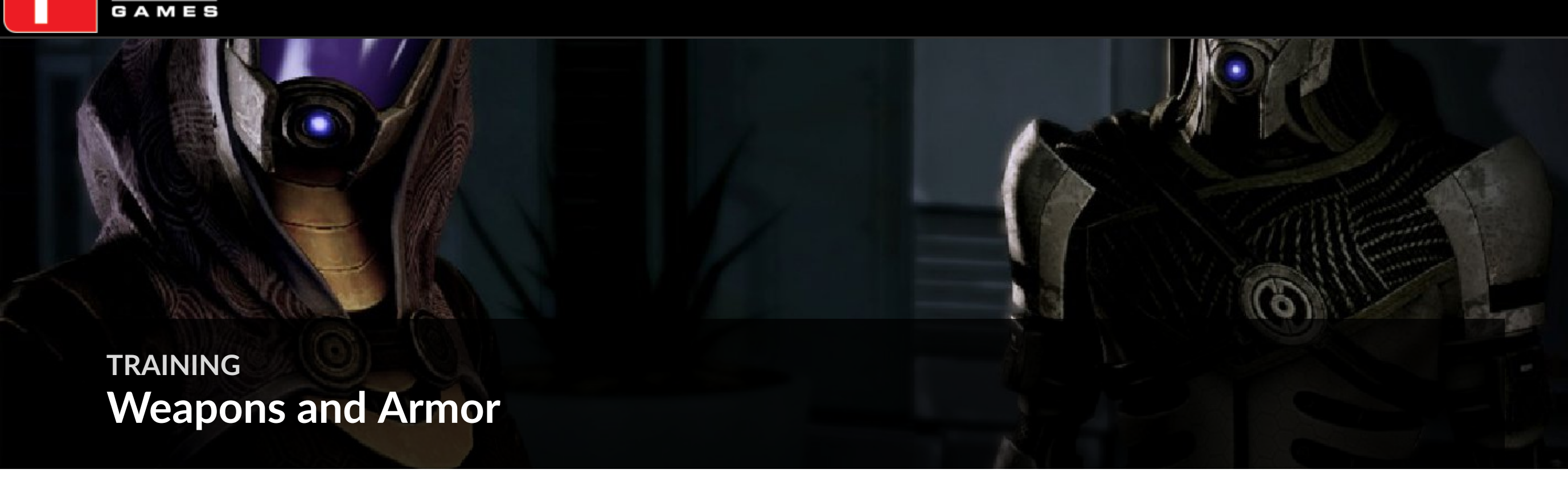
Position your squad members on either side of a chokepoint in a battlefield, such as a door or a bridge, to create an ambush for enemies.

Your squad members will instinctively seek cover and pop out when an enemy approaches. If you find that enemies are not falling for the ambush, use yourself as bait.

Attack from a distance and draw the enemy into your trap. When the enemy is within firing range of the ambush, your squad engages.

One more thing about squad placement: Don't ever be too proud to retreat and regroup. You will face some incredibly powerful enemies and occasionally feel in over your head.

Rather than hold untenable ground and take losses that consume all of your medi-gel, order your squad to fall back from a battle. As they recover, you can decide on a new tactic for the troublesome battle.



TRAINING

Weapons and Armor

When a peaceful resolution to a problem cannot be reached, then you must resort to violence. There are many conventional weapons you can use in battles, but not every squad member can use all of the weapons.

When you chose your class, you saw that you were limited to specific weapons (although you can acquire weapons training while on a specific mission near the halfway point of the story).

Team members must follow the same rules.

There are several weapon classes available to you and your team, with at least two weapon variations in each class:

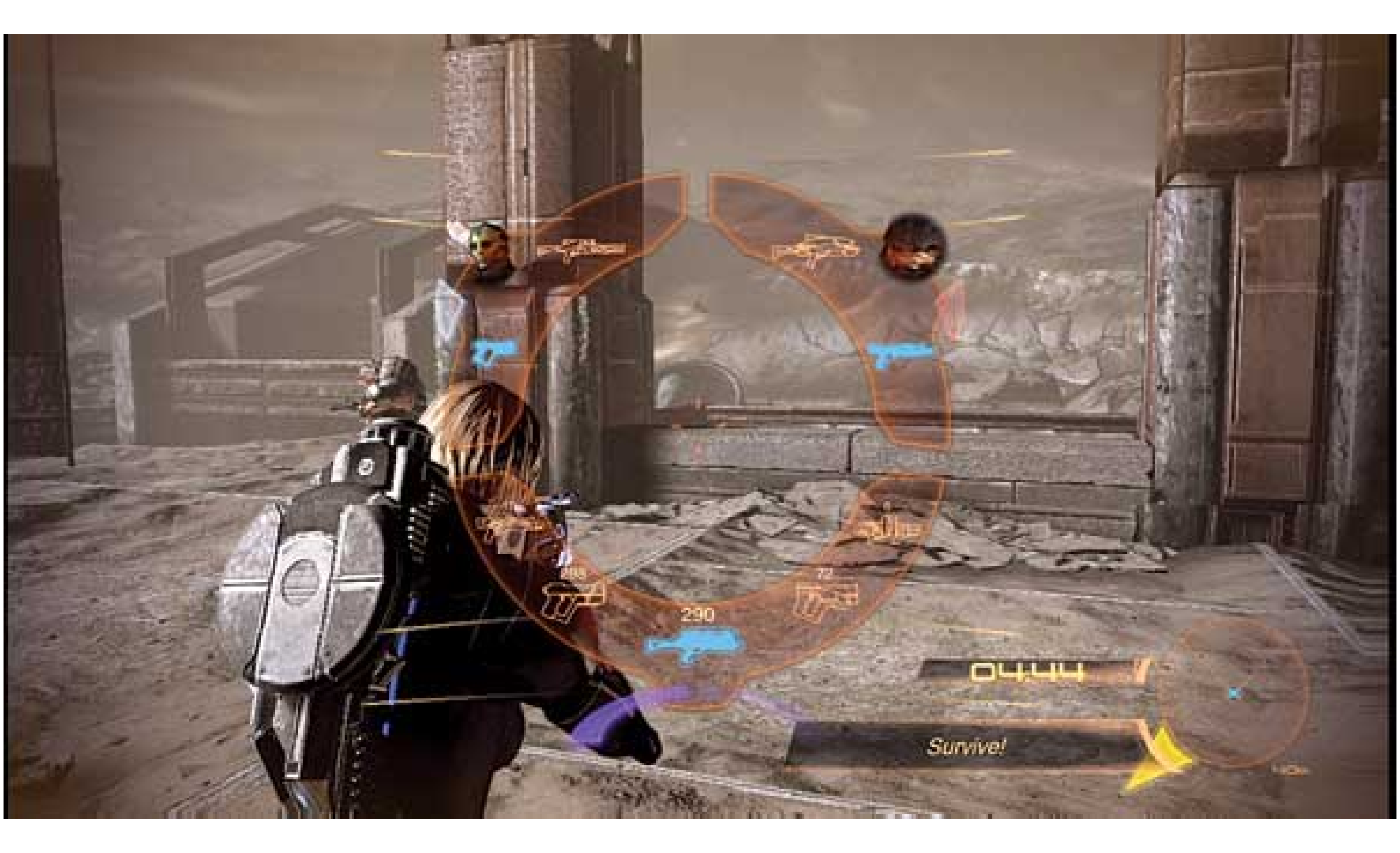
- **Assault Rifles:** These automatic weapons strike a good balance between stopping power and accuracy. Assault rifles are commonly used by soldiers, but you can train Shepard on this weapon if the commander selects a different class.
- **Heavy Pistols:** These handguns are all-purpose weapons that are effective even at long range. They are the most accurate and powerful weapons outside of sniper rifles Heavy pistol clips are small, though, and need to be reloaded often.
- **Shotguns:** Shotguns are brute force weapons that deal tremendous damage at close range. They may have a slow rate of fire, but if a shell is delivered point blank, you may need only one squeeze of the trigger.
- **Submachine Guns:** Submachine guns benefit from a fast rate of fire that can chew up a target's armor or shields. However, submachine guns are the least accurate of all weapons.
- **Sniper Rifles:** Sniper rifles combine long-range killing power with lethal accuracy. The trade-off is that they have a slower rate of fire.
- **Heavy Weapons:** If enemy strength is the question, heavy weapons are the answer. This class of weapon delivers incredible firepower, but ammo is very limited. You must constantly seek out power cells to replenish heavy weapons.

Caution

You can take only one heavy weapon on a mission. Visit the Normandy armory to choose your loadout.

Note

Rapid-fire guns such as submachine guns and assault rifles are less accurate than other weapons, but reliably inflict damage.



Call up the Weapon Wheel to select the current weapons for you and your squad. Monitor the situation and adjust for the enemy.

All weapons can overheat after firing multiple times. When a weapon overheats, you must switch to another or rely on alternative attacks, such as biotic powers or melee strikes.

There is a universal thermal clip that all weapons except heavy weapons use.

You will spot thermal clips on your missions on shelves or desks—look for the reflection of the clip in the light to easily spot them in intense situations. Fallen enemies also drop thermal clips.

When you pick up a thermal clip, all weapons are partially replenished, not just the weapon you are holding.

Tip

Headshots inflict additional damage on most targets.

Aside from thermal clips, some squad members, including you, have special ammunition they can use that has an added benefit, such as fire damage, or is powerful against a specific type of enemy.

Here are the six different ammunition types you can use:

Armor-Piercing Ammo: This round cuts through armor so you can deliver the killing shot.

Cryo Ammo: Multiple shots with cryo ammo slowly freeze an enemy. Frozen enemies take more physics damage from melee attacks, but they cannot take more damage from weapon attacks or most powers.

Incendiary Ammo: Incendiary ammo catches a target on fire, doing damage beyond the initial shot. Synthetic enemies such as mechs do not suffer from the extra effects of incendiary ammo.

Disruptor Ammo: This class of ammunition is strong against shields and synthetic enemies, such as mechs and geth.

Shredder Ammo: Shredder ammunition rips through organic enemies, doing extra damage. No extra damage is done against synthetics.

Warp Ammo: Warp ammo transforms biotic energy into heavier damage against barriers and armor.

Tip

If it's available to your squad, always use special ammo. There is no cost and the extra damage to specific targets is always beneficial.

Tip

Cryo ammo is truly deadly in the right hands. If you freeze an enemy and rush in close to deliver a smashing attack (the Charge power is perfect in this situation), you can thin a herd within seconds.

Note

You can upgrade many of your weapons, so do not consider them static.

Consult the upgrade tables in the "Upgrades and Research Projects" chapter to chart the effects of upgrades and pursue those that best serve your class and your squad.

Note

Do not underestimate the usefulness of a melee attack. If enemies get close, bash them with your elbow or shoulder to push them back. As they reel from the attack, unload a clip into them or hit them with a power.

Arsenal

Heavy Pistols

Weapon	Base Damage	Specific Bonuses	Fire Mode	Accuracy	Clip Size/Max Ammo	Located	Restrictions
M-3 Predator	37.2	Armor: +50%	Semi-auto	Medium	12/60	Default	
M-5 Phalanx	109.8	Armor: +50%	Semi-auto	Medium	6/24	Firepower Pack DLC	
M-6 Carnifex	85.4	Armor: +50%	Single shot	Medium	6/18	The Professor mission	

Submachine Guns

Weapon	Base Damage	Specific Bonuses	Fire Mode	Accuracy	Clip Size/Max Ammo	Located	Restrictions
M4-Shuriken	20.5	Barrier: +50%, Shield: +50%	Auto	Medium	24/240	Standard	Soldier class cannot use
M-9 Tempest	14	Barrier: +50%, Shield: +50%	Auto	Medium	50/450	Tali mission	Soldier class cannot use
M-12 Locust	25	Armor: +25%, Barrier: +25%, Shield: +25%	Auto	Good	20/240	The Master Thief mission	Soldier class cannot use

Assault Rifles

Weapon	Base Damage	Specific Bonuses	Fire Mode	Accuracy	Clip Size/Max Ammo	Located	Restrictions
M-8 Avenger	10.8	Armor: +25%, Barrier: +25%, Shield: +25%	Auto	Moderate	40/400	Standard	
M-15 Vindicator	36.8	Armor: +25%, Barrier: +25%, Shield: +25%	Burst	High	24/96	Archangel mission	
M-76 Revenant	21.3	Armor: +40%, Barrier: +20%, Shield: +20%	Auto	Low	80/480	Collector Ship	Soldier class only
M-96 Mattock	50.4	Armor: +30%, Barrier: +20%, Shield: +20%	Semi-auto	High	16/64	Firepower Pack DLC	
Geth Pulse Rifle	10.8	Armor: +15%, Barrier: +35%, Shield: +35%	Auto	High	40/480	Tali mission	Hardcore or Insanity difficulty only
Collector Assault Rifle	17.4	Armor: +25%, Barrier: +25%, Shield: +25%	Auto	High	28/280	Bonus weapon	

Shotguns

Weapon	Base Damage	Specific Bonuses	Fire Mode	Accuracy	Clip Size/Max Ammo	Located	Restrictions
M-23 Katana	220	Barrier: +50%, Shield: +50%	Semi-auto	Low	5/10		
M-27 Scimitar	162.7	Barrier: +50%, Shield: +50%	Semi-auto	Low	8/16		
M-300 Claymore	400	Armor: +25%, Barrier: +25%, Shield: +25%	Single shot	Low	1/10		Soldier or vanguard only
M-22 Eviscerator	294.4	Armor: +25%, Barrier: +25%, Shield: +25%	Semi-auto	Low	3/12	Cerberus Network	
Geth Plasma Shotgun	250	Barrier: +50%, Shield: +50%	Semi-auto	Low	5/10	Firepower DLC Pack	

Sniper Rifles

Weapon	Base Damage	Specific Bonuses	Fire Mode	Accuracy	Clip Size/Max Ammo	Located	Restrictions
M-92 Mantis	263	Armor: +50%	Single shot	High	1/9	Standard	
M-97 Viper	82	Armor: +35%, Barrier: +15%, Shield: +15%	Semi-auto	High	12/48	Assassin mission	
M-98 Widow	368.3	Armor: +50%	Single shot	High	1/12	Collector ship	Soldier or infiltrator class only
M-29 Incisor	53.6	Armor: +25%, Barrier: +25%, Shield: +25%	Burst	High	15/30	DLC	

Heavy Weapons

Weapon	Base Damage	Specific Bonuses	Fire Mode	Accuracy	Clip Size/Max Ammo	Located	Restrictions
M-100 Grenade Launcher	500	Armor: +25%, Barrier: +25%, Shield: +25%	Semi-auto	High	10	Cerberus Facility	
ML-77 Missile Launcher	350	Armor: +25%, Barrier: +25%, Shield: +25%	Semi-auto	High	15	Research	
M-622 Avalanche (cryo gun)	50	Armor: +700%, Barrier: +700%, Shield: +700%	Semi-auto	High	20	Research	
M-920 Cain (nuclear weapon)	10000	None	Single shot	High	All available	Research	
Collector Particle Beam	20	Armor: +50%, Barrier: +50%, Shield: +50%	Auto	High	500	Horizon mission	
M-451 Firestorm (flamethrower)	15	Armor: +35%, Barrier: +15%, Shield: +15%	Auto	High	500	Zaeed mission	
M-490 Blackstorm (singularity gun)	500	Armor: +200%, Barrier: +200%, Shield: +200%	Single shot	High	5	DLC	
Arc Projector	400	None	Single shot	High	10	DLC	

Armor

When you begin your mission, you are given standard-issue Cerberus N7 armor. While it's effective in battle, there are better pieces of armor you can acquire while traveling across the galaxy.

Each piece of armor, such as a helmet or gauntlets, offers a special benefit. These benefits include special protection from incoming fire, increased accuracy for headshots, or extra health.

The effects of the armor are only available when that piece of armor is in use. You may not stack multiple pieces of armor in the same category; for example, you cannot wear two chest plates at the same time.

Note

You buy armor only for Shepard. You do not need to purchase armor for your squad.

Tip

Armor pieces can be used by any class.

Armor Locker
Customize Gear

Use the locker in your private quarters aboard the Normandy to change out your armor after acquiring new pieces.

Here is a full list of armor options available to you, including the effects of each piece of armor, and where to acquire it:

Helmet

Armor Piece	Effect	Location
N7 Helmet	Increases health by 5%.	Standard
N7 Breather Helmet	Increases health by 5%.	Standard
Death Mask	Increases negotiation success chance by 10%.	Harrot's Emporium
Kuwashii Visor	Increases headshot damage by 10%.	Ratch's Wares
Archon Visor	Reduces power recharge time by 5%.	Equalizer Pack DLC
Capacitor Helmet	Shields recharge 10% faster.	Equalizer Pack DLC
Kestrel Helmet	Increases headshot damage by 5%. Increases weapon damage by 3%. Increases shields by 3%.	Aegis Pack DLC

Chest

Armor Piece	Effect	Location
Aegis Vest	Increases health by 5%.	Standard
Capacitor Chestplate	Reduces shield delay by 10%.	Rodam Expeditions
N7 Chest plate	Increases power damage by 3%.	Harrot's Emporium
Shield Harness	Increases shields by 5%.	Ratch's Wares
Kestrel Torso Sheath	Increases melee attack damage by 10%. Increases weapon damage by 5%. Increases shield strength by 3%.	Aegis Pack DLC

Shoulders

Armor Piece	Effect	Location
N7 Shoulder Guards	Increases weapon damage by 3%.	Standard
Amplifier Plates	Increases power damage by 5%.	Gateway Personal Defense
Asymmetric Defense Layer	Increases health by 5%.	Ratch's Wares
Strength Boost Pads	Increases melee damage by 25%.	Omega Market
Kestrel Shoulder Pieces	Increases shield strength by 8%. Increases melee damage by 10%.	Aegis Pack DLC

Arms

Armor Piece	Effect	Location
N7 Gauntlets	Increases health by 3%.	Standard
Heavy Damping Gauntlets	Increases shields by 5%.	Ratch's Wares
Off-Hand Ammo Pack	Increases spare ammo capacity by 10%.	Rodam Expeditions
Stabilizing Gauntlets	Increases weapon damage by 5%.	Omega Market
Kestrel Arm Sheathing	Increases weapon damage by 3%. Increases shield strength by 3%. Increases melee damage by 10%.	Aegis Pack DLC

Legs

Armor Piece	Effect	Location
N7 Greaves	Increases shield strength by 3%.	Standard
Stimulator Conduits	Increases storm speed by 10%.	Omega Market
Life Support Webbing	Increases health by 10%.	Sirta Foundation
Ordinance Packs	Increases power cells by 10%.	Harrot's Emporium
Kestrel Power Pack	Increases shield strength by 8%. Increases power cells by 5%.	Aegis Pack DLC

Tip

Because the class has the least health, engineers should suit up with health- or shield-boosting armor pieces such as the Aegis Vest, Shield Harness, or Life Support Webbing.

Tip

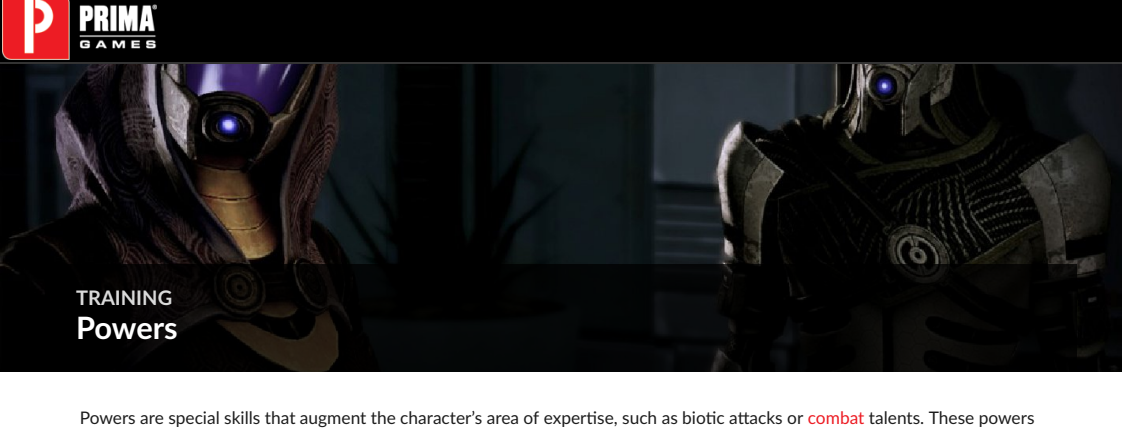
Vanguards can rush in with Charge and smack a target with a melee attack, so look at armor pieces like the Strength Boost Pads.

Tip

Soldiers can use the Kawashii Helmet to increase headshot damage and increase their death-dealing powers.

In addition to swappable pieces of armor, there are special armor sets that have unique properties:

Armor Piece	Effect	Location
N7 Armor	Increase power damage by 3%. Increases weapon damage by 3%. Increases health by 3%. Increases shield strength by 3%.	Standard
Blood Dragon Armor	Increase power damage by 15%. Increases shield strength by 10%.	DLC
Cerberus Assault Armor	Increase power cell capacity by 10%. Increases shield strength by 10%. Increases health by 10%.	Cerberus Network
Collector Armor	Increase health regen speed by 10%. Increases storm speed by 10%. Increases health by 20%.	DLC
Inferno Armor	Increase morality points by 10%. Increases power damage by 10%. Increases storm speed by 10%.	DLC
Kestrel Armor	Increase melee damage by 30%. Increases weapon damage by 11%. Increase power cell capacity by 5%. Increases health by 3%. Increases shield strength by 25%. Increases headshot damage by 5%.	Aegis Pack DLC
Terminus Assault Armor	Increases storm speed by 10%. Increases shield strength by 15%. Increase ammo reserves (all weapons) by 10%.	DLC



TRAINING

Powers

Powers are special skills that augment the character's area of expertise, such as biotic attacks or combat talents. These powers are used in battles to destroy the enemy or provide defense for the squad.

All powers have four levels of development. You spend squad points to develop powers. The more you develop a power, the more effective it is.

When you max out a power to level 4, you may then "evolve it" to obtain an extra benefit. To do this, you must choose between two evolutionary options that add even greater effect to the power.

For example, when you master the Adrenaline Rush power, you must choose between Hardened and Heightened.

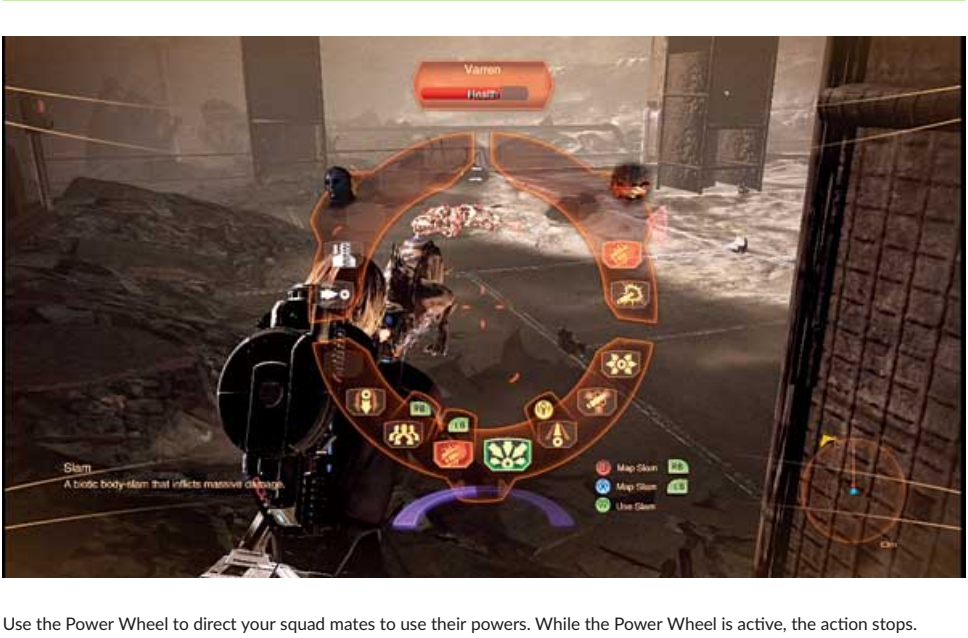
The Hardened Adrenaline Rush reduces damage taken while the power is engaged, while Heightened boosts combat awareness to the point where enemies seem temporarily frozen in time.

Once the evolution of a power is selected, there is no going back. You may not re-evolve a power.

Tip

You are much better served by maximizing a few powers rather than spreading your squad points across multiple powers. Mastering a power grants awesome extra benefits.

Plus, by mastering a talent, you make it much easier to create balanced squads that do not have talent overlaps.



Use the Power Wheel to direct your squad mates to use their powers. While the Power Wheel is active, the action stops.

You can still look around, though, which allows you to pick a target for an aggressive power, such as Pull or Overload.

Tip

Be sure to map your powers to hot buttons so you can quickly access them in battle without having to bring up the Power Wheel.

Caution

Most powers have cooldown periods between use. When a power is in cooldown, the icon on the Power Wheel is dark. The closer you are to being able to use that power again, the more the icon fills back up.

Using any power makes all your other powers unavailable during the brief cooldown period.

Every single power you can acquire, develop, and master is listed in the following charts. Each chart details who may use a power, the benefits of developing the power, and the final evolution of the power.

Class

Class powers are associated with each specific class. Only somebody within that class, such as a vanguard or adept, can develop this power.

These powers are designed to increase the hero's mastery of the class talents, such as the Infiltrator power, Operative.

Operatives can have more health, inflict more weapon damage, and need less cooldown time for powers.

There are two types of class-specific powers. Passive powers are not used in combat situations, but instead improve combat capabilities and increase the rate at which you gain Paragon and Renegade points.

Each class also has at least one active power, such as the Soldier's Adrenaline Rush, that is designed specifically to be used in action situations.

Tip

Every class has the Unity power, which allows them to use medi-gel to heal themselves and squad members.

Adept

Biotic Mastery
Unleashes your biotic power faster, quicker, and with more intensity.

Level 1	Level 2	Level 3	Bastion	Nemesis
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +15‰
Power Recharge Time: -5%	Power Recharge Time: -10%	Power Recharge Time: -15%	Power Recharge Time: -20%	Power Recharge Time: -20%
Paragon/Renegade: +20%	Paragon/Renegade: +40%	Paragon/Renegade: +70%	Paragon/Renegade: +100%	Paragon/Renegade: +70%
			Power Duration: +15%	Power Damage: +15%

Singularity
A dark energy sphere dangles your enemies helplessly, leaving them wide open to attack.

Level 1	Level 2	Level 3	Heavy Singularity	Wide Singularity
Recharge Time: 4.50 seconds (Shepard) 20.0 seconds (Liara)	Recharge Time: 4.50 seconds (Shepard) 20.0 seconds (Liara)	Recharge Time: 4.50 seconds (Shepard) 20.0 seconds (Liara)	Recharge Time: 4.50 seconds (Shepard) 20.0 seconds (Liara)	Recharge Time: 4.50 seconds (Shepard) 20.0 seconds (Liara)
Singularity Duration: 20 seconds	Singularity Duration: 25 seconds	Singularity Duration: 30 seconds	Singularity Duration: 45 seconds	Singularity Duration: 30 seconds
Impact Radius: 1.25 meters	Impact Radius: 1.50 meters	Impact Radius: 1.75 meters	Impact Radius: 1.75 meters	Impact Radius: 3 meters
Hold Duration: 5 seconds	Hold Duration: 6 seconds	Hold Duration: 7 seconds	Hold Duration: 9 seconds	Hold Duration: 7 seconds
Max. Number of Targets: 2	Max. Number of Targets: 3	Max. Number of Targets: 4	Max. Number of Targets: 6	Max. Number of Targets: 4

Engineer

Tech Mastery
Makes your creative powers faster, flashier, and more frequent.

Level 1	Level 2	Level 3	Mechanic	Demolisher
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +15‰
Power Recharge Time: -5%	Power Recharge Time: -10%	Power Recharge Time: -15%	Power Recharge Time: -20%	Power Recharge Time: -20%
Paragon/Renegade: +20%	Paragon/Renegade: +40%	Paragon/Renegade: +70%	Paragon/Renegade: +100%	Paragon/Renegade: +70%
Research Project Cost: -5%	Research Project Cost: -10%	Research Project Cost: -15%	Power Duration: +15%	Power Damage: +15%
			Research Project Cost: -25%	Research Project Cost: -25%

Combat Drone
Command your very own battle robot.

Level 1	Level 2	Level 3	Attack Drone	Explosive Drone
Recharge Time: 3 seconds (Shepard); 30 seconds (squad)	Recharge Time: 3 seconds (Shepard); 30 seconds (squad)	Recharge Time: 3 seconds (Shepard); 30 seconds (squad)	Recharge Time: 3 seconds (Shepard); 30 seconds (squad)	Recharge Time: 3 seconds (Shepard); 30 seconds (squad)
Duration: 12 seconds (Shepard); 18 seconds (squad)	Duration: 16 seconds (Shepard); 18 seconds (squad)	Duration: 20 seconds (Shepard); 18 seconds (squad)	Duration: 24 seconds (Shepard); 18 seconds (squad)	Duration: 24 seconds (Shepard); 18 seconds (squad)
Drone Attack Recharge Time: 4 seconds	Drone Attack Recharge Time: 3.70 seconds	Drone Attack Recharge Time: 3.40 seconds	Drone Attack Recharge Time: 3 seconds	Drone Attack Recharge Time: 3 seconds
	Drone Health Bonus: 120%	Drone Health Bonus: 140%	Drone Health Bonus: 160%	Drone Health Bonus: 160%
			Drone Damage: 40 points	Pulse Radius: 6 meters
				Pulse Damage: 100 points

Infiltrator

Operative
Your weapon damage is more punishing and frequent, and targeting enemies is easier.

Level 1	Level 2	Level 3	Assassin	Agent
Health: +5‰	Health: +10‰	Health: +15‰	Health: +15‰	Health: +20‰
Weapon Damage: +3%	Weapon Damage: +6%	Weapon Damage: +9%	Weapon Damage: +15%	Weapon Damage: +9%
Power Recharge: -3%	Power Recharge: -6%	Power Recharge: -9%	Power Recharge: -9%	Power Recharge: -15%
Sniper Time Slowdown: 30%	Sniper Time Slowdown: 40%	Sniper Time Slowdown: 50%	Sniper Time Slowdown: 60%	Sniper Time Slowdown: 50%
Sniper Time Slowdown Duration: 1.50 seconds	Sniper Time Slowdown Duration: 1.75 seconds	Sniper Time Slowdown Duration: 2 seconds	Sniper Time Slowdown Duration: 2.25 seconds	Sniper Time Slowdown Duration: 2 seconds
Paragon/Renegade: +20%	Paragon/Renegade: +40%	Paragon/Renegade: +70%	Paragon/Renegade: +70%	Paragon/Renegade: +100%
			Power Damage: +15%	Power Duration: +15%

Tactical Cloak
Temporarily turns you invisible to enemies.

Level 1	Level 2	Level 3	Enhanced Cloak	Assassination Cloak
Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds
Duration: 5 seconds	Damage: +20%	Damage: +40%	Damage: +40%	Damage: +75%
	Duration: 5.50 seconds	Duration: 6 seconds	Duration: 8 seconds	Duration: 6 seconds

Sentinel

Defender
Energy-charged armor boosts your shields and detonates a damaging energy wave when destroyed.

Level 1	Level 2	Level 3	Guardian	Raider
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +15‰
Power Recharge Time: -5%	Power Recharge Time: -10%	Power Recharge Time: -15%	Power Recharge Time: -30%	Power Recharge Time: -20%
Paragon/Renegade: +20%	Paragon/Renegade: +40%	Paragon/Renegade: +70%	Paragon/Renegade: +100%	Paragon/Renegade: +70%
				Power Damage: +15%

Tech Armor
Energy-charged armor boosts your shields and detonates a damaging energy wave when destroyed.

Level 1	Level 2	Level 3	Assault Armor	Power Armor
Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds
Duration: Lasts until destroyed	Duration: Lasts until destroyed	Duration: Lasts until destroyed	Duration: Lasts until destroyed	Duration: Lasts until destroyed
Shield Strength: +25% of Max. shields	Shield Strength: +50% of Max. shields	Shield Strength: +75% of base shields	Shield Strength: +75% of base shields	Shield Strength: +100% of base shields
Energy Pulse Radius: 7.50 meters	Energy Pulse Radius: 10 meters	Energy Pulse Radius: 12.50 meters	Energy Pulse Radius: 18 meters	Energy Pulse Radius: 12.50 meters
Energy Pulse Damage: 30 points	Energy Pulse Damage: 40 points	Energy Pulse Damage: 50 points	Energy Pulse Damage: 100 points	Energy Pulse Damage: 50 points
Energy Pulse Force: 100 newtons	Energy Pulse Force: 130 newtons	Energy Pulse Force: 160 newtons	Energy Pulse Force: 240 newtons	Energy Pulse Force: 160 newtons
			Energy Pulse Shield Boost: 50% of Max. shields	Power Damage Bonus: 15%

Soldier

Combat Mastery
Makes you tougher, stronger, faster, and more charismatic.

Level 1	Level 2	Level 3	Commando	Shock Trooper
Health: +10‰	Health: +20‰	Health: +30‰	Health: +30‰	Health: +40‰
Weapon Damage: +3%	Weapon Damage: +6%	Weapon Damage: +9%	Weapon Damage: +15%	Weapon Damage: +9%
Storm Speed: +20%	Storm Speed: +30%	Storm Speed: +40%	Storm Speed: +50%	Storm Speed: +40%
Paragon/Renegade: +20%	Paragon/Renegade: +40%	Paragon/Renegade: +70%	Paragon/Renegade: +70%	Paragon/Renegade: +100%
			Power Damage: +15%	Power Duration: +15%

Adrenaline Rush
Hyper-accelerates your reflexes, giving you time to line up the perfect shot.

Level 1	Level 2	Level 3	Hardened Adrenaline Rush	Heightened Adrenaline Rush
Recharge Time: 5 seconds	Recharge Time: 4 seconds	Recharge Time: 3 seconds	Recharge Time: 3 seconds	Recharge Time: 3 seconds
Duration: 5 seconds	Duration: 5 seconds	Duration: 5 seconds	Duration: 5 seconds	Duration: 5 seconds
Time Dilation: +50%	Time Dilation: +50%	Time Dilation: +50%	Time Dilation: +50%	Time Dilation: +70%
Damage Bonus: +100%	Damage Bonus: +100%	Damage Bonus: +100%	Damage Bonus: +100%	Damage Bonus: +140%
			Health Damage Taken: -50%	

Concussive Shot
A massive blast that propels enemies with bone-crushing force.

Level 1	Level 2	Level 3	Heavy Concussive Shot	Concussive Blast
Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)
Force: 250 newtons	Force: 350 newtons	Force: 450 newtons	Force: 600 newtons	Force: 450 newtons
Damage: 45 points	Damage: 60 points	Damage: 75 points	Damage: 100 points	Damage: 75 points
				Impact Radius: 3 meters

Vanguard

Assault Mastery
Be faster, fiercer, and more powerful on the battlefield.

Level 1	Level 2	Level 3	Destroyer	Champion
Health: +5‰	Health: +10‰	Health: +15‰	Health: +15‰	Health: +20‰
Weapon Damage: +3%	Weapon Damage: +6%	Weapon Damage: +9%	Weapon Damage: +15%	Weapon Damage: +9%
Power Recharge Time: -3%	Power Recharge Time: -6%	Power Recharge Time: -9%	Power Recharge: -9%	Power Recharge: -15%
Paragon/Renegade: +20%	Paragon/Renegade: +40%	Paragon/Renegade: +70%	Paragon/Renegade: +70%	Paragon/Renegade: +100%
			Power Damage: +15%	Power Duration: +15%

Charge
Using a damaging shockwave, ram into an enemy with incredible force.

Level 1	Level 2	Level 3	Heavy Charge	Area Charge
Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds
Range: 40 meters	Range: 40 meters	Range: 40 meters	Range: 40 meters	Range: 40 meters
Impact Force: 350 newtons	Impact Force: 550 newtons	Impact Force: 750 newtons	Impact Force: 1,000 newtons	Impact Force: 750 newtons
	Shield Strength: 50% of Max. shields	Shield Strength: 75% of Max. shields	Shield Strength: 100% of Max. shields	Shield Strength: 75% of Max. shields
	Shield Duration: 4 seconds	Shield Duration: 4 seconds	Shield Duration: 4 seconds	Shield Duration: 4 seconds
				Impact Radius: 3 meters

Ammo Powers

Ammunition powers allow you to load your weapon with special rounds that have additional properties, such as fire damage. Many squad members can use ammo powers.

The following four ammo powers are shared by Shepard. Special ammo powers used only by other squad members, such as Jack's Warp Ammo, are detailed in the Squad Member section.

Cryo Ammo
Freezes enemies, allowing you to shatter them with gunfire or biotics.

Level 1	Level 2	Level 3	Improved Cryo Ammo	Squad Cryo Ammo
Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds
Freeze Duration: 3 seconds	Freeze Duration: 4 seconds	Freeze Duration: 5 seconds	Freeze Duration: 7 seconds	Freeze Duration: 5 seconds

Disruptor Ammo
Rips through shields and shreds synthetic targets. Overload properties potentially overheat enemy weapons.

Level 1	Level 2	Level 3	Heavy Disruptor Ammo	Squad Disruptor Ammo
Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds
Shield and Synthetic Damage: +20% of weapon damage	Shield and Synthetic Damage: +30% of weapon damage	Shield and Synthetic Damage: +40% of weapon damage	Shield and Synthetic Damage: +60% of weapon damage	Shield and Synthetic Damage: +40% of weapon damage
	Synthetic Overload Duration: 3 seconds	Synthetic Overload Duration: 3 seconds	Synthetic Overload Duration: 3 seconds	Synthetic Overload Duration: 3 seconds
		Weapon Overheat Duration: 6 seconds	Weapon Overheat Duration: 6 seconds	Weapon Overheat Duration: 6 seconds

Incendiary Ammo
Burns through armor, sets enemies on fire, and damages health.

Level 1	Level 2	Level 3	Inferno Ammo	Squad Incendiary Ammo
Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds
Fire Damage: 20% of weapon damage over 3 seconds	Fire Damage: 30% of weapon damage over 3 seconds	Fire Damage: 40% of weapon damage over 3 seconds	Fire Damage: 60% of weapon damage over 3 seconds	Fire Damage: 40% of weapon damage over 3 seconds
			Blast Radius: 3 meters	

Tip

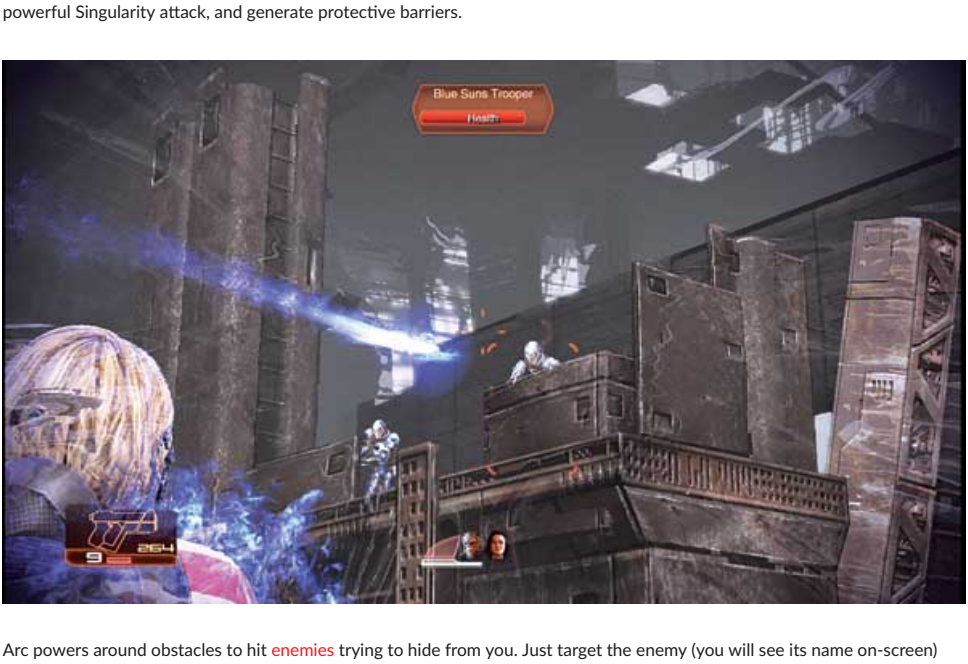
The Squad evolutions of the ammo powers grant the special rounds to the entire team.

Tip

Inferno ammo explodes on impact, possibly spreading fire damage to nearby enemies.

Biotic

Biotic powers are generated through bio-amp technology that allows the user to the generate mass effect fields. By manipulating mass effect fields, biotic users can move enemies independent of gravity, tear enemies to pieces with the powerful Singularity attack, and generate protective barriers.



Arc powers around obstacles to hit enemies trying to hide from you. Just target the enemy (you will see its name on-screen) and then deploy the power. With practice, you can fire around corners or over cover. Arcing powers around obstacles is a great way to pull an enemy out of cover!

Tip

Use biotic attacks in conjunction with gunplay. For example, if you have Pull, lift enemies into the air and then shoot them to either deplete their health or push them over an empty space. When Pull wears off, the enemy falls into the void.

Tip

Throw and Concussive Shot are more effective on a weightless target; for maximum effect, use Pull on your enemy first.

Pull
Levitates enemies, rendering them helpless while they drift toward you.

Level 1	Level 2	Level 3	Heavy Pull	Pull Field
Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)
Duration: 5 seconds	Duration: 7 seconds	Duration: 9 seconds	Duration: 12 seconds	Duration: 9 seconds
				Impact Radius: 3 meters

Shockwave
Biotic shockwaves topple enemies in your path.

Level 1	Level 2	Level 3	Heavy Shockwave	Improved Shockwave
Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)
Number of Shockwaves: 8	Number of Shockwaves: 10	Number of Shockwaves: 12	Number of Shockwaves: 12	Number of Shockwaves: 12
Impact Radius: 1.50 meters	Impact Radius: 2 meters	Impact Radius: 2.50 meters	Impact Radius: 2.50 meters	Impact Radius: 3.50 meters
Impact Force: 300 newtons	Impact Force: 400 newtons	Impact Force: 500 newtons	Impact Force: 700 newtons	Impact Force: 500 newtons

Throw
Hurls enemies through the air using a powerful biotic field.

Level 1	Level 2	Level 3	Heavy Throw	Throw Field
Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)	Recharge Time: 3 seconds (Shepard); 9 seconds (squad)
Force: 500 newtons	Force: 700 newtons	Force: 900 newtons	Force: 1200 newtons	Force: 900 newtons
				Impact Radius: 3 meters

Warp
Rips enemies apart at the molecular level and stops health regeneration. Effective against armor and biotic barriers.

Level 1	Level 2	Level 3	Heavy Warp	Unstable Warp
Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 9 seconds (squad)
Damage: 120	Damage: 140	Damage: 160	Damage: 200	Damage: 160
Detonation Radius: 3 meters	Detonation Radius: 4 meters	Detonation Radius: 5 meters	Detonation Radius: 5 meters	Detonation Radius: 7 meters
Detonation Force: 400 newtons	Detonation Force: 550 newtons	Detonation Force: 700 newtons	Detonation Force: 700 newtons	Detonation Force: 700 newtons

Tech

Tech powers are different from biotics. These powers include boosting shields, hacking AI, and releasing combat drones that interfere with enemy operations.

Tip

If you are going into a mission where you fight geth, bring along a squad member able to use AI Hacking. AI Hacking can turn the geth against each other.

AI Hacking
Turns synthetic enemies (mechs, geth) against their own allies.

Level 1	Level 2	Level 3	Improved AI Hacking	Area AI Hacking
Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)
Duration: 5 seconds	Duration: 7 seconds	Duration: 9 seconds	Duration: 12 seconds	Duration: 9 seconds
	Shield Strength: 200	Shield Strength: 350	Shield Strength: 500	Shield Strength: 350
				Impact Radius: 3 meters

Cryo Blast
Snap-freezes your targets.

Level 1	Level 2	Level 3	Deep Cryo Blast	Full Cryo Blast
Recharge Time: 4.50 seconds (9 seconds for Mordin)	Recharge Time: 4.50 seconds (9 seconds for Mordin)	Recharge Time: 4.50 seconds (9 seconds for Mordin)	Recharge Time: 4.50 seconds (Mordin and Shepard)	Recharge Time: 4.50 seconds (Mordin and Shepard)
Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 3 meters
Freeze Duration: 3 seconds	Freeze Duration: 4 seconds	Freeze Duration: 5 seconds	Freeze Duration: 7 seconds	Freeze Duration: 5 seconds

Incinerate
Exploding flame damages the health and armor of anyone nearby.

Level 1	Level 2	Level 3	Heavy Incinerate	Incineration Blast
Recharge Time: 6 seconds (12 seconds for party members)	Recharge Time: 6 seconds (12 seconds for party members)	Recharge Time: 6 seconds (12 seconds for party members)	Recharge Time: 6 seconds (12 seconds for party members)	Recharge Time: 6 seconds (12 seconds for party members)
Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 3 meters
Damage: 130 over 3 seconds	Damage: 150 over 3 seconds	Damage: 170 over 3 seconds	Damage: 210 over 3 seconds	Damage: 170 over 3 second

Overload
Massive energy blasts overpower shields and synthetic enemies.

Level 1	Level 2	Level 3	Heavy Overload	Area Overload
Recharge Time: 6 seconds (Shepard) 12 seconds (squad)	Recharge Time: 6 seconds (Shepard) 12 seconds (squad)	Recharge Time: 6 seconds (Shepard) 12 seconds (squad)	Recharge Time: 6 seconds (Shepard) 12 seconds (squad)	Recharge Time: 6 seconds (Shepard) 12 seconds (squad)
Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 3 meters
Shield and Synthetic Damage: 120	Shield and Synthetic Damage: 140	Shield and Synthetic Damage: 160	Shield and Synthetic Damage: 200	Shield and Synthetic Damage: 160
	Synthetic Stun Length: 3 seconds	Synthetic Stun Length: 3 seconds	Synthetic Stun Length: 3 seconds	Synthetic Stun Length: 3 seconds
		Weapon Overheat Length: 6 seconds	Weapon Overheat Length: 6 seconds	Weapon Overheat Length: 6 seconds

Squad Member

Most squad member powers are specific to one member of the team. Shepard can learn certain active squad powers (such as Barrier or Slam) through research.

Tip

Master squad powers to gain access to truly unique talents. An evolved squad member power cannot ever be replicated in another character.

If you develop a preferred squad member, it is doubly important to master his or her special power.

Tip

There are opportunities for Shepard to learn some of the squad member-specific powers, such as a special Advanced Training upgrade.

Jacob

Barrier
Creates a shield that soaks up huge amounts of damage.

Level 1	Level 2	Level 3	Heavy Barrier	Improved Barrier
Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds
Duration: 60 seconds	Duration: 60 seconds	Duration: 60 seconds	Duration: 60 seconds	Duration: 180 seconds
Barrier Strength: +25% of max. shields	Barrier Strength: +50% of max. shields	Barrier Strength: +75% of max. shields	Barrier Strength: +100% of max. shields	Barrier Strength: +75% of max. shields

Cerberus Operative
Boosts Jacob's combat skills, weapon damage, and health.

Level 1	Level 2	Level 3	Cerberus Veteran	Cerberus Specialist
Health: +10‰	Health: +20‰	Health: +30‰	Health: +40‰	Health: +30‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%

Miranda

Slam
A biotic body-slam that inflicts massive damage.

Level 1	Level 2	Level 3	Heavy Slam	Crippling Slam
Recharge Time: 9 seconds (3 seconds for Shepard)	Recharge Time: 9 seconds (3 seconds for Shepard)	Recharge Time: 9 seconds (3 seconds for Shepard)	Recharge Time: 9 seconds (3 seconds for Shepard)	Recharge Time: 9 seconds (3 seconds for Shepard)
Lift Duration: 0.90 seconds	Lift Duration: 1.10 seconds	Lift Duration: 1.30 seconds	Lift Duration: 1.50 seconds	Lift Duration: 1.30 seconds
Slam Force: 400 newtons	Slam Force: 500 newtons	Slam Force: 600 newtons	Slam Force: 800 newtons	Slam Force: 600 newtons
				Cripple Duration: 8 seconds

Cerberus Officer
Hones Miranda's combat skills, weapon damage, and health. The entire squad receives a combat bonus.

Level 1	Level 2	Level 3	Cerberus Leader	Cerberus Technician
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +25%	Weapon Damage: +25%
Squad Health: +2.50%	Squad Health: +5%	Squad Health: +7.50%	Squad Health: +7.50%	Squad Health: +15%
Squad Weapon Damage: +2.50%	Squad Weapon Damage: +5%	Squad Weapon Damage: +7.50%	Squad Weapon Damage: +15%	Squad Weapon Damage: +7.50%

Garrus

Armor-Piercing Ammo
Increases damage to armor and health.

Level 1	Level 2	Level 3	Tungsten Ammo	Squad Armor-Piercing Ammo
Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds
Armor and Health Damage: +30% weapon damage	Armor and Health Damage: +40% weapon damage	Armor and Health Damage: +50% weapon damage	Armor and Health Damage: +70% weapon damage	Armor and Health Damage: +50% weapon damage

Turian Rebel
Enhances Garrus's combat skills, weapon damage, and health. Makes his powers more damaging.

Level 1	Level 2	Level 3	Turian Renegade	Turian Survivor
Health: +5‰	Health: +10‰	Health: +15‰	Health: +15‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +25%	Weapon Damage: +18%
Power Damage: +6%	Power Damage: +12%	Power Damage: +18%	Power Damage: +25%	Power Damage: +25%

Mordin

Neural Shock
Cripple an organic enemy with pain, temporarily paralyzing them and decreasing their accuracy.

Level 1	Level 2	Level 3	Heavy Neural Shock	Neural Shockwave
Recharge Time: 3 seconds (Shepard); 9 seconds (Mordin)	Recharge Time: 3 seconds (Shepard); 9 seconds (Mordin)	Recharge Time: 3 seconds (Shepard); 9 seconds (Mordin)	Recharge Time: 3 seconds (Shepard); 9 seconds (Mordin)	Recharge Time: 3 seconds (Shepard); 9 seconds (Mordin)
Duration: 5 seconds	Duration: 7 seconds	Duration: 9 seconds	Duration: 12 seconds	Duration: 9 seconds
				Impact Radius: 3 meters

Salarian Scientist
Strengthens Mordin's combat skills, weapon damage, health, and shields.

Level 1	Level 2	Level 3	Salarian Genius	Salarian Savant
Health: +6‰	Health: +12‰	Health: +18‰	Health: +25‰	Health: +25%
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Shields: +6%	Shields: +12%	Shields: +18%	Shields: +25%	Shields: +18%

Grunt

Fortification
A brief but massive boost to Grunt's armor.

Level 1	Level 2	Level 3	Improved Fortification	Heavy Fortification
Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds
Duration: 60 seconds	Duration: 60 seconds	Duration: 60 seconds	Duration: 180 seconds	Duration: 60 seconds
Armor Bonus: +25% of max. shields	Armor Bonus: +50% of max. shields	Armor Bonus: +75% of max. shields	Armor Bonus: +75% of max. shields	Armor Bonus: +100% of max. shields

Krogan Berserker
Enhances Grunt's weapon damage and health. Gives him krogan health regeneration.

Level 1	Level 2	Level 3	Krogan Pureblood	Krogan Warlord
Health: +20‰	Health: +30‰	Health: +40‰	Health: +50‰	Health: +50‰
Weapon Damage: +5%	Weapon Damage: +10%	Weapon Damage: +15%	Weapon Damage: +15%	Weapon Damage: +25%
Health Regeneration: 20 points /sec.	Health Regeneration: 30 points /sec.	Health Regeneration: 40 points /sec.	Health Regeneration: 55 points /sec.	Health Regeneration: 40 points /sec.

Jack

Warp Ammo
Transforms absorbed biotic energy into heavier damage against health, armor, and biotic barriers.

Level 1	Level 2	Level 3	Heavy Warp Ammo	Squad Warp Ammo
Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds
Damage: 15% of weapon damage	Damage: 25% of weapon damage	Damage: 35% of weapon damage	Damage: 50% of weapon damage	Damage: 35% of weapon damage

Subject Zero
Enhances Jack's weapon damage and health. Improves power recharge time.

Level 1	Level 2	Level 3	Primal Adept	Primal Vanguard
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Power Recharge Time: -6%	Power Recharge Time: -12%	Power Recharge Time: -18%	Power Recharge Time: -25%	Power Recharge Time: -18%

Kasumi

Flashbang Grenade
This launches a concussive charge that temporarily incapacitates nearby enemies as well as inflicts damage.

Level 1	Level 2	Level 3	Frag Grenade	Improved Flashbang Grenade
Recharge Time: 6 seconds (Shepard) 9 seconds (Kasumi)	Recharge Time: 6 seconds (Shepard) 9 seconds (Kasumi)	Recharge Time: 6 seconds (Shepard) 9 seconds (Kasumi)	Recharge Time: 6 seconds (Shepard) 9 seconds (Kasumi)	Recharge Time: 6 seconds (Shepard) 9 seconds (Kasumi)
Impact Radius: 6 meters	Impact Radius: 6.50 meters	Impact Radius: 7 meters	Impact Radius: 7 meters	Impact Radius: 9 meters
Damage: 45 points	Damage: 60 points	Damage: 75 points	Damage: 120 points	Damage: 75.0 points
Incapacitate Duration: 3 seconds	Incapacitate Duration: 3.50 seconds	Incapacitate Duration: 4 seconds	Incapacitate Duration: 4 second	Incapacitate Duration: 6 seconds

Master Thief
Increases health and weapon damage, as well as reduces cooldown time for other powers.

Level 1	Level 2	Level 3	Master Infiltrator	Master Saboteur
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Power Recharge Time: -6%	Power Recharge Time: -12%	Power Recharge Time: -18%	Power Recharge Time: -25%	Power Recharge Time: -18%

Shadow Strike
Kasumi launches a sneak attack against a targeted enemy and then returns to her original position.

Level 1	Level 2	Level 3	Deadly Shadow Strike	Rapid Shadow Strike
Recharge Time: 9 seconds	Recharge Time: 9 seconds	Recharge Time: 9 seconds	Recharge Time: 9 seconds	Recharge Time: 9 seconds
Damage: 300 points	Damage: 350 points	Damage: 400 points	Damage: 550 points	Damage: 450 points
Incapacitate Duration: 5 seconds	Incapacitate Duration: 6 seconds	Incapacitate Duration: 7 seconds	Incapacitate Duration: 7 seconds	Incapacitate Duration: 7 seconds

Legion

Geth Shield Boost
Co-opt geth shield technology to deflect attack damage.

Level 1	Level 2	Level 3	Heavy Geth Shield Boost	Improved Geth Shield Boost
Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds	Recharge Time: 12 seconds
Duration: 60 seconds	Duration: 60 seconds	Duration: 60 seconds	Duration: 60 seconds	Duration: 60 seconds
Shield Strength: +25% of max. shields	Shield Strength: +50% of max. shields	Shield Strength: +75% of max. shields	Shield Strength: +100% of max. shields	Shield Strength: +75% of max. shields
				Weapon Damage: +10%

Geth Infiltrator
Augments Legion's combat skills and weapon damage. Improves its power recharge time.

Level 1	Level 2	Level 3	Geth Assassin	Geth Trooper
Health: +5‰	Health: +10‰	Health: +15‰	Health: +15‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +25%	Weapon Damage: +18%
Power Recharge Time: -6%	Power Recharge Time: -12%	Power Recharge Time: -18%	Power Recharge Time: -25%	Power Recharge Time: -25%

Morinth

Dominate
This power "hijacks" the neural capacity of an organic target, temporarily turning them against their allies.

Level 1	Level 2	Level 3	Enhanced Dominate	Group Dominate
Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds	Recharge Time: 6 seconds
Duration: 5 seconds	Duration: 7 seconds	Duration: 9 seconds	Duration: 12 seconds	Duration: 9 seconds
	Barrier Strength: 200 points	Barrier Strength: 350 points	Barrier Strength: 500 points	Barrier Strength: 350 points
				Impact Radius: 3 meters

Ardat-Yakshi
The Ardat-Yakshi power increases Morinth's health and weapon damage.

Level 1	Level 2	Level 3	Endua-Yakshi	Malian-Yakshi
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Power Recharge Time: -6%	Power Recharge Time: -12%	Power Recharge Time: -18	Power Recharge Time: -25%	Power Recharge Time: -18%

Samara

Reave
Damages the nervous or synthetic system to prevent target from healing. Restores the biotic's health when power is used against organics.

Level 1	Level 2	Level 3	Heavy Reave	Area Reave
Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 seconds (squad)	Recharge Time: 6 seconds (Shepard); 12 second (squad)
Damage: 40 points /sec. for 3 seconds	Damage: 40 points /sec. for 3.50 seconds	Damage: 40 points /sec. for 4 seconds	Damage: 40 points /sec. for 5.50 seconds	Damage: 40 points /sec. for 4 seconds
				Impact Radius: 3 meters

Asari Justicar
Increases Samara's combat skills, weapon damage, and health. Improves her power recharge time.

Level 1	Level 2	Level 3	Sapiens Justicar	Caedo Justicar
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Power Recharge Time: -6%	Power Recharge Time: -12%	Power Recharge Time: -18%	Power Recharge Time: -25%	Power Recharge Time: -18%

Tali

Energy Drain
Drains enemies' shields in order to boost your own shields.

Level 1	Level 2	Level 3	Heavy Energy Drain	Area Drain
Recharge Time: 6 seconds (Shepard); 12 seconds (Tali)	Recharge Time: 6 seconds (Shepard); 12 seconds (Tali)	Recharge Time: 6 seconds (Shepard); 12 seconds (Tali)	Recharge Time: 6 seconds (Shepard); 12 seconds (Tali)	Recharge Time: 6 seconds (Shepard); 12 seconds (Tali)
Energy Drain: 120 points	Energy Drain: 140 points	Energy Drain: 160 points	Energy Drain: 200 points	Energy Drain: 160 points
Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 1.20 meters	Impact Radius: 3 meters

Quarian Machinist
Sharpens Tali's combat skills and weapon damage. Lengthens her power duration.

Level 1	Level 2	Level 3	Quarian Engineer	Quarian Mechanic
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Power Duration: +6%	Power Duration: +12%	Power Duration: +18%	Power Duration: +25%	Power Duration: +18%

Thane

Shredder Ammo
Increases damage to health of organic targets.

Level 1	Level 2	Level 3	Improved Shredder Ammo	Squad Shredder Ammo
Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds	Recharge Time: 1.50 seconds
Health Damage: +40% weapon damage	Health Damage: +50% weapon damage	Health Damage: +60% weapon damage	Health Damage: +80% weapon damage	Health Damage: +60% weapon damage

Drell Assassin
Increases Thane's combat skills, weapon damage, and health.

Level 1	Level 2	Level 3	Drell Marksman	Drell Veteran
Health: +5‰	Health: +10‰	Health: +15‰	Health: +15‰	Health: +20‰
Weapon Damage: +12.50%	Weapon Damage: +25%	Weapon Damage: +37.50%	Weapon Damage: +50%	Weapon Damage: +37.50%

Zaheed

Inferno Grenade
Launches an explosive at target that sprays fragments on all nearby enemies, doing additional fire damage.

Level 1	Level 2	Level 3	Heavy Inferno Grenade	Inferno Blast Grenade
Recharge Time: 6 seconds (Shepard); 9 seconds (Zaeed)	Recharge Time: 6 seconds (Shepard); 9 seconds (Zaeed)	Recharge Time: 6 seconds (Shepard); 9 seconds (Zaeed)	Recharge Time: 6 seconds (Shepard); 9 seconds (Zaeed)	Recharge Time: 6 seconds (Shepard); 9 seconds (Zaeed)
Impact Radius: 3 meters	Impact Radius: 3.25 meters	Impact Radius: 3.50 meters	Impact Radius: 3.50 meters	Impact Radius: 4.50 meters
Damage: 50 points over 4 seconds	Damage: 60 points over 4 seconds	Damage: 70 points over 4 seconds	Damage: 100 points over 4 seconds	Damage: 70 points over 4 seconds
Number of Fragments: 3	Number of Fragments: 4	Number of Fragments: 5	Number of Fragments: 5	Number of Fragments: 6

Mercenary Veteran
Increases Zaeed's combat skills, weapon damage, and health.

Level 1	Level 2	Level 3	Mercenary Warlord	Mercenary Commando
Health: +5‰	Health: +10‰	Health: +15‰	Health: +15‰	Health: +20‰
Weapon Damage: +12.50%	Weapon Damage: +25%	Weapon Damage: +37.50%	Weapon Damage: +50%	Weapon Damage: +37.50%

Liara

Stasis
Temporarily renders an enemy immobile, but also immune to damage during period of stasis.

Level 1	Level 2	Level 3	Deep Stasis	Enhanced Stasis
Recharge Time: 6 seconds (Shepard), 12 seconds (Liara)	Recharge Time: 6 seconds (Shepard), 12 seconds (Liara)	Recharge Time: 6 seconds (Shepard), 12 seconds (Liara)	Recharge Time: 6 seconds (Shepard), 12 seconds (Liara)	Recharge Time: 6 seconds (Shepard), 12 seconds (Liara)
Duration: 5 seconds	Duration: 7 seconds	Duration: 9 seconds	Duration: 12 seconds	Duration: 9 seconds

Asari Scientist
Increases Liara's combat skills, health, and speed of power recharge.

Level 1	Level 2	Level 3	Asari Controller	Asari Operative
Health: +5‰	Health: +10‰	Health: +15‰	Health: +20‰	Health: +20‰
Weapon Damage: +6%	Weapon Damage: +12%	Weapon Damage: +18%	Weapon Damage: +18%	Weapon Damage: +25%
Power Recharge Time: -6%	Power Recharge Time: -12%	Power Recharge Time: -18%	Power Recharge Time: -25%	Power Recharge Time: -18%

Bonus Power

Each time you successfully complete a loyalty mission, your newly loyal squad member will earn a loyalty power, and you will earn a loyalty achievement. The loyalty achievements you earn will grant you a special option if you replay the game.

After completing the character creation using a new or imported character, you will be able to select a single bonus power for Commander Shepard before any experience has been gained. Here is the full list of bonus powers you may choose from and the Achievement you must earn to make that power available:

Possible Bonus Powers

A full explanation of each power is found in the "Squad Powers" table in this section.

Tip

You don't have to finish the entire game to access bonus powers. As soon as you earn one of the loyalty achievements or trophies, research Advanced Training and you will get a bonus power.

Power	Related Achievement
Armor-Piercing Ammo	Fade Away
Barrier	Ghost of the Father
Dominate	???
Energy Drain	Treason
Fortification	Battlemaster
Geth Shield Boost	A House Divided
Neural Shock	The Cure
Reave	Doppleganger
Shredder Ammo	Cat's in the Cradle
Slam	The Prodigal
Warp Ammo	Catharsis
Inferno Grenade	Revenge!
Flashbang Grenade	Broke, Blind and Bedlam

TRAINING

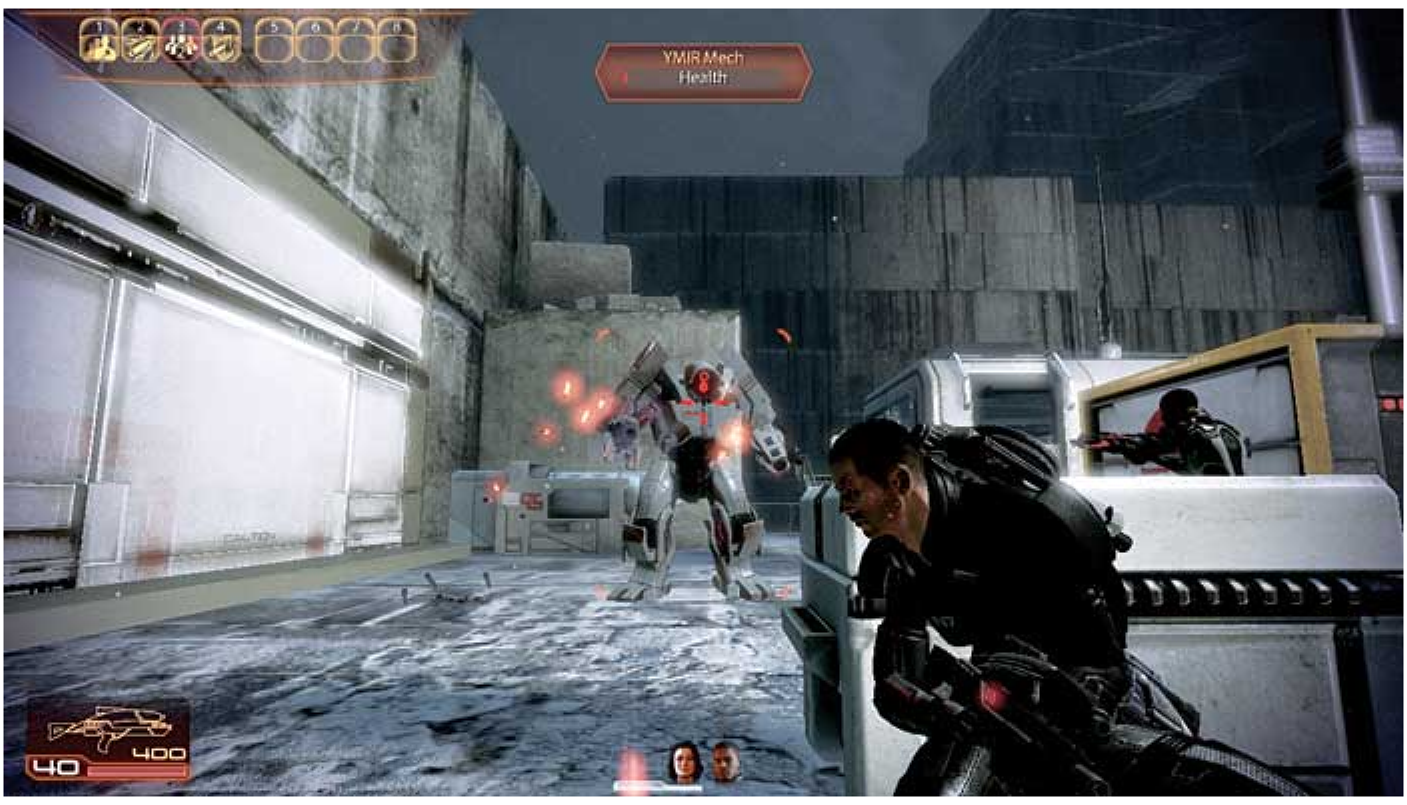
Enemies

Naturally, not every being you encounter in the galaxy greets you with an open hand. Those aligned with evil will attack at a moment's notice, from lowly mercenaries to advanced robots programmed to kill on sight. When you do find yourself in a combat situation, your second-best weapon is knowledge (it's hard to argue that the gun at your side is not the best).

Profiles of the enemies you encounter throughout your adventure are placed throughout the walkthrough section of this guide so you know how to deal with them when you meet them for the first time.

However, there is a standardized approach for detailing your enemies found in each profile. Each enemy profile includes listings for the foe's carried weapon and any special powers or defenses. The profile also lists a classification for the enemy so you have intel on how much resistance to expect from the target.

- **Minion:** A low-level enemy with average intelligence.
- **Elite:** An intelligent enemy with good attack strength and use of powers.
- **Sub-boss:** A very intelligent enemy with good defenses, powerful weapons, and aggressive use of powers.



[001]

[001] When you target an enemy, you immediately see the current condition of its defenses beneath its name. This information is located along the top of the screen. The base of the enemy information is its health, which is indicated by a red bar.

If the enemy has shields, armor, or barriers, meters for those defenses appear over the health bar.

Enemy Health: Health is the baseline of enemy vitality. Once health has been reduced to zero, the target dies.

Enemy Armor: Enemy armor is shown with an orange bar. Armor can be removed by shooting the enemy or using powers on it, even if the power itself does not have the desired effect on the target. The best powers for breaking through armor are Warp and Incinerate. Heavy pistols, sniper rifles, and assault rifles are good for depleting armor, especially if equipped with incendiary ammo.

Enemy Shields: Tech-based shields are displayed as a blue bar. Like armor, shields prevent most powers from having the desired effect, but casting a power on a shielded enemy still does damage to the shields. The best weapons to use against shields are rapid-fire ones, such as the submachine gun or assault rifle. Disruptor ammo is effective against shields, and the Overload power can dismantle a shield.

Enemy Barrier: Biotic-based barriers are noted with purple bars. You can weaken a barrier by shooting it or casting a power on it, although the barrier will thwart the main effect of the power. The best weapons against barriers are submachine guns, shotguns, and assault rifles. Concussive Shot and Warp are useful against barriers, too.

Note

Not all enemies have health bars. Enemies that are defeated by depleting their armor have the armor bar at the base of their defense information.

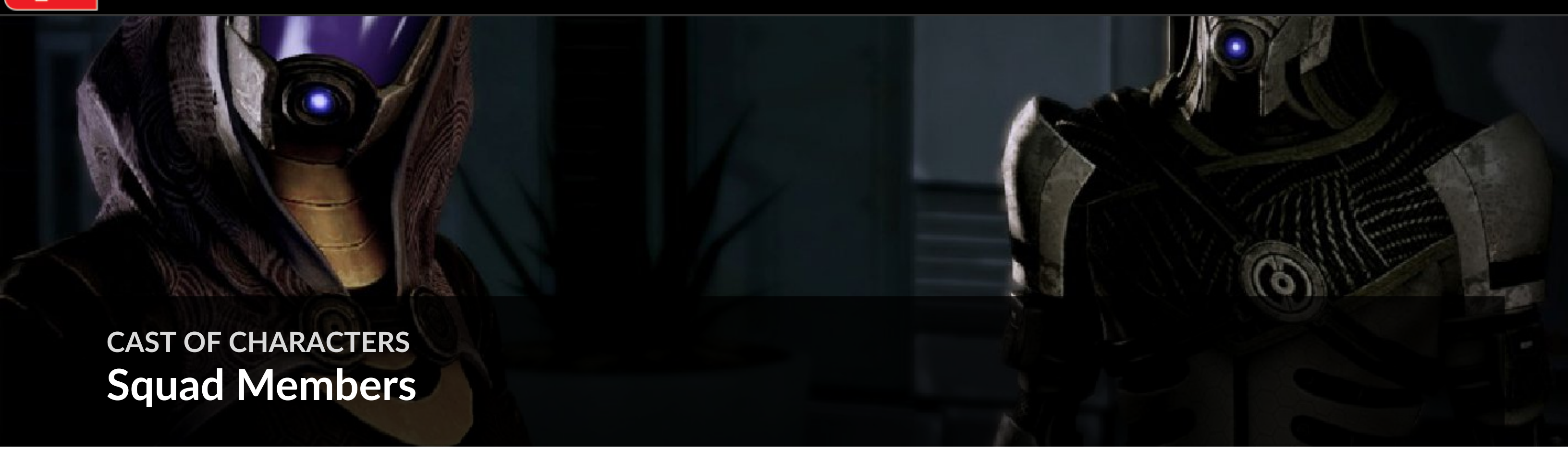
Caution

Some enemies can replenish lost health, shields, and barriers. Krogan and vorcha enemies have regenerative health. If you leave them with even a sliver of health, they can take cover and replenish their health.

Enemies with tech or biotic skills, such as mercenary engineers, can replenish depleted shields or barriers if they are allowed to fall back and recover.

Tip

Enemy engineers use combat drones and powers to attack from afar.



CAST OF CHARACTERS

Squad Members

A commander is only as good as those he leads. As Shepard crisscrosses the galaxy in a fevered quest to stop the Collectors and save humanity from its latest threat, the squad must be filled out with more members than the initial two recruits: Miranda and Jacob.

Shepard must enlist the aid of not only a handful of humans, but also cast a net across many alien species, including the brilliant salarian scientist Mordin and the steely asari justicar Samara.

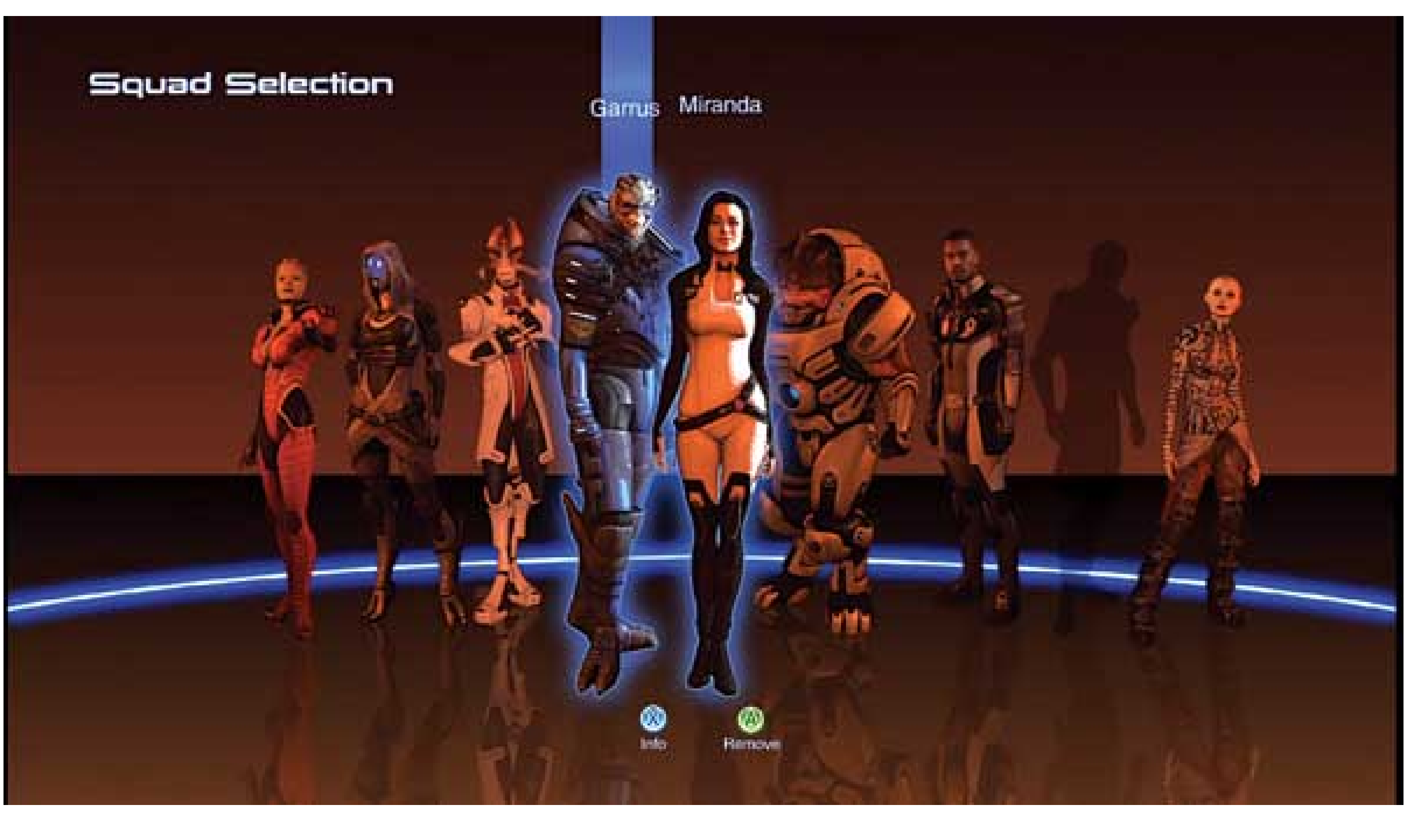
And considering Shepard's success of teaming with a mighty krogan to stop Saren's madness in the previous adventure, there should be no surprise that the commander seeks out the assistance of another krogan warrior, Grunt.

Squad Members

You must always select two squad members for the away team. You cannot leave your ship alone or with only one team member.

An outline of a person indicates the recruit has not been convinced to join you yet.

You can take a quick look at each potential squad member's current weapons and powers from the squad selection screen to help you make a decision.



Each squad member has individual strengths you must consider before finalizing an away team.

Sometimes you will simply go with personal preference because it's quite difficult not to develop some level of attachment to the team members you recruit.

They may have personalities that will engage you, but try to be cold and calculating when designating an away team. Use these factors to make your decision:

- **Mission Objectives and Enemies:** Some squad members have powers that are useful against specific enemies, such as AI Hacking when going into a battle with geth.
- **Shepard's Class:** Balancing against your class will create a well-rounded squad. However, consider that a squad biased toward certain strengths—guns, biotics, tech—is actually useful in certain situations.
- **Squad Member's Powers:** Expert commanders will issue orders to squad members to use their powers and not just rely on the away team's own choices. Look at the squad member's available powers and weigh whether or not you would find a personal use for them.
- **Upgrades:** There are many upgrades you can find while on missions; they affect things from shield strength to the damage done by a specific class of weapons. If you have greatly increased the damage of submachine guns, perhaps you should consider taking squad members that specialize in submachine guns to capitalize on that extra damage.

With up to 12 potential squad members (and you must recruit at least eight of them for the main plot), you can create away teams that are guaranteed to tackle any situation and come out on top.

Use the squad dossiers in this chapter to determine the ideal team for your play style, Shepard's class, or the needs of a specific mission.

For example, in a showdown against a horde of blood-thirsty mercenaries, an engineer Shepard will likely need some serious muscle from a combat-ready squad, like the brutal Grunt or the deadly Garrus.

Caution

If a squad member appears in red, that means the squad member is dead.

Tip

As soon as new members join the team, immediately start assigning talent points you have collected to them. If you ignore this, they will go into battle unprepared and potentially drag a mission down.

Note

One more thing about the powers of your team: Each squad member also has an additional power that is only unlocked after you complete their loyalty mission.

You can see this power while looking at a squad member's profile, via either the private terminal on the Normandy or the squad option while pausing during a mission.

This talent is more powerful than those the team member possesses when they are initially recruited.

Squad Suggestions

Balanced Squads

Shepard's Class	Squad Member 1	Squad Member 2	Squad Description
Soldier	Jack	Tali	Jack's high-powered biotics and Tali's tech talents complement a weapons expert.
Adept	Grunt	Mordin	Your adept needs firepower and brute strength for balance. Mordin completes the squad via his tech abilities.
Engineer	Thane	Samara	You have tech expertise. What you need now is a strong biotic like Samara and a crack shot, which you find in Thane.
Vanguard	Garrus	Mordin	The biotic-combat combination of the vanguard can be complemented by the long-range specialties of Garrus and Mordin's tech.
Infiltrator	Miranda	Grunt	You have no problem taking down an enemy from a distance. You need a brute like Grunt for the close-up work and Miranda for her biotics.
Sentinel	Jacob	Grunt	Sentinels are decent with tech and biotics. Jacob's combat and biotic strengths are a good match, while Grunt's force is great for hairy situations.
Engineer	Garrus	Tali	This is a great squad for geth-heavy missions.

Combat Squads

Shepard's Class	Squad Member 1	Squad Member 2	Squad Description
Soldier	Grunt	Jacob	Your weapons expertise mixed with Grunt's brutality and Jacob's combat readiness makes a solid combat-oriented squad.
Soldier	Grunt	Garrus	Grunt's close-up game and Garrus's long-distance killing power neatly complement each other.
Vanguard	Thane	Grunt	Vanguards have a nice split of combat and biotic powers. Grunt adds the "tank" factor this squad needs, and Thane snipes.
Infiltrator	Jacob	Grunt	Infiltrators need close-up experts like Grunt to get their hands dirty.
Soldier	Kasumi	Zaeed	Zaeed and soldier Shepard are deadly crowd controllers while Kasumi's Shadow Strike lets her zip in and out of enemy positions, dealing heavy damage.
Soldier	Zaeed	Grunt	This squad is a death machine thanks to the bravery of Zaeed and Grunt, each also able to deal enormous damage with their weapon proficiency.
Vanguard	Mordin	Miranda	Between these two recruits, shields, armor, and barriers will fall.

Biotic Squads

Shepard's Class	Squad Member 1	Squad Member 2	Squad Description
Adept	Samara	Jack	Samara and Jack are the purest biotics on the crew. Together with an adept, the trio is the most powerful biotic squad in the galaxy.
Vanguard	Samara	Miranda	The combat skills of a vanguard are complemented by Miranda's skills. Adding a pure biotic to the squad fills in any holes in the vanguard's biotic talent library.
Sentinel	Jack	Miranda	Sentinels do not have the strongest combat skills. Miranda's gunplay addresses that, while Jack's awesome biotics address any potential shortcomings.
Adept	Samara	Zaeed	Wait, Zaeed has no biotics. True, but having a combat-centric member helps run protection/interference for biotics.

Tech Squads

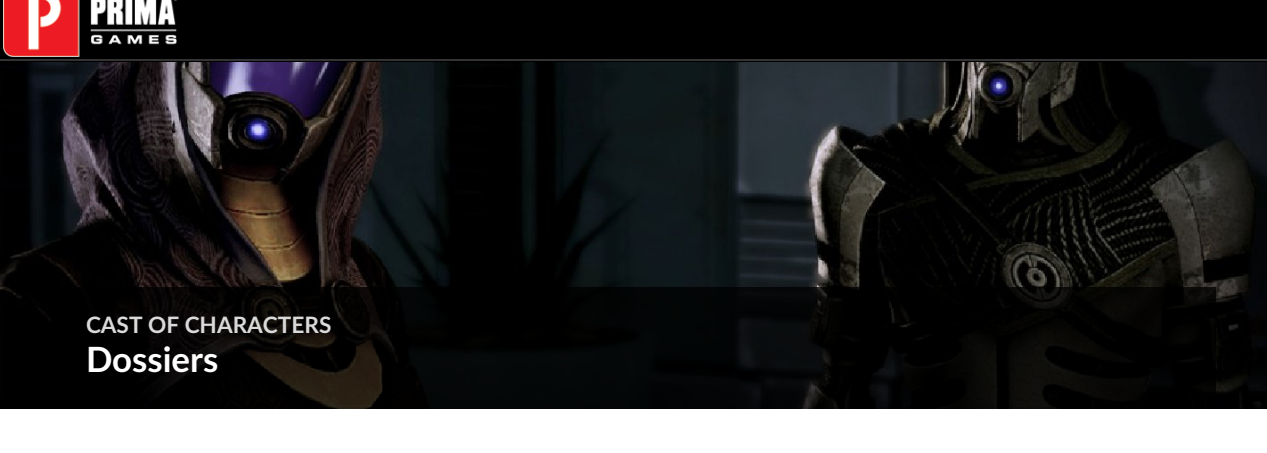
Shepard's Class	Squad Member 1	Squad Member 2	Squad Description
Engineer	Tali	Legion	This squad of hackers is brilliant against synthetics.
Sentinel	Mordin	Miranda	Miranda's biotic abilities add some versatility to this tech-heavy squad.
Infiltrator	Mordin	Legion	Legion and your infiltrator are a pair of deadly distance killers, while Mordin's tech expertise keeps the squad alive.
Soldier	Kasumi	Miranda	Miranda and Kasumi each can use Overload to zap shields and give Shepard a clear shot.

Tip

While the suggestions above will make for good combinations, the Miranda and Garrus squad is top of the line for any class you choose.

With those two backing you up you'll be able to deal with any situation that comes up. This is especially true in Insanity mode.

So consider using them exclusively if you're going to tackle the hardest game setting.



CAST OF CHARACTERS

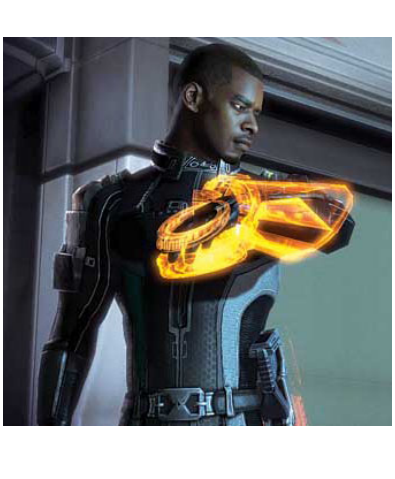
Dossiers

The Illusive Man has prepared advanced intelligence on all potential squad members for Shepard to consider when developing a team.

Use these dossiers to get background on each recruit, including powers and weapon specialties. You will also find the mission in which you encounter the recruit and whether or not there is a romantic possibility with the recruit.

After all, if Shepard is staring down a suicide mission, what better thing to live for than love?

Jacob Taylor



Encountered

After prologue

Romantic Potential

Female Shepard

Weapon Training

Heavy Pistol
Shotgun

Powers

Cerberus Operative, Incendiary Ammo, Pull

Loyalty Power

Barrier

Jacob is a former Alliance Corsair, now in the employ of Cerberus.

His past actually brought him in potential close contact with Shepard, as Jacob was on Eden Prime when the colony was wiped out by geth.

Ever since the massacre on Eden Prime, Jacob has dedicated himself to the advancement (and safety) of humankind in the new galactic order.

However, Jacob grew restless with the way this goal was pursued under constraints from the politics of the Alliance. Cerberus, on the other hand, did not ask him to serve humanity with one hand tied behind his back.

But Jacob is not without heart and morality. He will bend only so far, which makes him is a dependable, resolute member of the team.

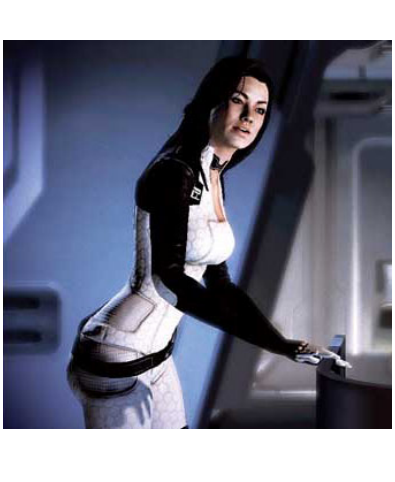
Jacob is good with a gun and has decent biotic skills, making him one of the most balanced members of the squad.

That balance will serve Shepard well in the beginning of this new mission against the Collectors, but as the going gets tough, Shepard may wish to rely more on specialized team members.

Tip

Jacob's Incendiary Ammo power is great for taking down organic enemies. It is not very effective against synthetic foes like geth.

Miranda Lawson



Encountered

After prologue

Romantic Potential

Male Shepard

Weapon Training

Submachine Guns
Heavy Pistols

Powers

Overload, Warp, Cerberus Officer

Loyalty Power

Slam

Loyal to Cerberus to her core, Miranda Lawson is the Illusive Man's closest confidante—if there really is such a thing. Miranda is a genetically engineered human, designed to be as perfect as possible.

Everything from Miranda's appearance to her intelligence is based on a facsimile of her father's genome, but enhanced to serve the cause of humanity.

The deterioration of Miranda's relationship with her father led her to join Cerberus, as Miranda believed the group could give her protection and a life beyond that which her father intended.

That complex family history that Shepard must dive into as the fight to stop the Collectors nears its endgame.

Miranda was a key player in the Lazarus project that restored Shepard's life functions following the destruction of the original Normandy.

She is skeptical of the amount of time and resources the Illusive Man poured into Lazarus, but if Shepard proves to be the savior the Illusive Man predicts, even the ego-driven Miranda will be forced to admit her misgivings were not true.

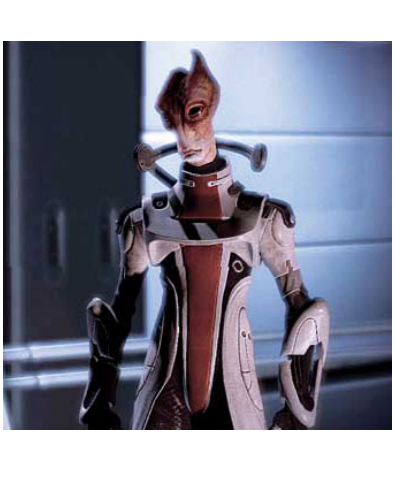
Miranda is a powerful ally, capable of using tech and biotic powers to disrupt and damage enemies.

Her Overload is a critical tool for getting through an enemy's shields so it can be finished off either with guns or biotic attacks.

Tip

Miranda's Overload and Warp are useful for dropping enemy barriers and shields so you can use your own powers effectively.

Mordin Solus



Encountered

The Professor

Romantic Potential

None

Weapon Training

Submachine Guns
Heavy Pistols

Powers

Incinerate, Cryo Blast, Salarian Scientist

Loyalty Power

Neural Shock

The Illusive Man has identified Mordin Solus as a key asset for Shepard's squad.

The salarian scientist is known as a genius, although that reputation is tempered by the knowledge that Mordin himself was involved in the management of the krogan genophage—the artificial limiting of the krogan population through biological manipulation.

Mordin's team was dispatched to the krogan world of Tuchanka, where his attempt to introduce a modification to the genophage project resulted in an attack that scarred his face and damaged one of his cranial horns, a prominent feature of all salarians.

It is believed that following his genophage work on Tuchanka, Mordin suffered a personal crisis while considering the ethical ramifications of his actions against the krogan race.

After a brief stint involving the deep study of galactic religions, Mordin found solace working in a clinic on Omega.

Omega is not exactly known for being hospitable, but Mordin's ruthless efficiency at repelling mercenaries that dared attack his clinic has earned him a wide berth.

Mordin's tech skills will be a tremendous asset to Shepard, as the salarian has the ability to both fry and freeze enemies with Incinerate and Cryo Blast, respectively.

Sufficiently upgraded, these powers are excellent complements to a squad that otherwise relies on brute force to get the job done.

Tip

Mordin's Incinerate power is exceptional at shutting down organic enemies like krogan and vorcha.

Garrus Vakarian

Encountered

Archangel

Romantic Potential

Female Shepard

Weapon Training

Assault Rifles
Sniper Rifles

Powers

Concussive shot, Overload, Turian Rebel

Loyalty Power

Armor-Piercing Ammo

Garrus Vakarian is no stranger to Shepard. The turian Garrus served on Commander Shepard's crew when they went up against the rebel Spectre Saren and prevented the Reapers from taking over the Citadel.

However, after the successful mission, Garrus departed from the crew of the Normandy and formed his own squad to pursue justice across the stars.

A need for such a squad presented itself on Omega, a notorious den of criminality in the galaxy. To escape his storied past with Shepard and become a feared operative among the mercenaries terrorizing Omega, Garrus abandoned his name and assumed the moniker Archangel.

The Illusive Man believes that Garrus's close friendship with Shepard will serve the mission well. Of course, the turian's crack shot won't hurt matters, either.

Garrus is wicked with a sniper rifle, making him an ideal squad member if the situation or balance of the team requires somebody to deal with distant threats before they get too close.

Garrus does not have any biotic skills, though, and will never acquire them.

Tip

Garrus's combination of assault rifle for mid-range combat and sniper rifle for killing at range makes him a strong squad member, no matter the makeup of the team.

Subject Zero (Jack)

Encountered

The Convict

Romantic Potential

Male Shepard

Weapon Training

Heavy Pistols
Shotguns

Powers

Shockwave, Pull, Subject Zero

Loyalty Power

Warp Ammo

"Subject Zero," better known as Jack, is a risky addition to the squad considering her past with Cerberus. She was kidnapped by the human-centric faction when she was a baby, targeted for her latent biotic capabilities.

Cerberus was running experiments at a facility on Pragia to discover if biotic capabilities could be harnessed and artificially enhanced.

Because of her considerable biotic skills, Jack became the central focus of the study, which also meant she underwent the majority of the experiments.

As Cerberus does not have a reputation for operating within tight moral boundaries, the experiments were not carried out with much regard to the comfort and safety of "Subject Zero."

The experiments, however, worked better than expected and Jack's biotic skills were greatly accelerated.

Rising along with these talents, though, was Jack's rage and hate for Cerberus. After she escaped (using violence) the Cerberus facility, Jack went on a crime spree across the galaxy, engaging in piracy and murder.

Because Jack is such a powerful biotic, she is a perfect complement to a team deficient in biotic skills.

Jack is dangerous with a gun, too, and can use her biotics in conjunction with her weapons to be a very lethal force.

Tip

Jack's biotics are incredible, but if the enemies have shields or barriers, she struggles to make the most of her powers.

Grunt

Encountered

The Warlord

Romantic Potential

None

Weapon Training

Assault Rifles
Shotguns

Powers

Concussive shot, Incendiary ammo, Krogan Berserker

Loyalty Power

Fortification

Grunt is not the intended squad member the Illusive Man sends Shepard to collect on the burned out world of Korlus.

The original dossier detailed a brilliant krogan scientist named Okeer that has been performing daring experiments in an attempt to overcome the genophage that keeps the krogan population in extreme check.

However, should complication prevent Shepard from acquiring the services of Okeer, one of his most promising subjects should be a suitable substitute.

Grunt is a krogan super-soldier, genetically engineered by Okeer to survive the ravages of the genophage and reintroduce vitality to the dying race.

It is entirely up to Shepard whether or not to indeed activate Grunt, as the krogan warrior could prove a serious threat to the crew of the Normandy SR-2 if he cannot be immediately reasoned with or tamed by a display of superior violence.

Considering Shepard's prior experience with working alongside the proud krogan Wrex, the value of a "tank" like Grunt cannot be underestimated.

Krogans are expert warriors, more than capable with a gun and possessed of a rage-induced bravery that makes them terrifying to whomever (or whatever) is on the receiving end of such a display.

Tip

Grunt is tough and resilient on his own, but if you max out the Krogan Berserker power, he is nearly unstoppable.

Tali'Zorah nar Rayya

Encountered

Tali

Romantic Potential

Male Shepard

Weapon Training

Heavy Pistols
Shotguns

Powers

Combat Drones, AI Hacking, Quarian Merchant

Loyalty Power

Energy Drain

Garrus is not the only former crew member of the first Normandy that Shepard should seek out for assistance in turning back the threat of the Collectors.

The Illusive Man believes Tali'Zorah nar Rayya could be a useful ally thanks to both her friendship with Shepard and her incredible tech talents.

Shepard first encountered Tali on the Citadel while hunting for evidence to prove Saren had turned against the Council.

Tali was attempting to meet with the Shadow Broker, an information dealer, to arrange a safe place to hide after she discovered Saren's role in the Eden Prime massacre.

The Shadow Broker double-crossed Tali, but Shepard saved her from assassins and she became a valued member of the crew. Following the destruction of the Normandy, Tali rejoined her fellow quarians aboard the Migrant Fleet.

Considering the quarians' distrust of Cerberus and its human-centric mission, recruiting Tali will require Shepard to convince her that Cerberus is trying to do what's right in the fight against the Collectors.

Tali's strength lies in artificial intelligence, which allows her to perform two useful powers; AI Hacking and Combat Drones.

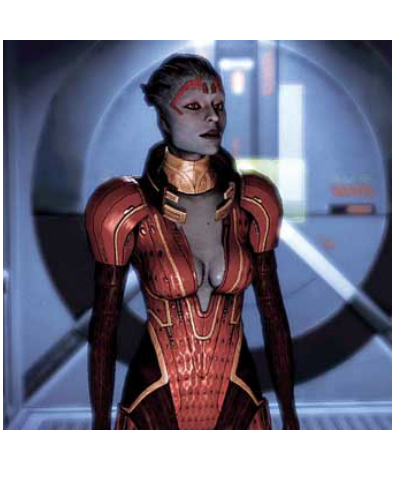
AI Hacking allows Tali to temporarily reprogram synthetics like geth or mechs to do her bidding. Combat drones run interference with enemies, giving the squad large windows of opportunity to launch assaults.

Both of these powers are good complements to combat- or biotic-heavy teams.

Tip

Combat drones are great for distracting enemies so the rest of the squad can clean up.

Samara



Encountered

The Justicar

Romantic Potential

Male or female Shepard

Weapon Training

Assault Rifles
Submachine Guns

Powers

Throw, Pull, Asari Justicar

Loyalty Power

Reave

Shepard will need powerful biotics to turn the tide against the encroaching threat of the Collectors, and the Illusive Man has identified an asari that would make a good addition to the team.

Samara was once a deadly mercenary, but after discovering that her gang was involved in kidnapping and slavery, she turned against her cohorts and freed her cargo.

Following her life as a mercenary, Samara took a mate and had three daughters. However, all three of her offspring were Ardat-Yakshi, a rare class of asari that are so powerful they drain the lives of their mates during a "joining."

Ardat-Yakshi are rightfully feared for this reason and two of Samara's daughters did the right thing and dedicated themselves to lives of solitude to prevent themselves from giving into the worst instincts of their conditions.

The third daughter, Morinth, lashed out at her mother and embraced the terrible power of being an Ardat-Yakshi.

Determined to bring her daughter to justice and stop her murderous spree, Samara became a justicar, a monastic guild of asari agents dedicated to dispensing justice around the galaxy—often through force.

Samara's biotic skills are invaluable complements to gun-centric teams, but this justicar is no novice with a firearm.

A lethal combo of using Throw or Pull to put a target off balance and then finishing them off with gunfire makes Samara one of the most powerful (and reliable) squad members Shepard can take into battle.

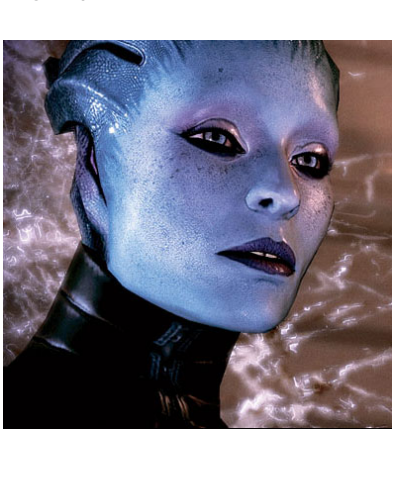
Tip

Biotic powers and assault rifle training are rare combos in this galaxy—use Samara well to get the best of both worlds.

Caution

Renegade Shepards cannot romance Samara. She will reject Shepard's advances saying that if her oath were not a factor, she would end Shepard's life due to the performance of so many questionable actions.

Morinth



Romantic Potential

Male or female Shepard

Weapon Training

Submachine Guns
Assault Rifles

Powers

Pull, Throw, Ardat-Yakshi, Dominate

If you have a very high Renegade rating, you can force an incredible turn of events during one of the Samara-centric missions.

You can actually allow Morinth, a powerful asari in her own right, to kill Samara and assume Samara's place on your crew. The two characters are relatively comparable.

Morinth is also an exceedingly powerful biotic, but she has access to a special power: Dominate.

This works very similar to AI Hacking, but instead of reprogramming synthetics to you her bidding, Dominate convinces organic targets to turn against their comrades.

As a deadly biotic, Morinth is a suitable substitution for Jack if a mission or squad makeup demands such powers as Throw and Pull.

Tip

There is no loyalty mission for Morinth. Her "loyalty power," Dominate, is available right away.

Caution

Though romancing Morinth is an option, it is a lose-lose proposition. Morinth kills Shepard during the "joining."

Thane

Encountered:

The Assassin

Romantic Potential

Female Shepard

Weapon Training

Sniper Rifles
Submachine Guns

Powers

Throw, Warp, Drell Assassin

Loyalty Power

Shredder Ammo

Defeating the Collectors will not be easy. It will require squad members with the capability to commit great violence.

However, a cool head will also be useful for dealing with the intensity of this possible suicide mission, and so the Illusive Man points Shepard to Thane, the best assassin in the galaxy.

Thane is a drell, but he grew up among the gelatinous hanar. The hanar taught Thane the ways of an assassin, and the young drell quickly excelled as a trained killer.

However, after an act of kindness from a complete stranger (who would later become Thane's wife), Thane removed himself from the service of the hanar. Yet without any other skills, Thane was forced to remain an assassin-for-hire to support his wife and their son, Kolyat.

Tragedy took Thane's wife from him, which greatly affected his relationship with his young son.

The two are said to be quite distant and there is a possibility that Thane will not be a completely loyal squad member unless Shepard helps the drell with this personal situation.

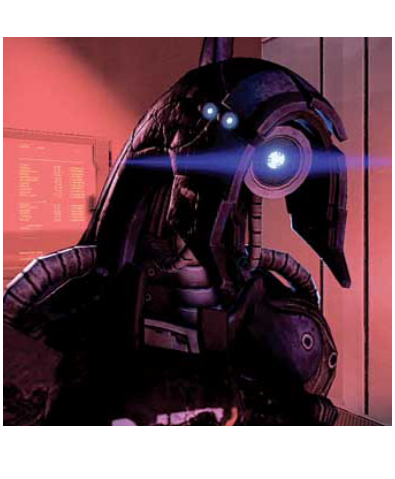
Thane's skills as an assassin approximate the role of an infiltrator. The drell is an expert with a sniper rifle, making him an ideal candidate for distant crowd control on away missions.

Thane has just one biotic skill, so he should be relied on instead for his skill with weapons, especially once his Shredder Ammo power has been unlocked.

Tip

Make Thane loyal to the team to access his Shredder Ammo. It slices through organic targets, doing extra damage.

Legion



Encountered

Derelict Reaper

Romantic Potential

None

Weapon Training

Assault Rifles
Sniper Rifles

Powers

AI Hacking, Combat Drone, Geth Infiltrator

Loyalty Power

Geth Shield Boost

Though Shepard was able to defeat the geth and Saren at the battle for the Citadel, there is no such thing as forgetting for the synthetic collective.

The geth share "memories," which in turn can be downloaded into mobile units. These units use the information of thousands of geth programs to advise themselves during missions.

Humanity largely recognizes the geth to be a hostile collective because of the attack on the Citadel and the great war between the geth and quarians that almost wiped out the quarians.

However, there is new information that suggests that geth are misunderstood—that the collective is not what it appears to be and that schisms are developing within the geth that could lead to a complete re-evaluation of the geth as a whole.

Should Shepard encounter a geth mobile unit, there will be a decision to make: Activate the unit and hope it does not immediately act on the collective programming to kill Shepard, or power it down and not risk the chance of altercation.

The trade-off for avoiding such dangerous decisions, though, could result in missing out on a geth mobile unit's expert sniper capabilities, power over all forms of artificial intelligence, and other tech powers.

Tip

Legion's shields are more powerful than yours, so it can withstand greater damage in combat and keep firing.

Its AI Hacking talent is also great to use against geth, as it temporarily turns them against each other.

Zaeed Massani

Encountered

The Price of Revenge

Romantic Potential

None

Weapon Training

Assault Rifles
Sniper Rifles

Powers

Concussive Shot, Disruptor Ammo, Mercenary Veteran

Loyalty Power

Inferno Grenade

With the survival of humanity hanging in the balance, Shepard doesn't have the luxury of turning down the talents of skilled professionals with less-than-honorable backgrounds.

Zaeed Massani is one of those characters, a grizzled bounty hunter known throughout the galaxy for being treacherous—and deadly.

According to the Illusive Man, Zaeed is currently on Omega. The bounty hunter has agreed to join Cerberus in exchange for a substantial payment.

However, to get the most out of Zaeed, Shepard needs to show the bounty hunter that more is at stake than a paycheck.

The survival of the species is at risk with the Collectors on the move.

If Shepard can help Zaeed settle an old score and fulfill a contract, perhaps Zaeed will understand that this mission requires him to give his all.

Zaeed is a combat-centric squad member and perfect for filling any soldier class void on a potential away team.

Tip

With upgraded weapons and the Inferno Grenade power, Zaeed is a tank. His combat skills are so good that it reduces the need for a second combat-centric squad member unless you plan to take the Collectors solely by brute force.

Kasumi Goto

Encountered

The Master Thief

Romantic Potential

None

Weapon Training

Heavy Pistols
Submachine Guns

Powers

Shadow Strike, Overload, Master Thief

Loyalty Power

Flashbang Grenade

Bounty hunters. Assassins. The Illusive Man is not above seeking the talents of the galaxy's greatest rogues, and so he hands off a dossier on Kasumi Goto.

Kasumi is a master thief. She has a history with Cerberus, as she managed to infiltrate the organization and steal extremely sensitive materials.

As frustrating as this was for Cerberus, there was no way for the Illusive Man not to respect her tremendous stealth skills.

Kasumi's Shadow Strike power is a fascinating tactic to deploy, as it allows her to slip behind her target without being spotted, attack, and then return to her original position.

However, there is a risk that Kasumi will be struck when she appears "behind enemy lines" and came back with serious damage.

Tip

Kasumi's Flashbang Grenades can do more than stun organic targets. The flash can also prevent nearby enemies from deploying tech or biotic powers.

Liara T'Soni

Romantic potential

Only if previous relationship existed (ME1)

Weapon Training

Submachine Guns
Heavy Pistols

Powers

Singularity, Warp, Stasis, Asari Scientist

The asari Liara T'Soni was a crew member on the first Normandy, working alongside Commander Shepard to stop Saren and halt the arrival of the Reapers.

After the destruction of the Normandy, Liara undertook a dangerous mission for Cerberus to locate and collect Shepard's body.

Successful in her mission, Liara delivered Shepard to Cerberus despite her misgivings about the pro-human organization's motives and operating procedures.

After helping Cerberus recover Shepard, Liara relocated to Illium and became a powerful information broker. She has a complex relationship with the Shadow Broker, the most connected information broker in the galaxy, and is convinced that it is about to turn sour.

The Illusive Man fully approves of Shepard assisting Liara in hunting down the Shadow Broker and freeing herself.

However, this could prove to be an extremely difficult task as the Shadow Broker will surely not be an easy target.

Liara's heavy biotics make her an attractive addition to the crew.

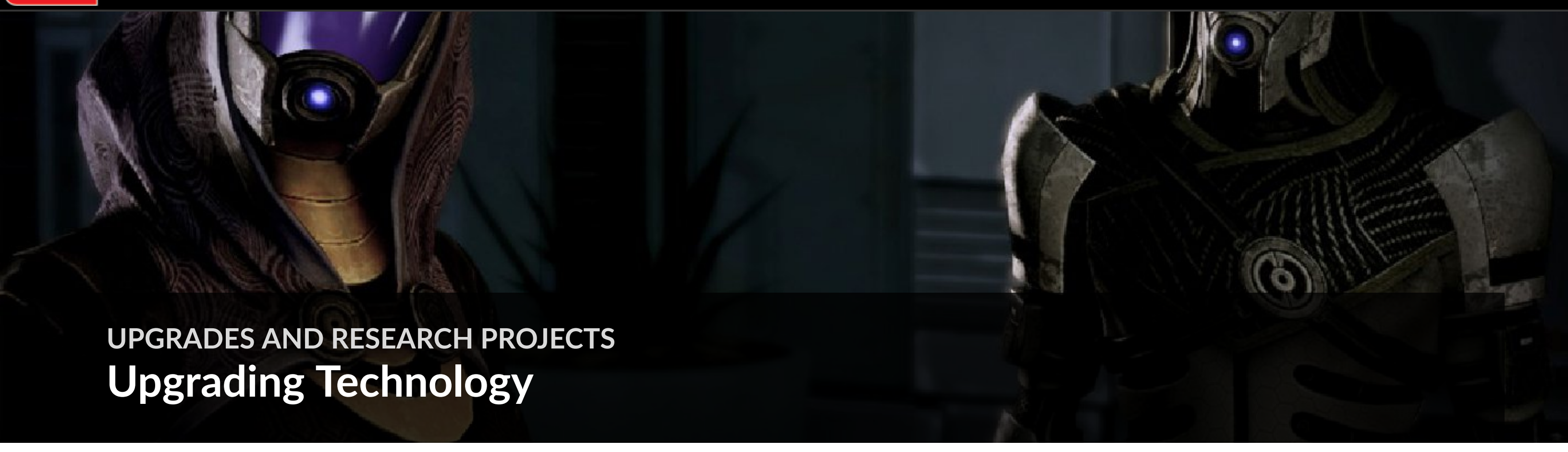
The ability to use powerful attacks like Singularity make her a suitable replacement for Jack in several situations if you are not an adept.

Liara's Stasis power is good for battlefield management, as she is able to temporarily stun enemies. However, enemies in Stasis cannot be damaged.

Yet, combat-centric squads can make good use of this by using the power on a dangerous enemy, opening a window for dispatching lesser foes.

Note

Liara cannot officially join the crew of the new Normandy.



UPGRADES AND RESEARCH PROJECTS

Upgrading Technology

Commander Shepard can improve the mission's chances for success by upgrading the squad's firearms and armor, building special prototype weapons, and pursuing new technology via research projects.

All of these are essential for keeping the squad ready for the growing threat across the galaxy.

Upgrades make your equipment and abilities more powerful.

There are multiple ways to acquire upgrades, such as spending credits to purchase them in stores or discovering technology while on a mission (and then scanning it with the omni-tool).

Once new tech has been acquired, it is registered at the research lab on the Normandy.

Many upgrades have multiple levels. The benefits of upgrades are largely multiplicative.

When Shepard discovers the first biotic damage upgrade, it offers 10% additional damage from biotic attacks at level 1. Acquiring level 3 increases the additional damage to 30%.

You can keep track of all acquired upgrades in the lab on the Normandy, which is available once you convince Mordin to join your team.

Shepard's private terminal in the CIC or inside the commander's personal quarters charts all of the upgrades acquired. The terminals can also help reveal squad and ship deficiencies.

Using the information provided by the terminal (and these upgrade charts), you can make educated moves toward gathering more upgrades, which in turn can affect which research projects you pursue.

Tip

Engineers enjoy a 25 percent discount on all upgrades and research projects.

Research Projects

Research projects consist of everything from new weapons, such as the cryo blaster, to the Microfiber Weave upgrade, which increases the ferocity of Shepard's melee attacks.

The most powerful upgrades in the game are built in the lab, and become available to you when you acquire enough weaker upgrades.

For example, purchasing or researching assault rifle upgrades will unlock research projects for powerful additional assault rifle upgrades.

You won't be able to access the Tungsten Jacket research project until you have upgraded your assault rifle to Damage Level 2.

Discover research projects by scanning unique technology (such as computer terminals or discarded weapons) on missions.

Scanning this technology with the omni-tool automatically sends data back to the Normandy for analysis.

Once analysis is complete, research projects become available; you can view your research projects at the research computer in the Normandy's lab.

In the lab, spend minerals to turn research projects into upgrades. Minerals can be found in storage crates while on a mission or through mining operations via probes.

Be sure to reference the "Planetary Database" chapter to see which worlds are more likely to have the best element deposits.

Tip

As soon as a weapon, armor, or prototype upgrade is acquired, the entire squad immediately benefits from it.

Sometimes when you obtain an upgrade, your scientists will have a research breakthrough and a brand-new research project will become available.

The upgrades produced from these research breakthroughs are the best upgrades in the game. It can't be stressed enough: Researching upgrades is critical to success in Mass Effect 2.

It's recommended you obtain enough minerals to obtain all useful research upgrades as they will greatly improve your capabilities.

Use the tables and charts in this chapter to take the guesswork out of acquiring upgrades and research projects.

By knowing exactly which upgrades are out there and where to acquire the means of developing them, you can prioritize which upgrades Shepard pursues.

Upgrade tables note when an upgrade can only be acquired via a research project, and if so, how much the project will cost.

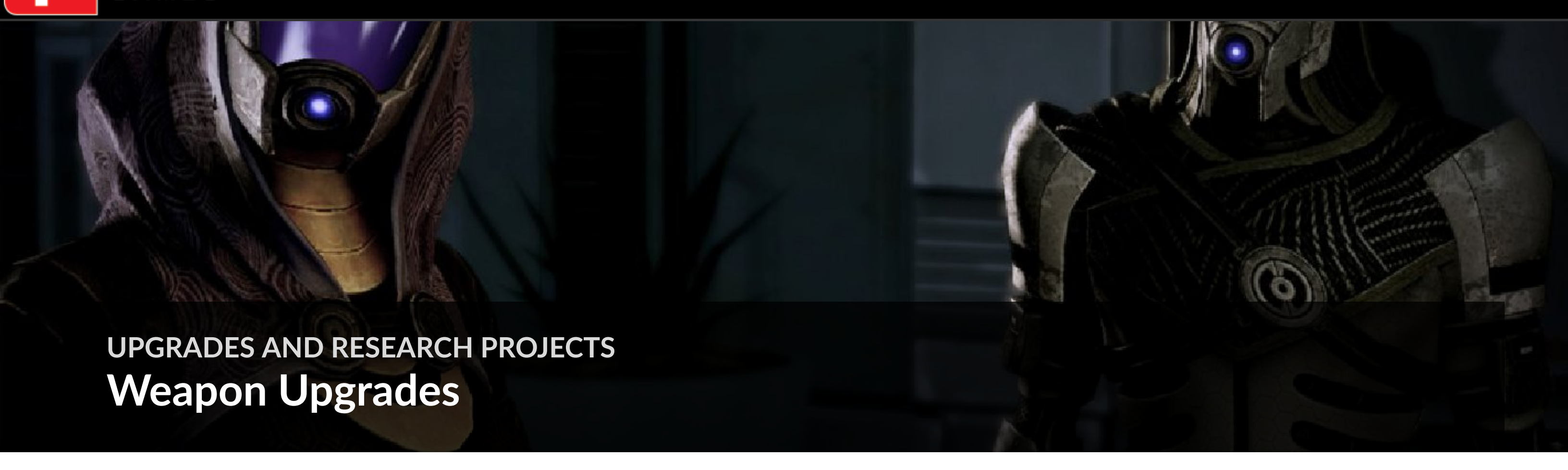
Stores and Upgrades

Stores on galactic hub worlds like Omega or the Citadel are an excellent way of acquiring upgrades. Upgrades can be purchased from stores with credits.

Obtain credits on missions by finding them and by receiving a bonus from Cerberus for completing missions.

Note

Upgrades purchased from stores can help your science team discover new research projects for more powerful upgrades.



UPGRADES AND RESEARCH PROJECTS

Weapon Upgrades

Weapons Found on Missions

Shepard will sometimes obtain new weapons while on missions.

Once these weapons are obtained, Shepard's entire squad will immediately start using the new weapon if possible.

New weapons are always upgrades over stock Cerberus weapons. If you obtain a new weapon but would prefer to use a previous weapon, access a weapons locker to switch back to your old weapon.

Weapon Upgrades

Weapon upgrades improve the quality of Shepard's existing weapons. The most common upgrades are damage upgrades, but more advanced upgrades can be developed with research.

Most weapons have five damage upgrades available and two advanced upgrades that improve the weapon on a more fundamental level.

All upgrades are cumulative. For example, if you have two assault rifle damage upgrades you will get +20% assault rifle damage. If you acquire a third the bonus increases to +30%.

Upgrades affect all weapons of the appropriate type in Shepard's squad.

Note

Obtain upgrades that improve Shepard's weapons and the weapons of favored squad members, and you will have a better chance at success on missions.

Heavy Pistol

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Titan Pulsar	Heavy Pistol Damage	+10% heavy pistol damage	None	2,500 palladium	Tali mission
Titan Pulsar	Heavy Pistol Damage	+10% heavy pistol damage	None	5,000 palladium	Thane's loyalty mission
Titan Pulsar	Heavy Pistol Damage	+10% heavy pistol damage	None	7,500 palladium	Jacob's loyalty mission
Titan Pulsar	Heavy Pistol Damage	+10% heavy pistol damage	None	10,000 palladium	Lair of the Shadow Broker mission
Titan Pulsar	Heavy Pistol Damage	+10% heavy pistol damage	None	60,000 credits	Shop: Rodam Expeditions (Citadel)
Titan Pulsar	Heavy Pistol Damage	+10% heavy pistol damage	None	60,000 credits	Shop: Fortack's Database (Tuchanka)
Sabot Jacketing	Heavy Pistol Penetration	+50% heavy pistol damage against armor	Heavy Pistol Damage Level 2	15,000 palladium	Unlocked after 2 damage upgrades
Smart Rounds	Heavy Pistol Critical	Heavy pistols sometimes deal double damage	Heavy Pistol Damage Level 3	25,000 palladium	Unlocked after 3 damage upgrades

SMG

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Microfield Pulsar	Submachine Gun Damage	+10% submachine gun damage	None	2,500 iridium	Archangel mission
Microfield Pulsar	Submachine Gun Damage	+10% submachine gun damage	None	5,000 iridium	The Assassin mission
Microfield Pulsar	Submachine Gun Damage	+10% submachine gun damage	None	7,500 iridium	Miranda loyalty mission
Microfield Pulsar	Submachine Gun Damage	+10% submachine gun damage	None	10,000 iridium	Lair of the Shadow Broker mission
Microfield Pulsar	Submachine Gun Damage	+10% submachine gun damage	None	60,000 credits	Shop: Rodam Expeditions (Citadel)
Microfield Pulsar	Submachine Gun Damage	+10% submachine gun damage	None	60,000 credits	Shop: Gateway Personal Defense (Illium)
Phasic Jacketing	Submachine Gun Penetration	+50% submachine gun damage against shields and biotic barriers	SMG Damage Level 2	15,000 iridium	Unlocked after 2 damage upgrades
Heat Sink Capacity	Submachine Gun Extra Rounds	10% submachine gun rounds	SMG Damage Level 3	25,000 iridium	Unlocked after 3 damage upgrades

Assault Rifle

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	2,500 iridium	The Professor mission
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	5,000 iridium	Tali mission
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	7,500 iridium	Samara's loyalty mission
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	10,000 iridium	Zaeed's loyalty mission
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	12,500 iridium	Lair of the Shadow Broker mission
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	60,000 credits	Shop: Gateway Personal Defense (Illium)
Kinetic Pulsar	Assault Rifle Damage	+10% assault rifle damage	None	60,000 credits	Shop: Fortack's Database (Tuchanka)
Targeting VI	Assault Rifle Accuracy	+25% assault rifle damage against armor, shields, and biotic barriers	Assault Rifle Damage Level 2	15,000 iridium	Unlocked after 2 damage upgrades
Tungsten Jacket	Assault Rifle Penetration	Increases assault rifle accuracy	Assault Rifle Damage Level 3	25,000 iridium	Unlocked after 3 damage upgrades

Shotgun

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Synchronized Pulsar	Shotgun Damage	+10% shotgun damage	None	2,500 platinum	The Convict mission
Synchronized Pulsar	Shotgun Damage	+10% shotgun damage	None	5,000 platinum	Grunt's loyalty mission
Synchronized Pulsar	Shotgun Damage	+10% shotgun damage	None	7,500 platinum	IFF mission
Synchronized Pulsar	Shotgun Damage	+10% shotgun damage	None	10,000 platinum	Lair of the Shadow Broker mission
Synchronized Pulsar	Shotgun Damage	+10% shotgun damage	None	60,000 credits	Shop: Kenn's Salvage (Omega)
Synchronized Pulsar	Shotgun Damage	+10% shotgun damage	None	60,000 credits	Shop: Fortack's Database (Tuchanka)
Microphasic Pulse	Shotgun Penetration	+50% shotgun damage against shields and biotic barriers	Assault Rifle Damage Level 2	15,000 platinum	Unlocked after 2 damage upgrades
Thermal Sink	Shotgun Extra Rounds	Doubles carried rounds	Assault Rifle Damage Level 3	25,000 platinum	Unlocked after 3 damage upgrades

Sniper Rifle

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Scram Pulsar	Sniper Rifle Damage	+10% sniper rifle damage	None	2,500 platinum	The Warlord mission
Scram Pulsar	Sniper Rifle Damage	+10% sniper rifle damage	None	5,000 platinum	Garrus's loyalty mission
Scram Pulsar	Sniper Rifle Damage	+10% sniper rifle damage	None	7,500 platinum	IFF mission
Scram Pulsar	Sniper Rifle Damage	+10% sniper rifle damage	None	10,000 platinum	Lair of the Shadow Broker mission
Scram Pulsar	Sniper Rifle Damage	+10% sniper rifle damage	None	60,000 credits	Shop: Rodam Expeditions (Citadel)
Scram Pulsar	Sniper Rifle Damage	+10% sniper rifle damage	None	60,000 credits	Shop: Omega Market (Omega)
Tungsten Sabot Jacket	Sniper Rifle Penetration	Increases damage by +50% against armor	Sniper Rifle Damage Level 2	15,000 platinum	Unlocked after 2 damage upgrades
Combat Scanner	Sniper Headshot Damage	Sniper rifles deal +50% headshot damage	Sniper Rifle Damage Level 3	25,000 platinum	Unlocked after 3 damage upgrades

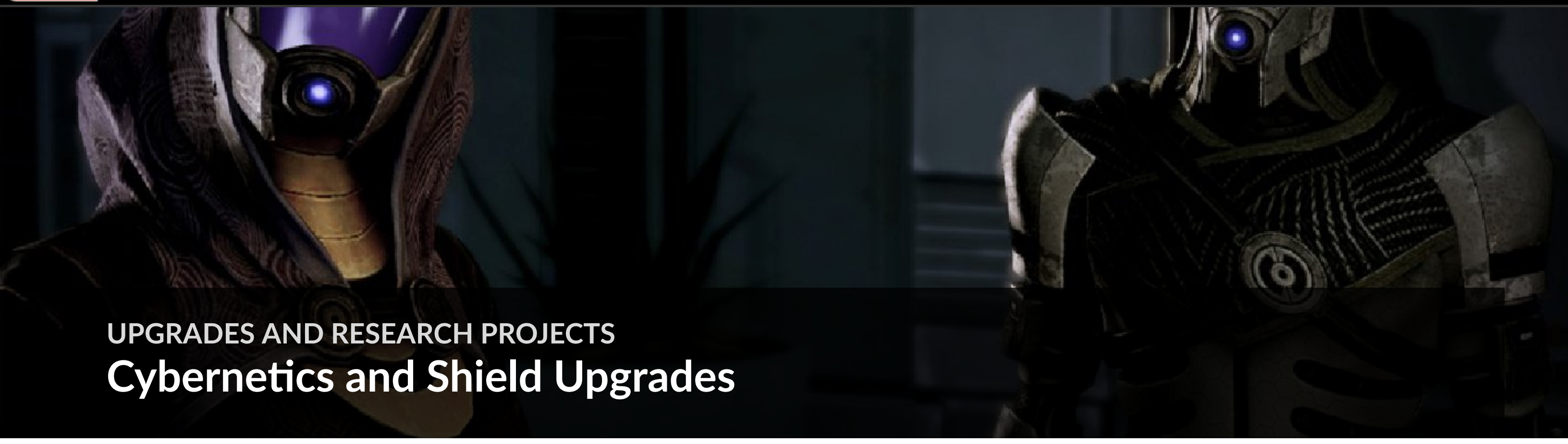
Heavy Weapons

You receive your first taste of heavy weapons without having to do any additional research.

However, to obtain several pieces of hardcore firepower, you must commission a series of research projects.

Heavy weapon prototypes are not available unless you start pursuing heavy weapon ammo upgrades.

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
ML-77 Missile Launcher	New Heavy Weapon	Rapid-fire missile launcher with seeking projectiles	Heavy Weapon Ammo Level 1	5,000 iridium	Unlocked after 1 ammo upgrade
M-622 Avalanche	New Heavy Weapon	Cryo Round technology is used to modify standard weapon slugs into freezing rounds	Heavy Weapon Ammo Level 3	15,000 iridium	Unlocked after 3 ammo upgrades
M-920 Cain	New Heavy Weapon	High-explosive matrix generates an archetypical mushroom cloud on impact; inflicts high damage with a large area of effect	Heavy Weapon Ammo Level 4	25,000 iridium	Unlocked after 4 ammo upgrades
M-451 Firestorm	New Heavy Weapon	Flame thrower with short range	None	None	Zaeed's loyalty mission
Microfusion Array	Heavy Weapon Ammo	+15% heavy weapon ammo	None	2,500 iridium	Freedom's Progress mission
Microfusion Array	Heavy Weapon Ammo	+15% heavy weapon ammo	None	5,000 iridium	Mordin's loyalty mission
Microfusion Array	Heavy Weapon Ammo	+15% heavy weapon ammo	None	7,500 iridium	Zaeed's loyalty mission
Microfusion Array	Heavy Weapon Ammo	+15% heavy weapon ammo	None	10,000 iridium	N7: Blood Pack Base mission
Microfusion Array	Heavy Weapon Ammo	+15% heavy weapon ammo	None	30,000 credits	Shop: Kenn's Salvage (Omega)
Microfusion Array	Heavy Weapon Ammo	+15% heavy weapon ammo	None	30,000 credits	Shop: Ratch's Wares (Tuchanka)



UPGRADES AND RESEARCH PROJECTS

Cybernetics and Shield Upgrades

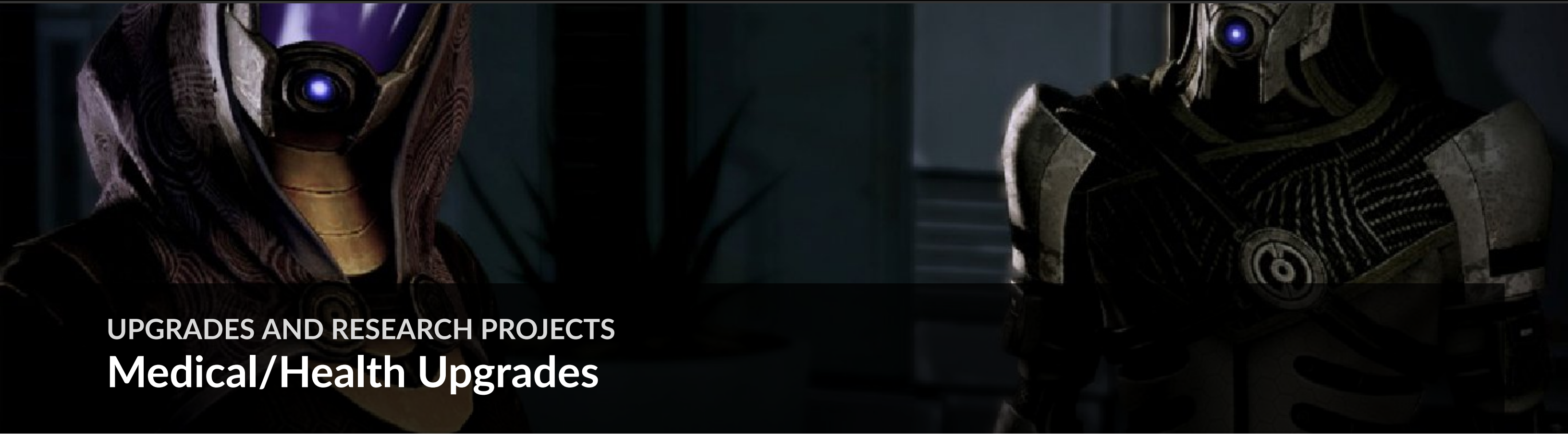
Cybernetics and shield upgrades improve the defensive and medical capabilities of Shepard's squad.

Cybernetics

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Lattice Shunting	Health Increase	+10% health	None	2,500 palladium	Horizon mission
Lattice Shuntitng	Health Increase	+10% health	None	5,000 palladium	IFF mission
Lattice Shunting	Health Increase	+10% health	None	7,500 palladium	N7: Strontium Mule
Lattice Shunting	Health Increase	+10% health	None	10,000 palladium	Overlord: Atlas Station mission
Lattice Shunting	Health Increase	+10% health	None	90,000 credits	Shop: Gateway Personal Defense (Illium)
Lattice Shunting	Health Increase	+10% health	None	90,000 credits	Shop: Kenn's Salvage (Omega)
Skeletal Lattice	Melee Defense Boost	50% less damage from melee attacks	Heavy Skin Weave Level 2	15,000 palladium	Unlocked after 2 health increase
Microfiber Weave	Melee Attack Boost	+25% damage with melee attacks	Heavy Skin Weave Level 4	25,000 palladium	Unlocked after 3 health increase

Shield

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Ablative VI	Damage Protection	+10% to shields, barriers, and armor	None	2,500 palladium	The Convict mission
Ablative VI	Damage Protection	+10% to shields, barriers, and armor	None	5,000 palladium	Derelict Collector Ship mission
Ablative VI	Damage Protection	+10% to shields, barriers, and armor	None	7,500 palladium	N7: Anomalous Weather Detected
Ablative VI	Damage Protection	+10% to shields, barriers, and armor	None	10,000 palladium	Lair of the Shadow Broker mission
Ablative VI	Damage Protection	+10% to shields, barriers, and armor	None	90,000 credits	Shop: Gateway Personal Defense (Illium)
Ablative VI	Damage Protection	+10% to shields, barriers, and armor	None	90,000 credits	Shop: Saronis Application (Citadel)
Burst Regeneration	Redundant Field Generator	Sometimes when Shepard's shields go down, they are instantly fully restored	Damage Protection Level 1	15,000 palladium	Unlocked after 2 damage upgrades
Nanocrystal Shield	Hard Shields	Shields take 20% less damage	Damage Protection Level 4	25,000 palladium	Unlocked after 3 damage upgrades



UPGRADES AND RESEARCH PROJECTS

Medical/Health Upgrades

Invariably, the squad will require medical attention on this adventure.

Upgrading medical facilities or increasing the number of medi-gels that the team can carry will help you see fewer critical mission failure screens.

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Microscanner	Medi-Gel Capacity	Medi-gel capacity increased by 1	None	2,500 platinum	The Professor mission
Microscanner	Medi-Gel Capacity	Medi-gel capacity increased by 1	None	5,000 platinum	Miranda's loyalty mission
Microscanner	Medi-Gel Capacity	Medi-gel capacity increased by 1	None	7,500 platinum	Serrice Ice Brandy - Normandy side mission
Microscanner	Medi-Gel Capacity	Medi-gel capacity increased by 1	None	30,000 credits	Shop: Sirta Foundation (Citadel)
Microscanner	Medi-Gel Capacity	Medi-gel capacity increased by 1	None	30,000 credits	Shop: Serrice Technology (Illium)
Trauma Module	Unity Increase	Unity heals your squad to full health	Medi-Gel Capacity Level 2	15,000 platinum	Unlocked after 2 upgrades
Shield Harmonics	Emergency Shielding	Unity restores squad member shields to full strength	Medi-Gel Capacity Level 4	25,000 platinum	Unlocked after 3 upgrades

UPGRADES AND RESEARCH PROJECTS

Bio-Amp and Omni-Tool (Tech) Upgrades

Improve biotic implants and omni-tools. This category of upgrade affects your biotic powers (damage, cooldown), shield strength, and tech powers.

Many upgrades in this category have cumulative effects.

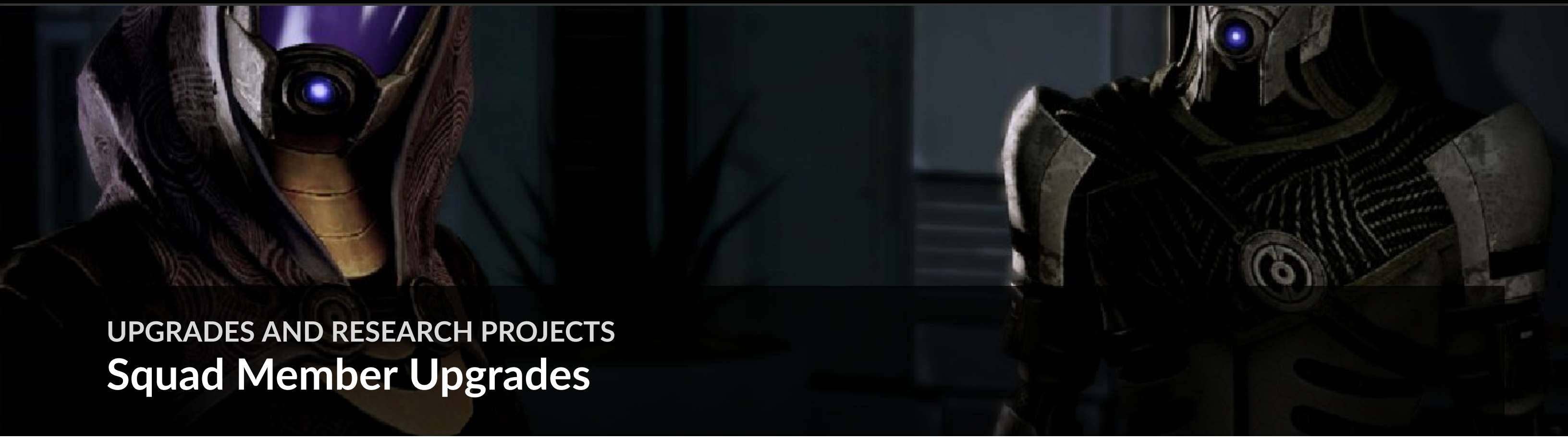
Biotic and tech upgrades are extremely valuable in increasing the offensive abilities of biotic and tech squad members and Shepard (unless the commander is a soldier).

Bio-Amp

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Hyper-Amp	Biotic Damage	+10% biotic damage	None	500 element zero	Horizon mission
Hyper-Amp	Biotic Damage	+10% biotic damage	None	1,000 element zero	The Justicar mission
Hyper-Amp	Biotic Damage	+10% biotic damage	None	1,500 element zero	Jack's loyalty mission
Hyper-Amp	Biotic Damage	+10% biotic damage	None	2,000 element zero	Project Firewalker: Prothean Site mission
Hyper-Amp	Biotic Damage	+10% biotic damage	None	90,000 credits	Shop: Fortack's Defense (Tuchanka)
Hyper-Amp	Biotic Damage	+10% biotic damage	None	90,000 credits	Shop: Serrice Technology (Illium)
Neural Mask	Biotic Duration	+20% biotic power duration	Biotic Damage Level 1	3,000 element zero	Unlocked after 2 biotic damage upgrades
Smart Amplifier	Biotic Cooldown	20% faster biotic cooldowns	Biotic Damage Level 4	5,000 element zero	Unlocked after 3 biotic damage upgrades

Omni-Tool

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Multicore Amplifier	Tech Damage	+10% tech power damage	None	500 element zero	Archangel mission
Multicore Amplifier	Tech Damage	+10% tech power damage	None	1,000 element zero	Kasumi's loyalty mission
Multicore Amplifier	Tech Damage	+10% tech power damage	None	1,500 element zero	Derelict Collector Ship mission
Multicore Amplifier	Tech Damage	+10% tech power damage	None	2,000 element zero	Tali's loyalty mission
Multicore Amplifier	Tech Damage	+10% tech power damage	None	90,000 credits	Shop: Saronis Applications (Citadel)
Multicore Amplifier	Tech Damage	+10% tech power damage	None	90,000 credits	Shop: Serrice Technology (Illium - post-Derelict Collector Ship mission)
Custom Heuristics	Tech Duration	+20% duration for all tech powers	Tech Damage Level 1	3,000 element zero	Unlocked after 2 tech damage upgrades
Hydra Module	Tech Cooldowns	+20% faster cooldown on tech powers	Tech Damage Level 4	5,000 element zero	Unlocked after 3 tech damage upgrades
Bypass Module	Bypass Module	Doubles the time allowed for system bypasses	None	30,000 credits	Shop: Serrice Technology (Illium)
Hack Module	Hack Module	Doubles the time allowed for hacks	None	30,000 credits	Shop: Harrot's Emporium (Omega)



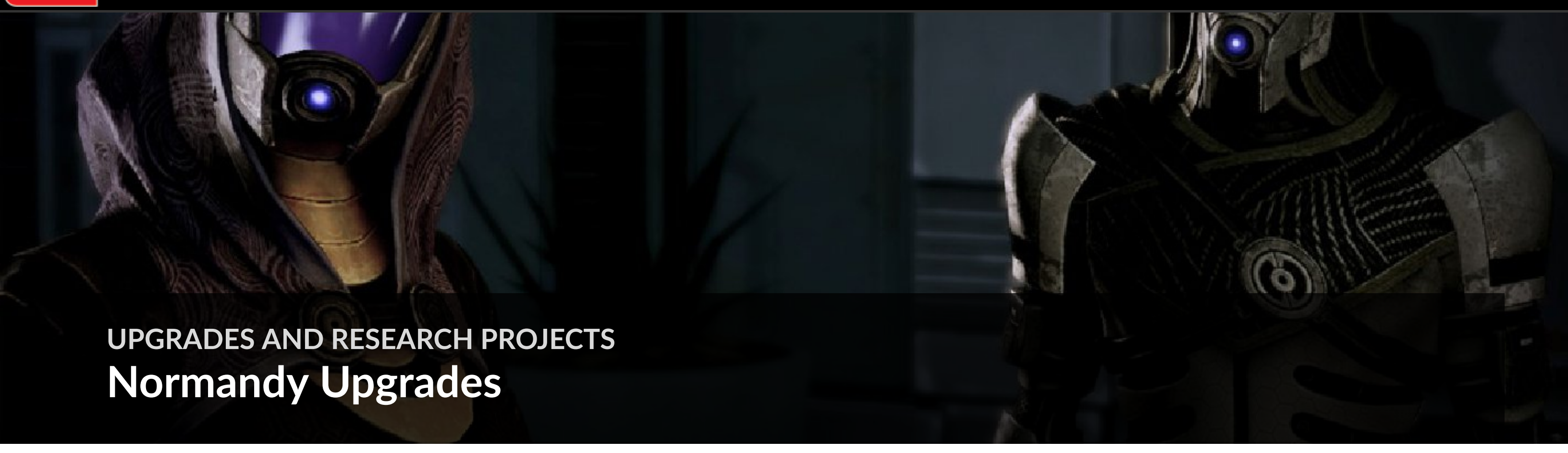
UPGRADES AND RESEARCH PROJECTS

Squad Member Upgrades

There are several upgrades that affect the shields, powers, and survival of specific squad members.

For example, you can discover upgrades that increase Jack's biotic attack damage or provide a new weapon for Grunt.

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Microfiber Weave	Krogan Vitality	Grunt gets +25% health	None	5,000 platinum	The Warlord mission
Microfiber Weave	Krogan Vitality	Grunt gets +25% health	None	5,000 platinum	Mordin's loyalty mission
Custom Claymore	Krogan Shotgun	Grunt gets a Claymore Heavy Shotgun	None	15,000 platinum	Speak to Grunt about upgrades
Cyclonic Particles	Geth Shield Strength	Legion gets +25% shield strength	None	5,000 platinum	Tali's loyalty mission
Cyclonic Particles	Geth Shield Strength	Legion gets +25% shield strength	None	5,000 platinum	Legion's loyalty mission
Custom Widow Rifle	Geth Sniper Rifle	Legion gets a M-98 Widow Anti-Material Rifle produced	None	15,000 platinum	Speak to Legion about upgrades
Multicore Implants	Subject Zero Biotic Boost	Subject Zero gets +20% biotic damage	None	3,000 element zero	Speak to Jack about upgrades
Tech Module	Mordin Tech Damage	Mordin gets +25% tech damage	None	3,000 element zero	Speak to Mordin about upgrades
Advanced Training	Advanced Training	Shepard can learn an extra skill	None	5,000 element zero per use	Available at upgrade terminal
Retrain Powers	Retrain Powers	Shepard can re-allocate power points	None	2,500 element zero per use	Complete Horizon mission



UPGRADES AND RESEARCH PROJECTS

Normandy Upgrades

The Normandy is the most technologically advanced Cerberus ship in the galaxy, but improvements are always possible.

Upgrades to the Normandy will improve her combat capabilities, increasing the chance of success in Shepard's final mission.

Other upgrades will aid in exploration or improve the ship's medical capabilities.

All ship upgrades must be researched. To obtain these research projects, talk to your crew members and ask them about research or ship upgrades.

Without any ship upgrades, you will be in extreme peril if you ever confront an enemy Collector ship.

Tip

The weapon and shield upgrades for the Normandy have a serious effect on Shepard's success in the final mission.

Ship Upgrade Spoilers

Warning: Do not read this box if you want the final mission to be a surprise. Still here? It's helpful to know in advance that ship upgrades are critical to the survival of your entire team as the Normandy rushes into the final battle.

If you skip out on certain ship upgrades, the Normandy will take extra damage and the lives of squad members will be lost before you even touch down for the ultimate struggle against the Collectors.

The following ship upgrades are required to stave off death: Thanix Cannon, Heavy Ship Armor, and Multicore Shielding, For every upgrade you fail to get, you will lose one squad member on the final approach to the Collector base beyond the Omega 4 relay.

So, don't risk the potential death of some of your best teammates, like Jack or Tali.

To avoid unnecessary death and complications to the mission inside the Collector base, be sure you do the following long before going through the Omega 4 relay:

- Speak to Garrus about ship upgrades and he will suggest the Thanix Cannon
- Speak to Jacob about ship upgrades and he will suggest the Heavy Ship Armor
- Speak to Tali about ship upgrades and she will suggest Multicore Shielding

The Heavy Ship Armor and Multicore Shielding together require 30,000 palladium, so make sure you mine for these resources on rich planets like Bannik, Moros, Neith, Ponolus, and Zeona.

The Thanix Cannon requires 15,000 platinum, which you can mine on plat-rich planets like Agnin, 2175 Aeia, Venus, Taaith, and Lorek. Of course, you can also recover minerals on many missions.

Technology Name	Upgrade	Description	Upgrade Level Required	Research Cost	Location
Silaris Armor Tech	Heavy Ship Armor	The asari-made Silaris armor upgrade is attached to the ship's superstructure.	None	15,000 palladium	Converse with Jacob about ship upgrades
Argus Scanner Array	Advanced Mineral Scanner	Greatly speed up the planet-scanning process.	None	15,000 iridium	Converse with Miranda about ship upgrades
Thanix Cannon	Particle Cannon	This cannon is powerful enough to destroy a Collector ship with repeated hits.	None	15,000 platinum	Converse with Garrus about ship upgrades
Modular Probe Bay	Probe Booster	Normandy now has 50% extra probe capacity; 10 survey probes added to ship's complement.	None	15,000 iridium	Converse with Thane about ship upgrades
Helios Thruster Tech	Extended Fuel Cells	Normandy now has 50% additional fuel cell capacity.	None	3,000 element zero	Converse with Samara about ship upgrades
Cyclone Shield Tech	Multicore Shielding	The rapidly oscillating kinetic obstructions of Cyclonic Barrier Technology (CBT) are added to the ship.	None	15,000 palladium	Converse with Tali about ship upgrades
Dermal Regeneration	Med-Bay Upgrade	Using this unit will immediately and completely heal your scars. Further scarring will not occur regardless of the actions you take.	None	50,000 platinum	Converse with Mordin following recruitment

PLANETARY DATABASE

Explorers of the 24th Century

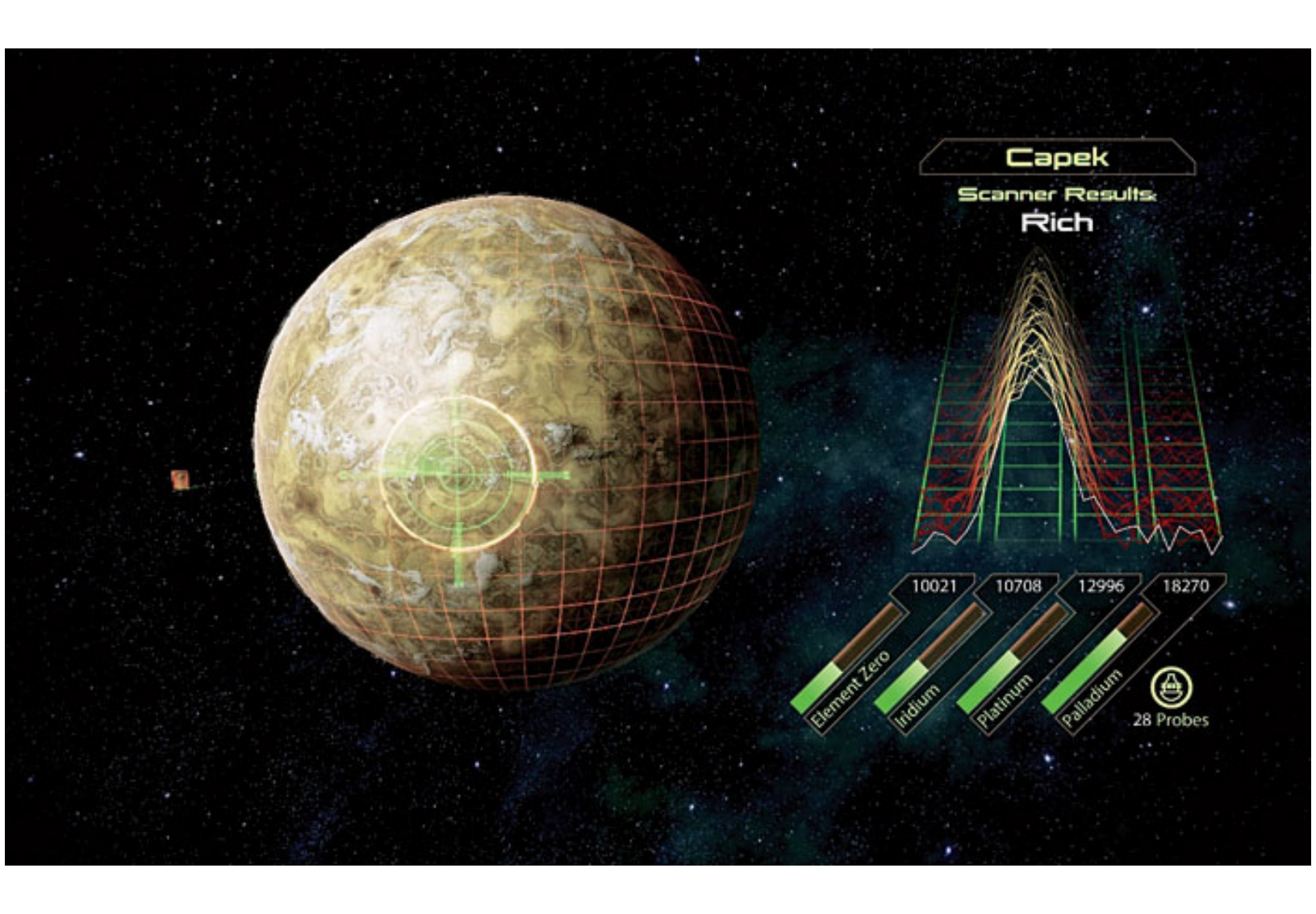
Thanks to the discovery of the mass relays, humans have been able to explore a great deal of the galaxy and map much of its celestial contents.

As a result of such expanded horizons, new minerals have been discovered and harvested. These new minerals are critical for the development of upgrades via research projects..

EXPLORERS OF THE 24TH CENTURY

The crew of the *Normandy* can scout out mineral deposits on planets in many of the galaxy's clusters.

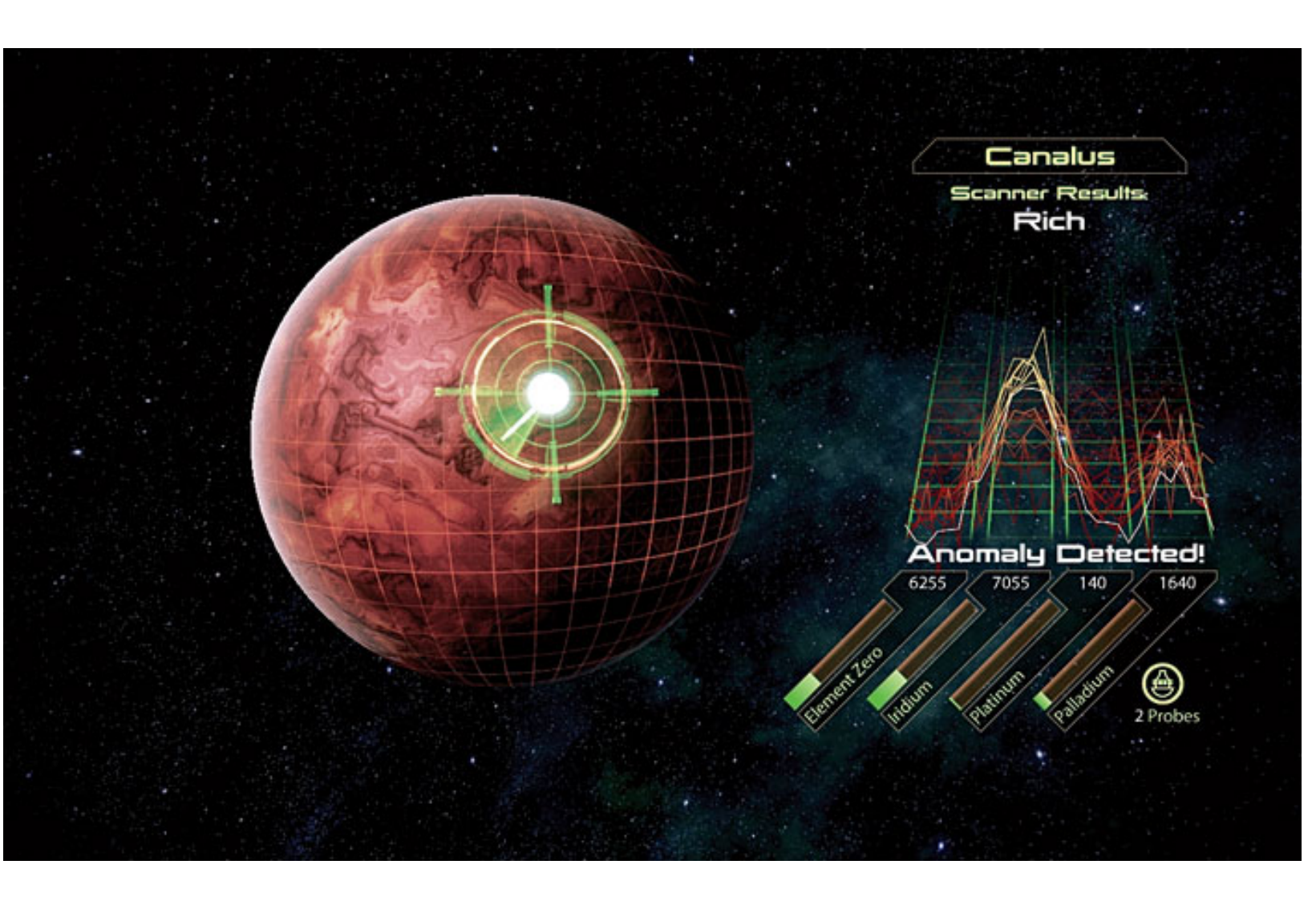
Since time is of the essence for Shepard in the fight against the Reapers, knowing exactly where to look for the different minerals will make upgrading technology and researching new projects much easier.



[001]

Mining for minerals on planets **[001]** is not an exact science, though. You will not always find the same amount of mineral on one type of planet. Nor will it be in the same area. So, use these tips in conjunction with the planetary database to get the most out of your mining trips:

- Expect to find approximately 15 deposit sites on the planet surface.
- Look for sites that offer multiple minerals. You double the effectiveness of your probe if you drop one on a site that straddles two or more elements.
- Every planet has a random number of low-value deposits. These minerals will barely show up on your scanners. Pursue these minor deposits at your own discretion. Often, they will not be worth the cost of the probe.
- While there are general rules and assumptions for mineral distribution, do not assume every planet of the same type will give up the same minerals.
  Read the description of each planet before mining to see if the planet has any special properties that might affect your mining operation.



[002]

In addition to searching for minerals, you also use the scanner to seek out anomalies **[002]** that indicate a potential special assignment. These are listed in the Special Assignments chapter and cross-referenced here.

Tip

Completing certain research projects will improve the efficiency of your exploration and mining operations. Talk to Miranda in her office to unlock the Argus Scanner Array research project; completing the project will increase the speed of your planetary scanners.

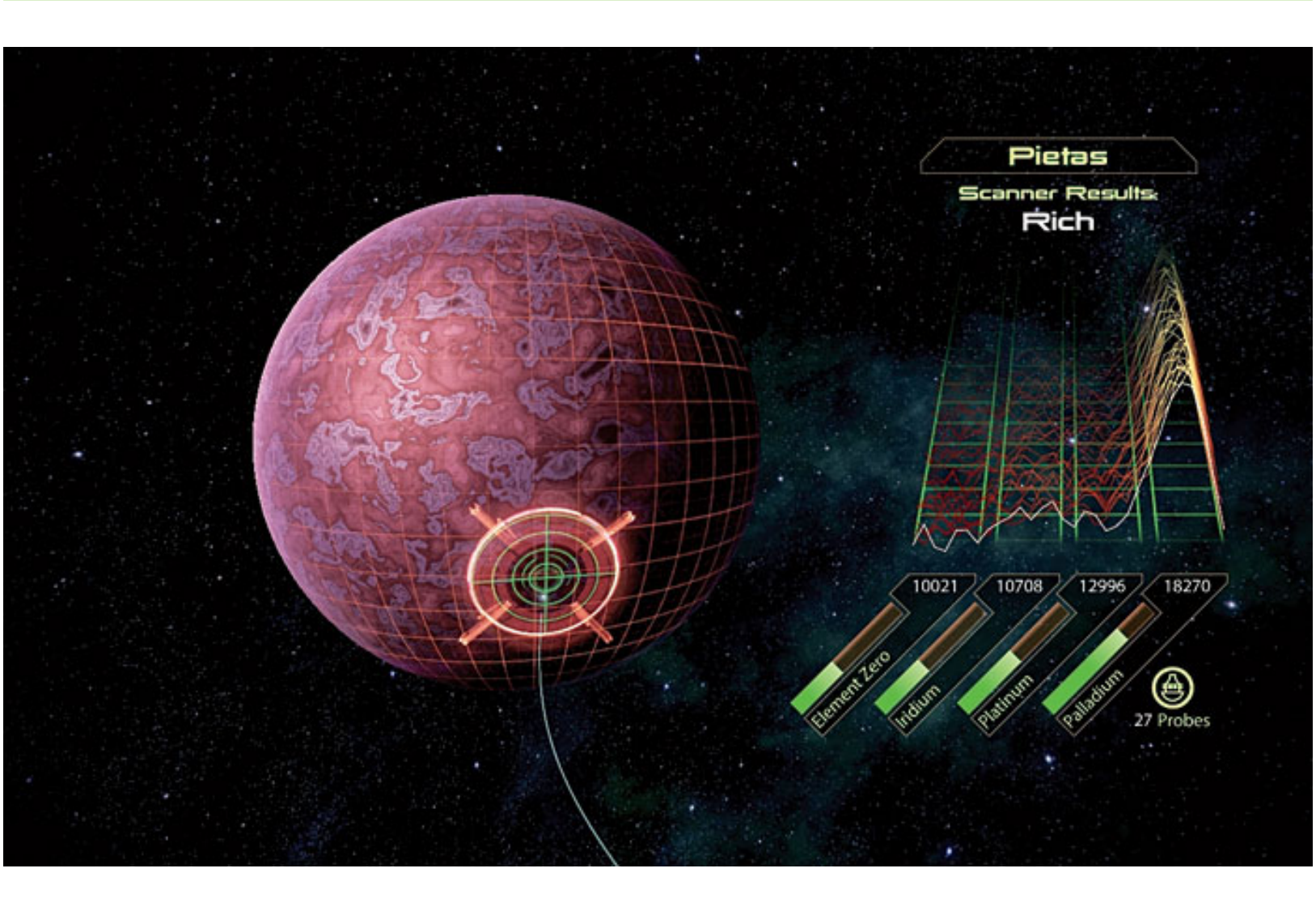
Talk to Samara to unlock the Helios Thruster Tech research project; once completed, the *Normandy* 's fuel cell capacity increases by 50 percent, requiring fewer fueling stops while you explore the galaxies.

Planet Types

There are nine different planet types: brown dwarf, desert, garden, ice giant, Jovian, Pegasid, post-garden, ocean/ice, and rock. These planet categories offer blanket assessments of what to expect when mining.

Tip

Element zero (eezo) is found only on planets that have been previously inhabited.



[003]

Each planet has a set quantity of minerals to harvest **[003]** . The mineral content of a planet is measured in this database as **richness** . There are five levels of richness: Rich, Good, Moderate, Poor, and Depleted.

Though you should at least orbit depleted planets to add them to your personal database, don't waste the probes on mining them. Instead, concentrate first on "rich" and "good" planets, which provide the largest bounties.

Since minerals and element zero are such important (and precious) commodities, in addition to noting the overall richness of the planet, these charts also measure the amount of each mineral and element zero. Ratings are Rich, Moderate, Poor, and None.

Tip

The levels of richness detailed are approximate, and may sometimes vary a little from the assigned description. Also, remember that you cannot complete all of the upgrade projects with the element zero found on missions. You must mine for element zero, too.

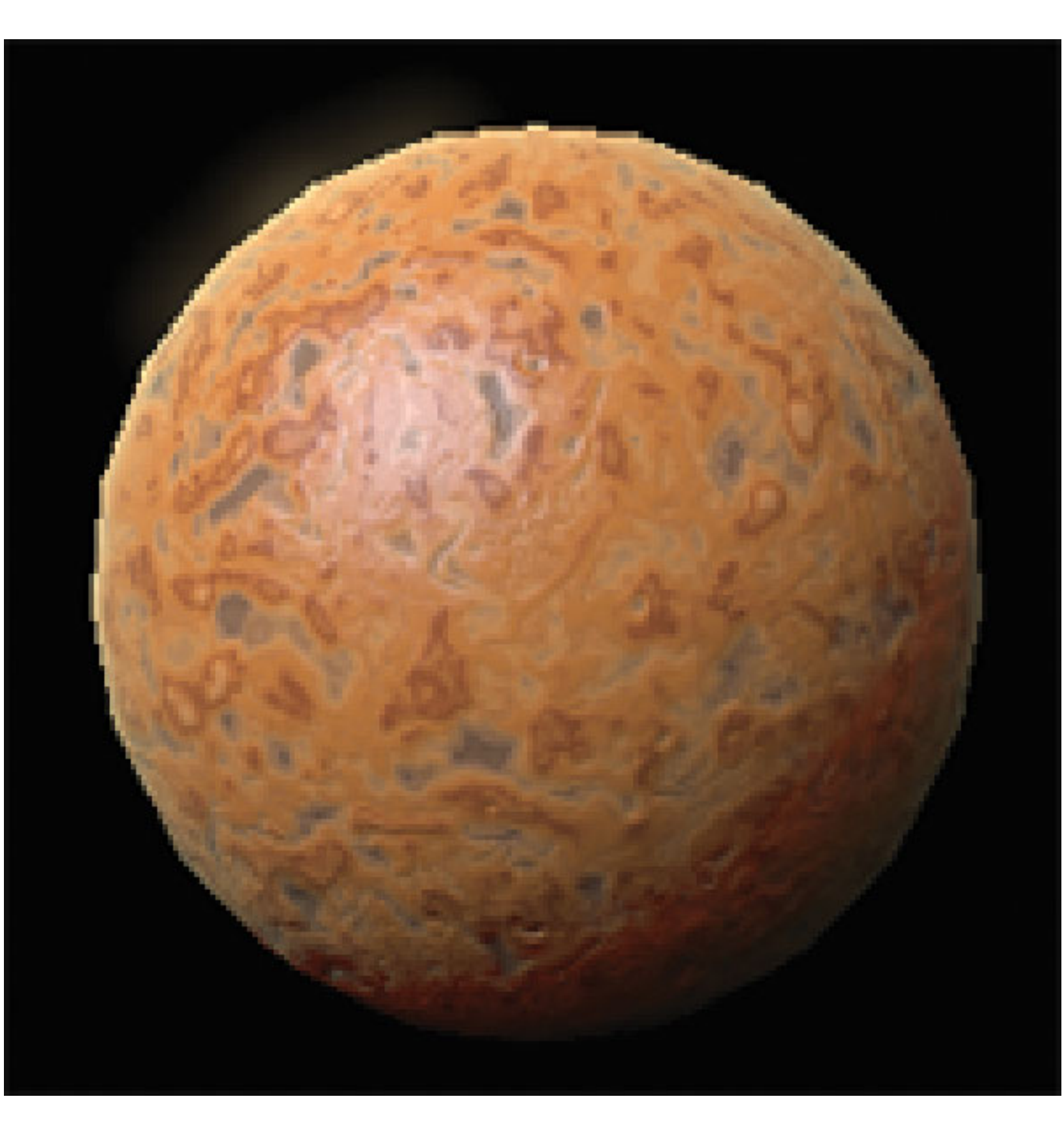
Brown Dwarf

- **Frequency: Rare**
- **Examples: Osalri, Urdak**
- **Element Zero: None**
- **Iridium: 30%**
- **Palladium: 40%**
- **Platinum: 30%**

Brown dwarfs are gas giants that almost had enough mass to become small stars but never quite started the final combustion process.

However, as a result of their mass, brown dwarfs do have some luminosity. The minerals on a brown dwarf are typically spread out along the bands of the planet, so look there when mining.

Desert

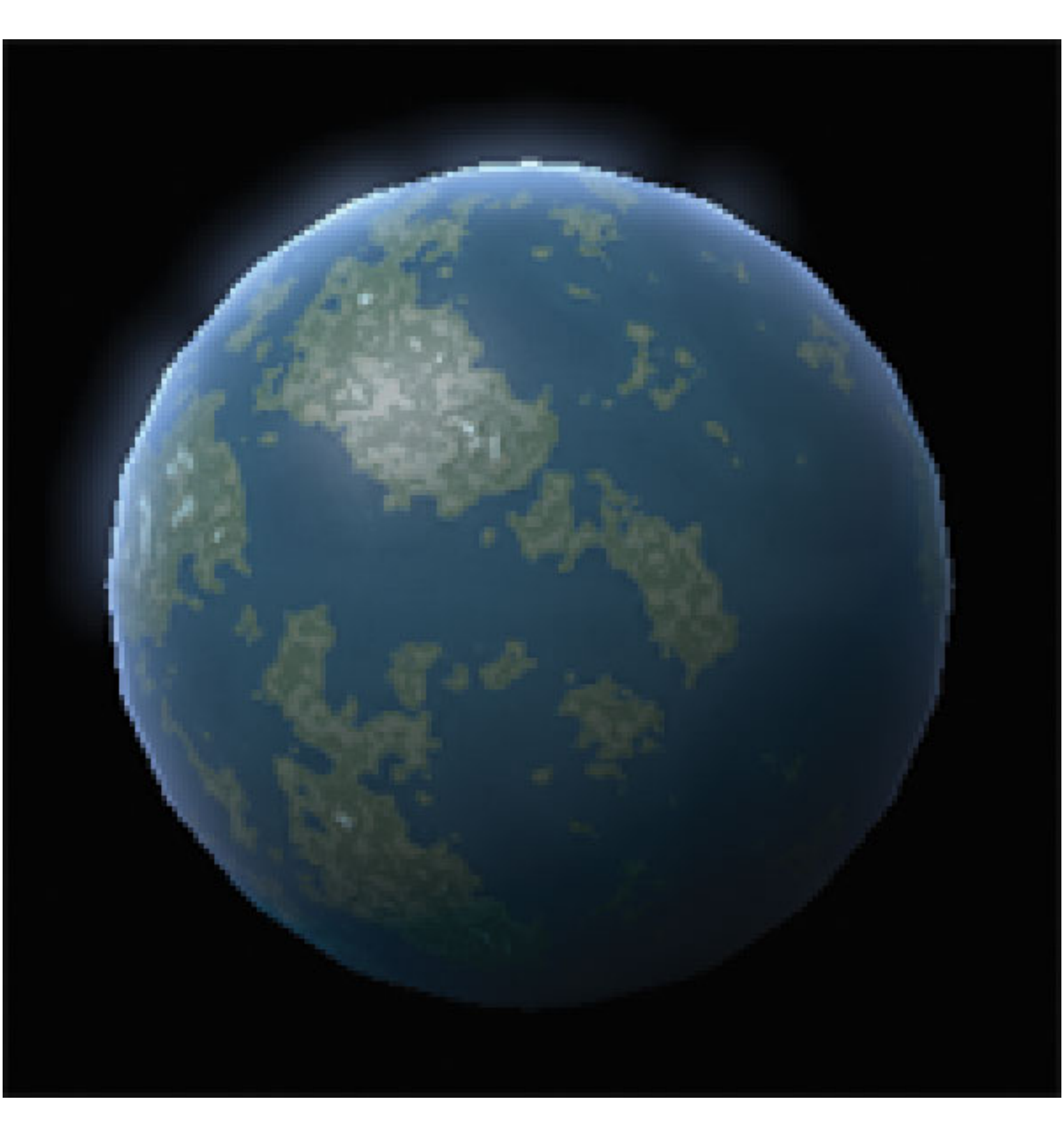


- **Frequency: Very Common**
- **Examples: Laena, Bovis Tor**
- **Element Zero: None**
- **Iridium: 20%**
- **Palladium: 60%**
- **Platinum: 20%**

These arid planets are high-density, usually with a reddish-brown surface. Incredibly hot and dry, desert planets are not known for sustaining life.

They are rich in minerals, but those deposits are spread out across the surface in small clusters.

Garden

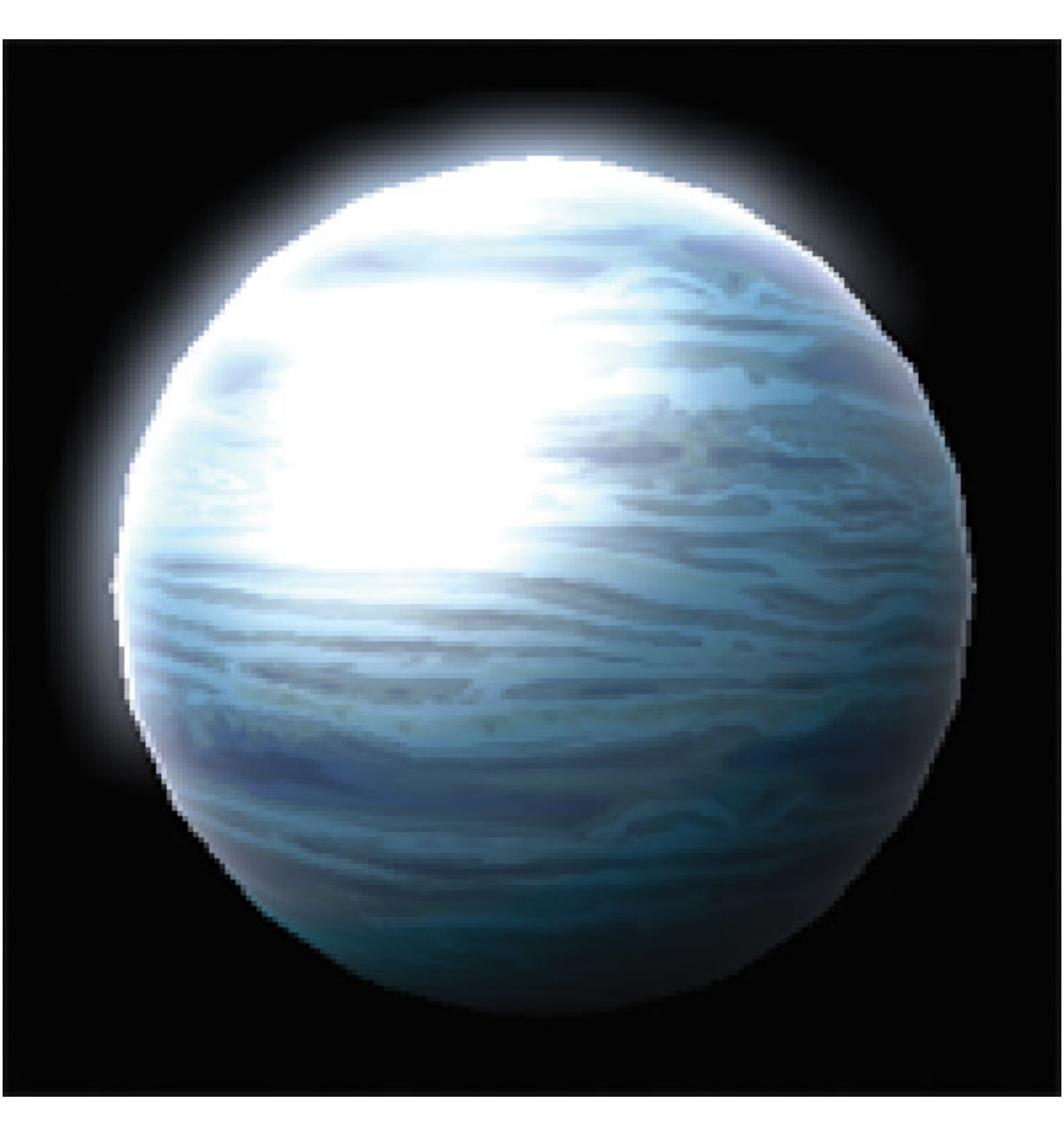


- **Frequency: Rare**
- **Example: Earth, Sanctum, Talis Fia**
- **Element Zero: Poor**
- **Iridium: 15%**
- **Palladium: 25%**
- **Platinum: 60%**

Life-sustaining garden planets are rare in the galaxy. These worlds have a mixture of ocean and land and support both plant and animal life.

Garden planets are one of the few planet types where you can expect to find element zero—look to the continents. The other minerals should be looked for in mountainous areas.

Ice Giant

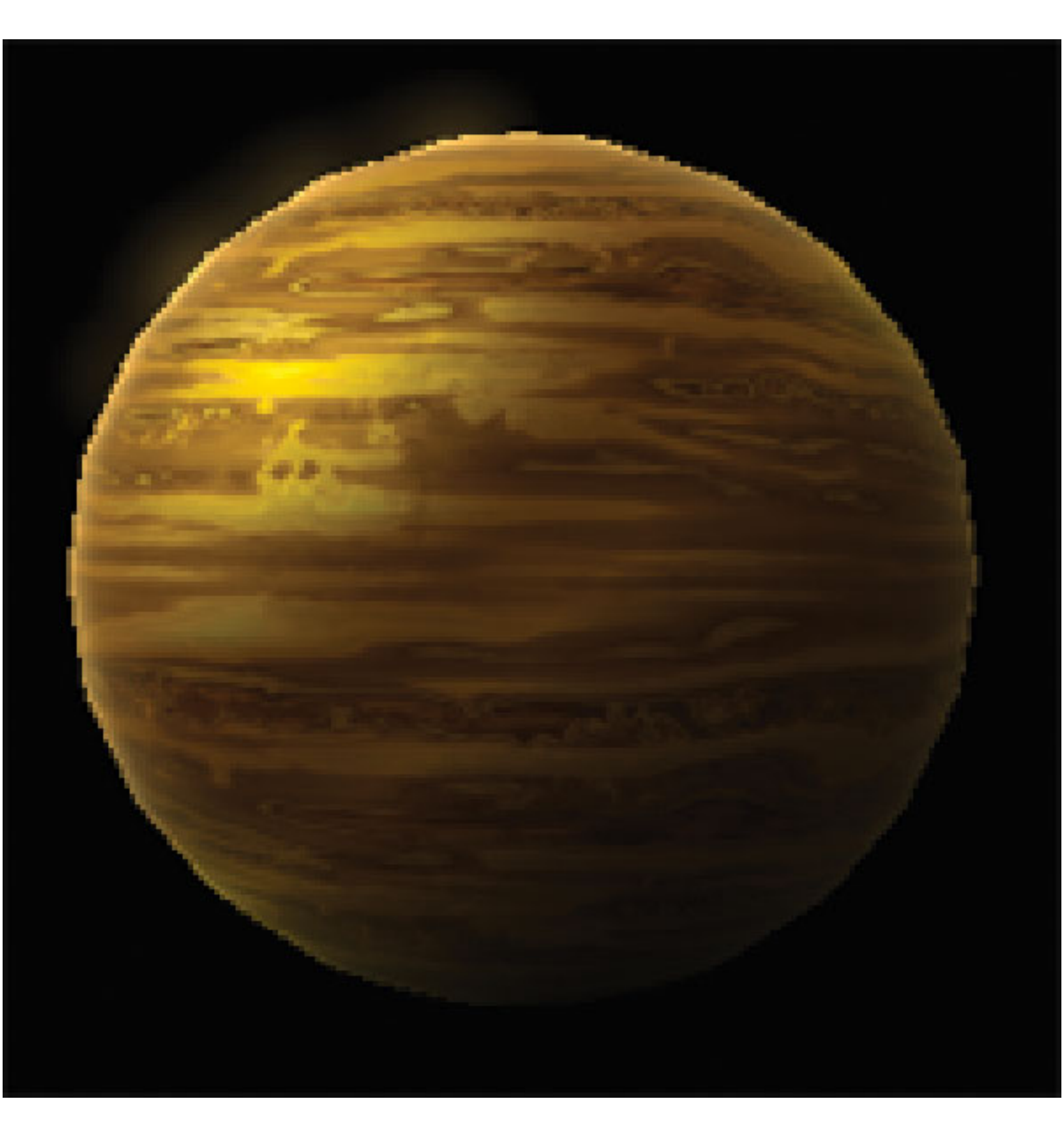


- **Frequency: Common**
- **Examples: Neptune, Tula, Alkonost**
- **Element Zero: None**
- **Iridium: 20%**
- **Palladium: 30%**
- **Platinum: 50%**

These enormous ice planets are also gas giants but have an atmosphere composed of water vapor, ammonia, and methane.

Minerals on an ice giant are concentrated in smallish clusters. Look for noticeable features, such as massive storms, for the location of rich deposits.

Jovian

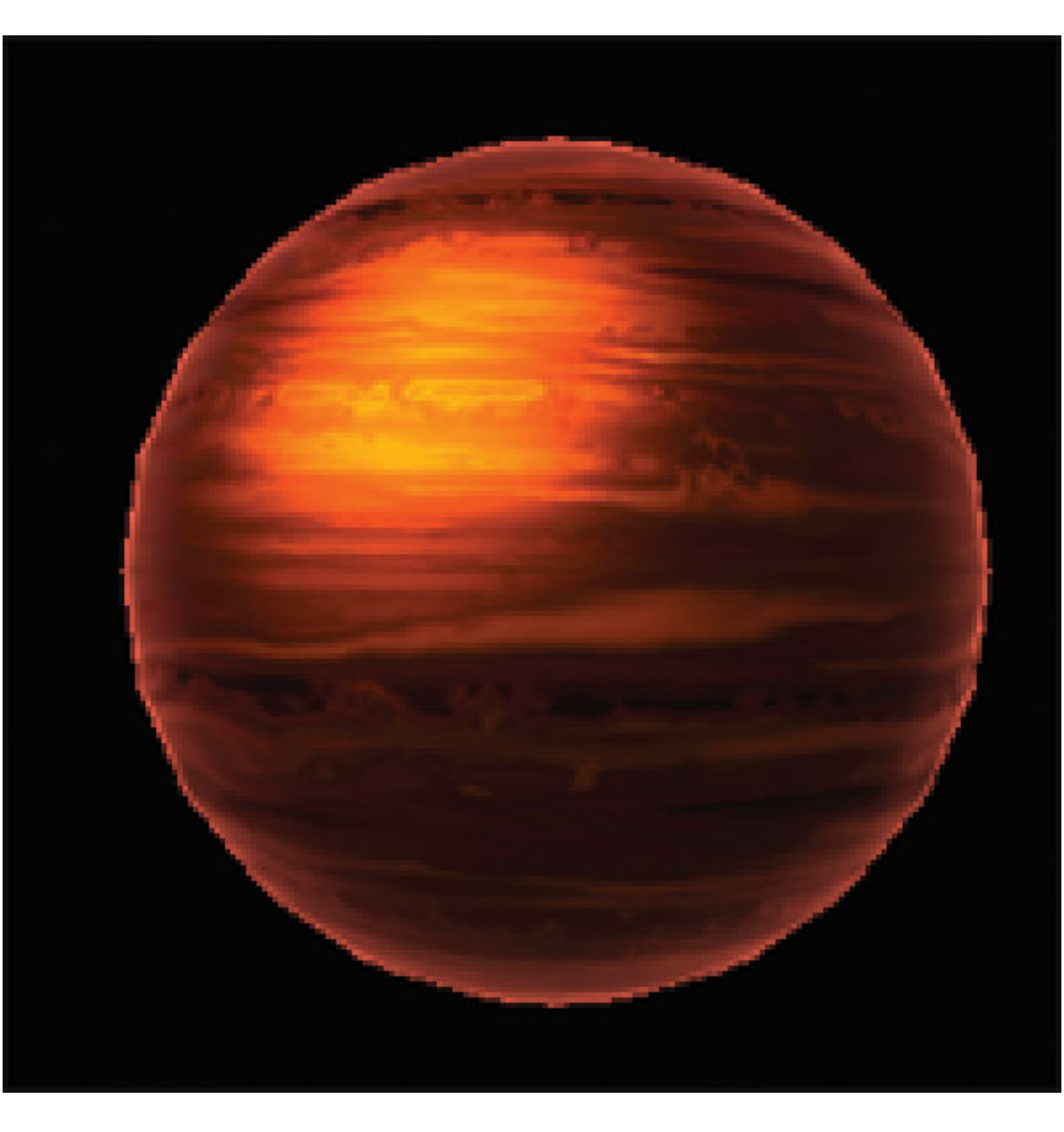


- **Frequency: Common**
- **Examples: Bast, Nephros**
- **Element Zero: None**
- **Iridium: 30%**
- **Palladium: 30%**
- **Platinum: 40%**

Giant Jovians are gaseous planets that are too small to have become stars but yet contain many of the required elements, like concentrated amounts of hydrogen and helium.

As on brown dwarfs, the minerals on a giant Jovian are spread out across the colorful bands.

Pegasid

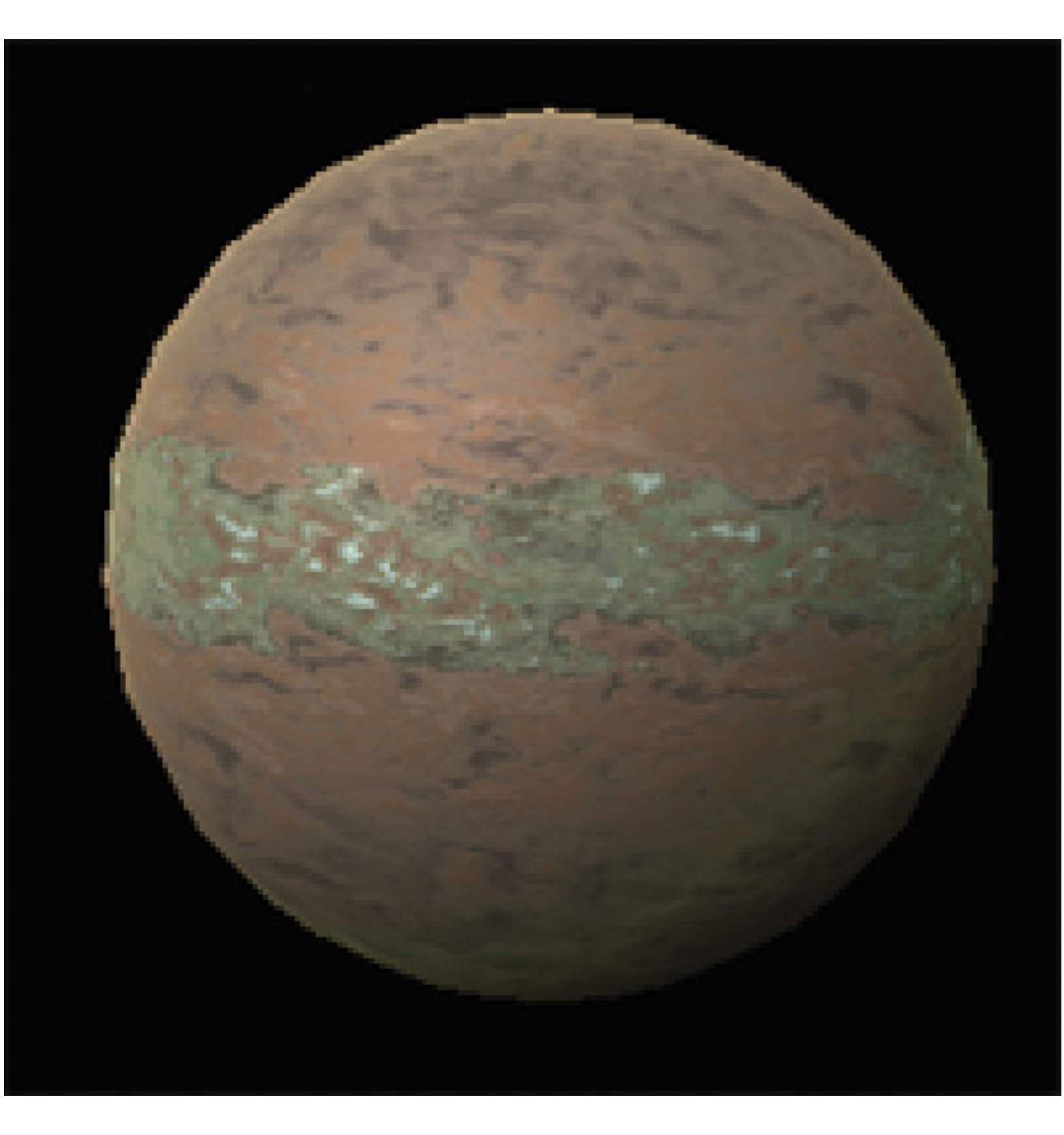


- **Frequency: Rare**
- **Example: Rescel, Jontan**
- **Element Zero: None**
- **Iridium: 30%**
- **Palladium: 40%**
- **Platinum: 30%**

Giant Pegasids are similar to Jovian giants but are locked in close orbit with their parent stars.The orbit causes a tidal lock, meaning that there is a "hot pole" that faces the star and a "cold pole" that faces deep space (and is incredibly dark).

Giant Pegasids have hurricane winds that move from the hot pole to the cold pole.These poles are where you should expect to find the richest deposits, which is quite different from other planets, which typically see their deposits along the equator or in the horizontal bands.

Post-Garden

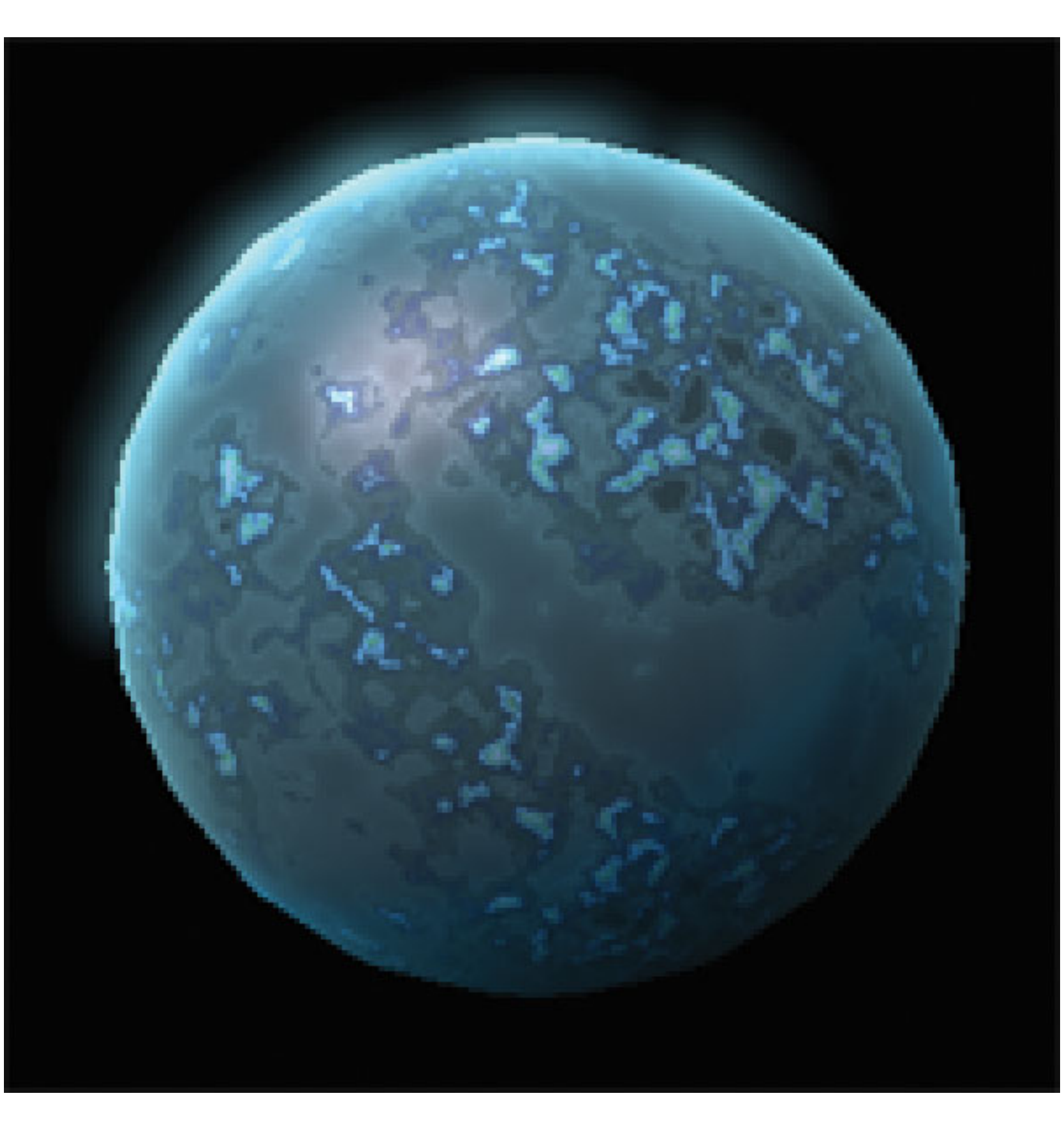


- **Frequency: Rare**
- **Example: Helyme, Etamis**
- **Element Zero: Rich**
- **Iridium: 30%**
- **Palladium: 40%**
- **Platinum: 40%**

Post-garden worlds are reminders of the dreadful power of the Reapers. These planets were once rich with life but are now husks with ruined cities and discolored landscapes.

Element zero is highly concentrated on post-garden planets as a result of fallen civilizations. The remaining minerals are spread out across the equator with occasional deposits elsewhere.

Ocean/Ice



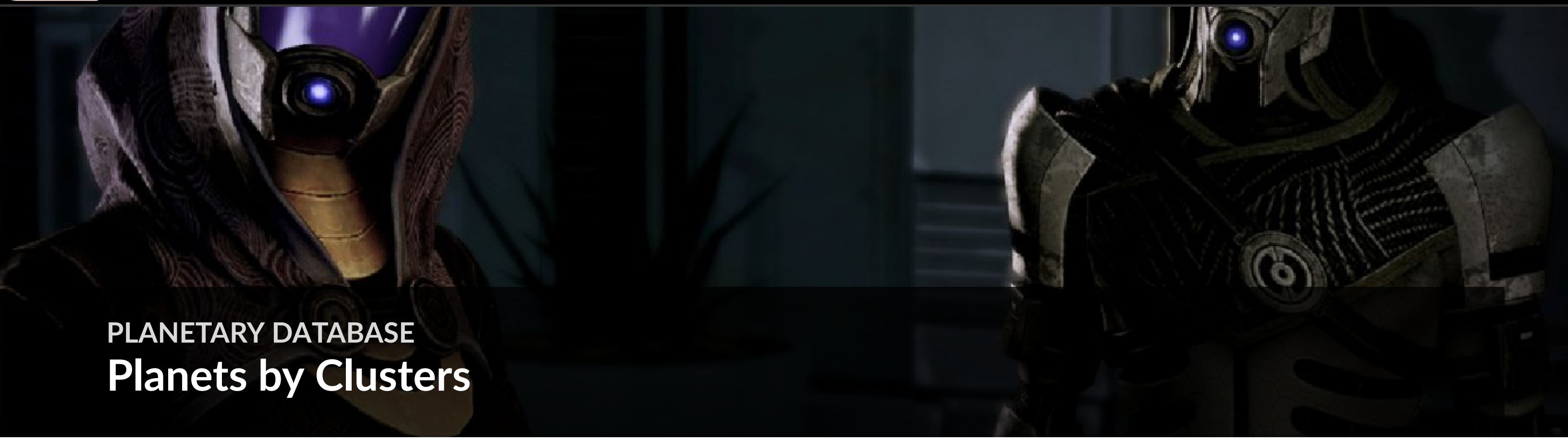
- **Frequency: Common**
- **Example: Anedia, Maisuth**
- **Element Zero: None**
- **Iridium: 15%**
- **Palladium: 15%**
- **Platinum: 70%**

These planets are high-density, with strong metallic cores surrounded by frozen oceans. Ocean/ice planets can support some life, but do not expect to find element zero on them. Instead, look for the mineral deposits in small clusters.

Rock

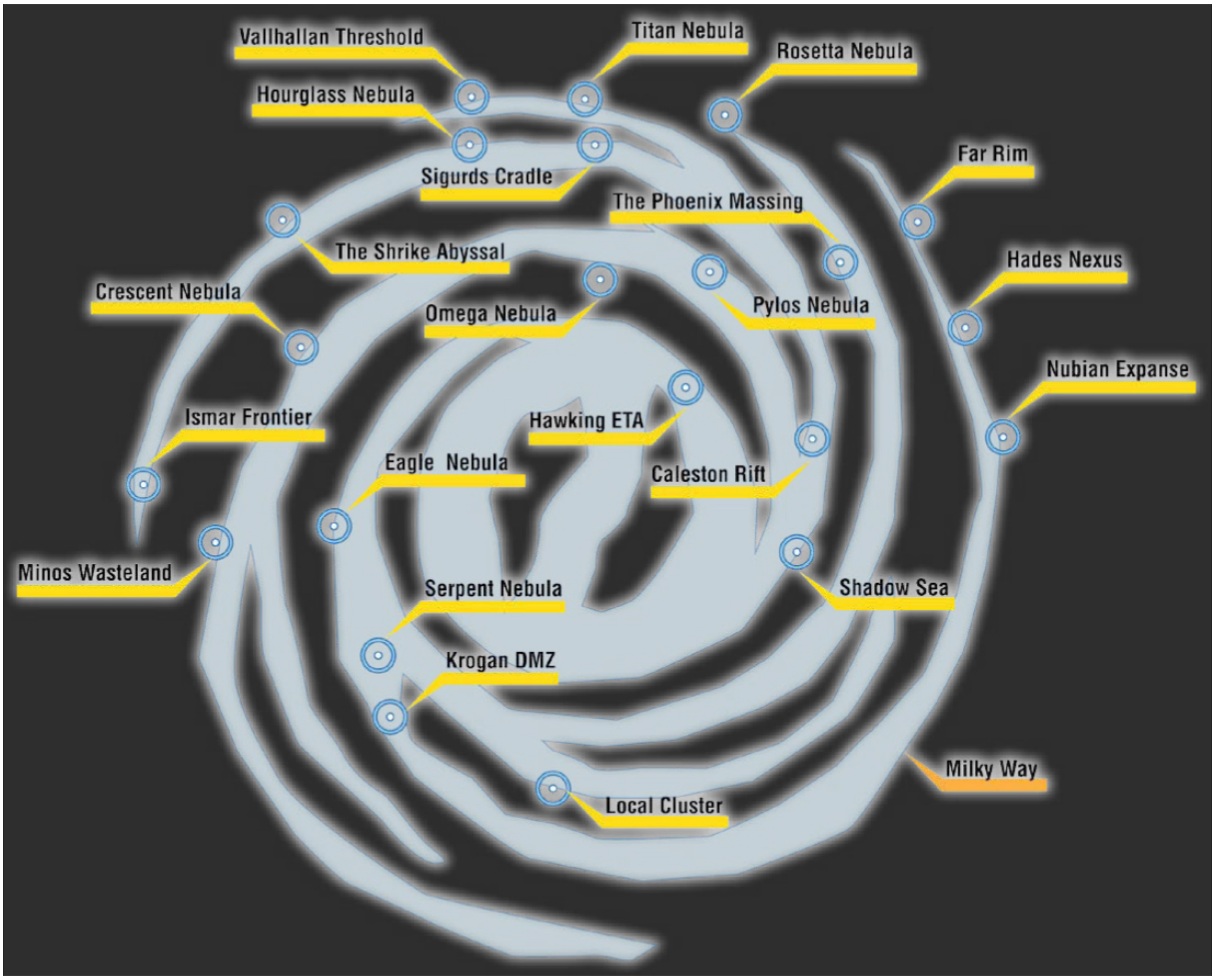
- **Frequency: Very Common**
- **Examples: Moon (Luna), Gregas, Quarem**
- **Element Zero: None**
- **Iridium: 60%**
- **Palladium: 20%**
- **Platinum: 20%**

Rock planets are typically small with little to no atmosphere and no native life whatsoever. When mining a rock planet, look to the impact craters for the richest deposits.



PLANETARY DATABASE

Planets by Clusters


Vallhallan Threshold
Titan Nebula
Rosetta Nebula
Hourglass Nebula
Sigurds Cradle
Far Rim
The Phoenix Massing
The Shrike Abyssal
Hades Nexus
Crescent Nebula
Pylos Nebula
Omega Nebula
Nubian Expanse
Ismar Frontier
Hawking ETA
Eagle Nebula
Caleston Rift
Minos Wasteland
Serpent Nebula
Shadow Sea
Krogan DMZ
Milky Way
Local Cluster

As you explore the Milky Way Galaxy, you will encounter dozens upon dozens of alien worlds. Some will be lifeless balls of rock, good only for mining operations.

Others will be busy hives of activity, such as the repurposed asteroid Omega, which is now an off-world den of unsavory pursuits.

All planets have been categorized by cluster. Within each cluster, there are potentially multiple planetary systems. Systems containing a Fuel Depot are marked with †.

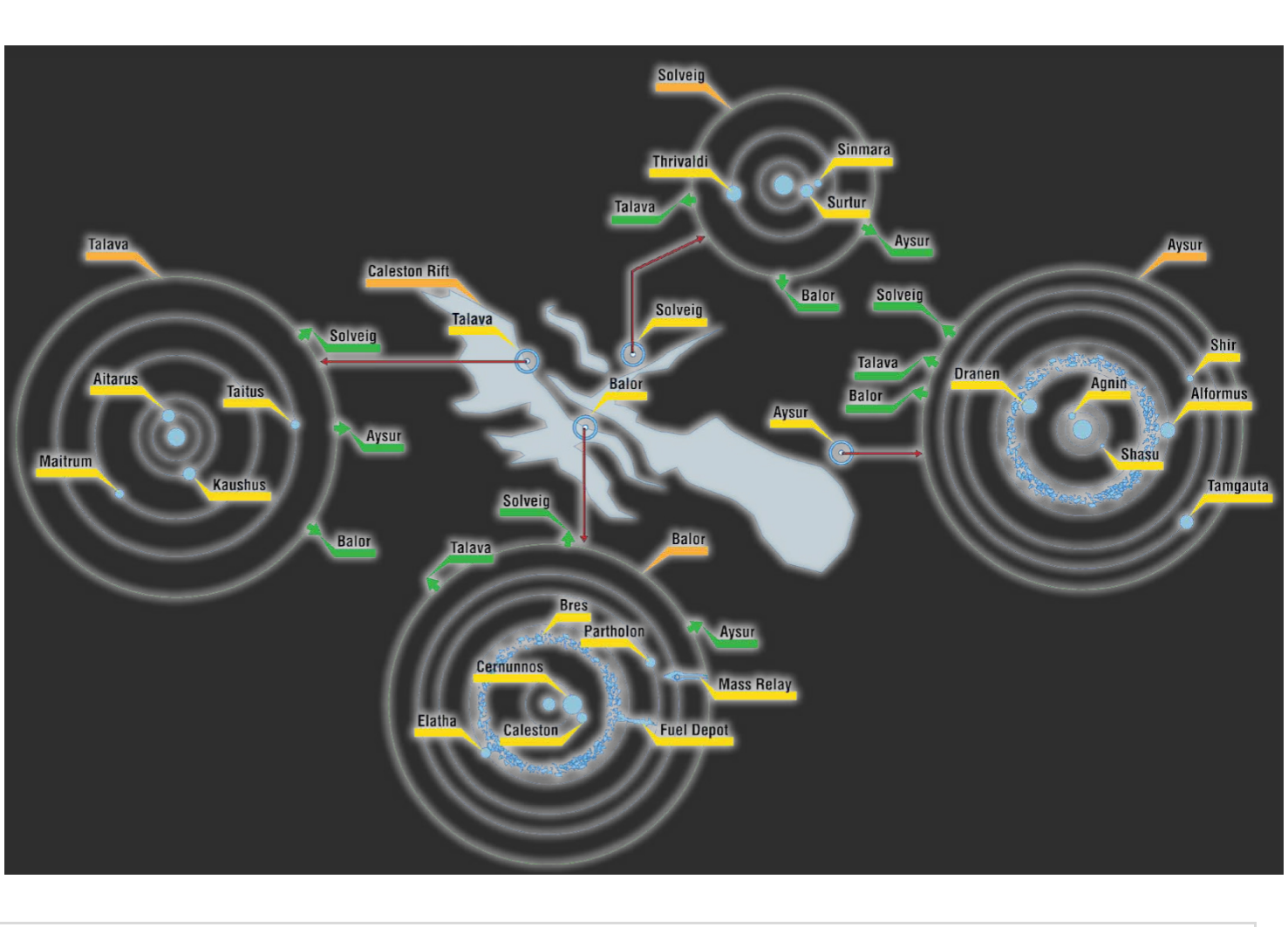
Each planet is then listed by name with the planet type, richness of minerals, and a description of the planet.

Tip

Use the check box by each planet’s name to keep track of what you have excavated so you do not waste time (or credits) on a tapped source.

PLANETARY DATABASE

Cluster: Caleston Rift



System	Planets, Planetoids, and Other Galactic Flotsam
Aysur	Agnin, Shasu, Dranen (Arvuna), Asteroid Belt, Alformus, Shir, Tamgauta
Balor	Cernunnos (Caleston), Fuel Depot, Asteroid Belt, Bres, Elatha, Partholon, Mass Relay
Solveig	Surtur (Sinmara), Thrivaldi
Talava	Aitarus, Kaushus, Maitrum, Taitus
Yakawa	Sakata, Nambu, Maskawa, Karumto, Kobayashi

Related Mission	System	Planet
Additional Mission > Firewalker > Volcano Station	Yakawa	Karumto
Special Assignment > N7: Endangered Research Station	Solveig	Sinmara (Moon)
Special Assignment > N7: Mining the Canyon	Talava	Taitus

System: Aysur

Agnin

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Rich

Palladium: Moderate

Orbital Distance: 0.7 AU; Orbital Period: 0.6 Earth Years; Radius: 4,834 Km; Day Length: 61.1 Earth Hours; Atmospheric Pressure: 86.87 Earth Atmospheres; Surface Temperature: 684 Celsius; Surface Gravity: 0.5 G.

Description: A hothouse planet, Agnin has scorching clouds of methane and sulfur dioxide that give the planet a pale green color in visible light.

The SO2 from volcanic activity rains down as sulfuric acid in the upper atmosphere, but this is boiled away before the liquid ever reaches the surface. Agnin's harsh environment has prevented exploration by anything except probes.

Alformus

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 10.1 AU; Orbital Period: 32.2 Earth Years; Radius: 67,626 Km; Day Length: 8.8 Earth Hours; Atmospheric Pressure: 1.81 Earth Atmospheres.

Description: A hydrogen-helium gas giant, Alformus had its helium-3 refueling stations destroyed in an attack by Grow Zero, an anti-population terrorist group that wanted no more immigration to Arvuna. A consortium of Arvuna-based corporations is currently rebuilding the stations.

ALLIANCE ADVISORY: Alformus is not considered vital to the stability of the Aysur system. Civilians working on the helium-3 platforms should not expect Alliance military intervention in case of kidnapping or other violence.

Arvuna

World Type: Ocean/Ice

Richness: Rich

Element Zero: Moderate

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Population: 348,785,500; Colony Founded: 2160 CE; Capital: Asa; Orbital Distance: 2.5 AU; Orbital Period: 4.0 Earth Years (Aysur) 66 days (Dranen); Radius: 6,448 Km; Day Length: 29.2 Earth Hours; Atmospheric Pressure: 1.45 Earth Atmospheres; Surface Temperature: -11 Celsius (mean), 25 Celsius (equator); Surface Gravity: 1.1 G.

Description: With oceans covering 90 percent of Arvuna's surface, this moon of Dranen is classified as a water world. Besides its prodigious sea life, Arvuna is also home to avian and mammal-like life forms on its islands. None are currently considered sapient.

Arvuna is home to thriving human colonies, though indigenous diseases and venomous pests similar to a horsefly cause high mortality rates.

TRAVEL ADVISORY: Kidnapping for ransom is the number one violent crime on this planet. Please use all available security options when traveling to Arvuna.

Dranen

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 2.5 AU; Orbital Period: 4.0 Earth Years; Radius: 72,021 Km; Day Length: 17.1 Earth Hours; Atmospheric Pressure: 1.94 Earth Atmospheres.

Description: A sizable hydrogen-nitrogen gas giant just on the far side of its pale yellow star's "frost line," Dranen is known for its spectacular storms.

At least three persistent observable "spots"—actually cyclonic and anticyclonic storms—have lasted for over 544 years, significantly longer than Jupiter's Great Red Spot.

The largest of these spots, the Ishna, has consistently held a diameter over three times that of Earth. Dranen has 44 moons.

Two of them are of special interest to the Citadel Committee on Habitable Worlds.The first, Arvuna, is a life-bearing world that has already been colonized.

The second, Alahya, is slowly being terraformed into an ammonia-based world for volus populations.

Shasu

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.4 AU; Orbital Period: 1.7 Earth Years; Radius: 1,454 Km; Day Length: 37.4 Earth Hours; Atmospheric Pressure: 0.34 Earth Atmospheres; Surface Temperature: 23 Celsius; Surface Gravity: 0.1 G.

Description: Shasu is a dwarf planet that is believed to have been ejected from Agnin during a giant impact with another planet-sized body.

At the time, Agnin had a magma ocean covering much of its surface, and the liquid rock sprayed into space, where it coalesced and cooled over millions of years.

The theory is that during this cooling Shasu first orbited Agnin but was eventually pulled from that orbit by the gravity wells of other planets, primarily Dranen.

Today Shasu is relatively temperate, with a light hydrogen-helium atmosphere attracting spacers who use its atmosphere to refuel. Its crust composition is similar to that of Agnin, as is evident in its high sulfur content.

Shir

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Rich

Orbital Distance: 20.0 AU; Orbital Period: 89.7 Earth Years; Radius: 4,900 Km; Day Length: 31.0 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -185 Celsius; Surface Gravity: 0.7 G.

Description: A remote rock planet capped in ice, Shir has been exploited by Arvunan corporations for its minerals.

Home to gold ore, which is used in spaceship shielding as well as jewelry, and to cobalt deposits used in high-tensile alloys, Shir shows no signs of being exhausted anytime soon.

A light gravity helps keep the planetary exportation process cheap.

Tamgauta

World Type: Desert

Richness: Good

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 42.2 AU; Orbital Period: 275.1 Earth Years; Radius: 3,354 Km; Day Length: 64.8 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -216 Celsius; Surface Gravity: 0.2 G.

Description: The outermost planet of the Aysur system, Tamgauta is remote and largely unexplored. Its carbon dioxide atmosphere has long since frozen into fields of dry ice.

System: Balor †

Bres

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 2.9 AU; Orbital Period: 4.9 Earth Years; Radius: 975 Km; Day Length: 23.3 Earth Hours; Atmospheric Pressure: None; Surface Temperature: -146 Celsius.

Description: A member of the Fomor Belt, Bres is a dwarf planet with no atmosphere. It is, however, rich in lithium, which is integral to the heat sinks of starships and hand-held weapons.

A large robo-mining operation from Caleston can be found here.

Caleston

World Type: Desert

Richness: Rich

Element Zero: Moderate

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Population: 1,802,705,000; Colony Founded: 1975 CE; Capital: Syneu; Orbital Distance: 0.07 AU (orbits Cernunnos); Orbital Period: 21.5 Earth Hours (around Cernunnos); Radius: 6,600 Km; Day Length: 21.5 Earth Hours; Atmospheric Pres-sure: 0.9 Earth Atmospheres; Surface Temperature: 30 Celsius; Surface Gravity: 1.2 G.

Description: The hostile moon Caleston is the largest satellite of the gas giant Cernunnos. An ancient asteroid strike deposited major loads of element zero within the molten sulfur mantle.

Eldfell-Ashland Energy's mining operations have made it the largest source of starship drive core material in the Attican Traverse. Caleston is wracked with volcanism due to tidal stresses from Cernunnos.

Because of the weak solar output, plant-like life on Caleston is not carbon-based and photo-synthetic but silicon-based and thermosynthetic, requiring heat rather than sunlight to power its chemical reactions.

These organisms flourish in volcanic vents and during solar flares when Balor can double or triple in luminosity. Sadly, sapient habitation is not possible here and Caleston's biodiversity is considered "threatened" by the Citadel Council Committee on Habitable Worlds.

Cernunnos

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 0.07 AU; Orbital Period: 31 Earth Days; Radius: 49,231 Km; Day Length: 17.0 Earth Hours; Atmospheric Pressure: 0.86 Earth Atmospheres.

Description: Cernunnos is a sizable gas giant with a hydrogen-nitrogen atmosphere. It is believed to be an extrasolar capture due to its close stellar location

In a rare phenomenon it is near enough to its red dwarf star to be within the life zone, though its massive size prevents the tidal lock that usually occurs at such a range.

While nothing could survive on the surface of a planet with such crushing gravity, Cernunnos's moon, Caleston, is habitable.

Cernunnos is skimmed for its abundant hydrogen, and refineries on Caleston process it into a metastable metallic form for use as starship fuel.

Elatha

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 5.5 AU; Orbital Period: 23.6 Earth Years; Radius: 1,812 Km; Day Length: 57.3 Earth Hours; Atmospheric Pressure: 43.34 Earth Atmospheres; Surface Temperature: -72 Celsius; Surface Gravity: 0.1 G.

Description: A tiny rock planet, Elatha is noted for its frigid temperatures and crushing nitrogen and krypton atmosphere. Lying out beyond the Fomor Belt, it has little to recommend it.

Partholon

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 11.2 AU; Orbital Period: 68.6 Earth Years; Radius: 11,921 Km; Day Length: 28.2 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -236 Celsius; Surface Gravity: 6.6 G.

Description: A large planet composed of ice surrounding a rocky core, Partholon retains trace gases of nitrogen and carbon monoxide. Its crushing gravity makes for an inhospitable stay and makes most mining unfeasible.

However, its orbit's proximity to the mass relay in the system means space travelers will for the next few years use it for a gravitational slingshot to add speed on their way to and from Caleston.

System: Solveig

Sinmara

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Colony Founded: 2044 CE; Population: 135; Largest Habitat: Trundholm.

Description: Surtur's moon Sinmara has been used for many generations to monitor its parent star Solveig.

It has no atmosphere to interfere with solar observational equipment, which is critical at this juncture; the star recently showed signs of erupting prematurely into a red giant.

In preparation for the day when the critical warning goes out the extranet channel from Sinmara's research station is given top priority throughout the comm buoys in the system.

The chances of such a signal being received over the sun's magnetic interference at that time is low, but relegating it to a lower channel proved politically untenable.

Surtur

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Rich

Orbital Distance: 0.7 AU; Orbital Period: 0.6 Earth Years; Radius: 4,433 Km; Day Length: 65.0 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: 126 Celsius; Surface Gravity: 0.8 G.

Description: Surtur is a small but dense desert planet close to its parent star. All but traces of its nitrogen-carbon monoxide atmosphere have burned away, leaving it cooler than similar planets in other systems.

Robo-mining has proved lucrative as it has developed significant deposits of beryllium and palladium.

Thrivaldi

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 1.5 AU; Orbital Period: 1.8 Earth Years; Radius: 35,957 Km; Day Length: 11.0 Earth Hours.

Description: The refueling stations of hydrogen-helium gas giant Thrivaldi provide helium-3 for commercial spacecraft visiting the system. It has nine known moons and many smaller bodies in its rings.

TRAVEL ADVISORY: Recent attacks by pirates have targeted Thrivaldi's refueling stations. Authorities list the perpetrators as "at large." Travel is not recommended.

System: Talava

Aitarus

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.5 AU; Orbital Period: 0.3 Earth Years; Radius: 8,945 Km; Day Length: 65.1 Earth Hours; Atmospheric Pressure: Trace Surface Temperature: 549 Celsius; Surface Gravity: 2.8 G.

Description: A large rock planet orbiting an F-class star, Aitarus is pummeled by radiation, heavy gravity, and tectonic activity. Its crust is mostly silicates and of little value. Travel is not advised.

Kaushus

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.2 AU; Orbital Period: 1.0 Earth Years; Radius: 6,212 Km; Day Length: 42.6 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: 249 Celsius; Surface Gravity: 1.0.

Description: Home to the spectacular Infinity Caldera, Kaushus is a young planet with extreme tectonic and volcanic activity.

It has nine super-volcanoes that can throw out at least 1,000 cubic kilometers of dense rock equivalents each, and Kaushus's activity has put its atmosphere in a state of shroud. It will likely suffer from global dimming for at least the next 10 years.

Though much of the surface is no more dangerous than many other inner-ring planets, this extreme tectonic activity has given Kaushus a bad reputation and discouraged all resource exploitation.

Maitrum

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Orbital Distance: 2.8 AU; Orbital Period: 3.6 Earth Years; Radius: 4,642 Km; Atmospheric Pressure: Trace; Surface Temperature: 74 Celsius; Surface Gravity: 0.4 G.

Description: A small hot rock with few resources, Maitrum is used by the turian armed forces for its maximum security prison and interrogation centers.

The temperatures are high enough to prevent any escape without an environmental suit but low enough that construction of additional buildings will not be hindered.

Over 500,000 prisoners are detained on Maitrum, only a handful of which have ever managed even a temporary escape.

A small supply economy and prefab habitats support the prison staff who usually work only for two-year tours of duty before they are rotated out to less stressful positions.

Taitus

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 4.0 AU; Orbital Period: 6.1 Earth Years; Radius: 6,045 Km; Day Length: 22.2 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -1 Celsius; Surface Gravity: 0.9 G.

Description: A desert of whitish potassium salts and reddish iron oxides, Taitus is far enough away from its parent star to have a tolerable surface temperature.

Though it has only a trace atmosphere of carbon dioxide and oxygen it is still hospitable enough for criminals in the Terminus Systems to use it as a staging base.

Turian patrols sometimes fly through the area looking to preempt jailbreak attempts on Maitrum's prisons.

TRAVEL ADVISORY: Unregistered starships have been spotted in the vicinity of Taitus. Civilian travel is not recommended.

System: Yakawa

Karumto

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 2.3 AU; Orbital Period: 3.8 Earth Years; Radius: 6,529 Km; Day Length: 33.4 Earth Hours; Atmospheric Pressure: 33.72 Earth Atmospheres; Surface Temp: 150 Celsius; Surface Gravity: 1.1 G.

Description: An Earth-sized planet wrapped in an impermeable haze of carbon dioxide and ash, Karumto is an unforgiving place. Earthquakes, volcanic gases, and shrouds of dust have prevented any major settlements. Its sulfurous crust has yet to produce resources of interest.

Kobayashi

World Type: Jovian Giant

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 3.9 AU; Orbital Period: 7.7 Earth Years; Radius: 30,698 Km; Day Length: 11.3 Earth Hours.

Description: A hydrogen-helium gas giant, Kobayashi has a faint ring system. A "rust belt" of decrepit refueling stations and abandoned habitats on its moons have attracted vorcha, krogan, and other ne'er-do-wells.

Living a hand-to-mouth existence with no garden planet supplying them, they trade helium-3 fuel and recycled waste products to survive.

Kidnappees from Maskawa are typically brought to Kobayashi to be released or sold as chattel to out-of-system slavers.

TRAVEL ADVISORY: Law enforcement authorities of Maskawa categorically state that their effective range does not extend as far as Kobayashi.

A statistically significant number of distress signals have been broadcast from within the one-million-kilometer mark of Kobayashi. Civilian traffic is not advised.

Maskawa

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 2.0 AU; Orbital Period: 2.8 Earth Years; Radius: 7,105 Km; Day Length: 37.6 Earth Hours; Atmospheric Pressure: 3.35 Earth Atmospheres; Surface Temp: 52 Celsius; Surface Gravity: 1.4 G.

Description: A dense rock planet, Maskawa has a thick methane-ammonia atmosphere.

Because of its similar conditions to the volus homeworld Irune billions of years ago when it first formed life, a large volus university, the Ten-Clan Academy, hosts symposia on the planet's surface.

Unfortunately, despite their security precautions, pirates, organ-leggers, and slavers throughout the Terminus Systems have learned that kidnapped students and professors are a source of easy money.

This only adds to the university's reputation, as a visit to or tenure at the academy is a clear mark of commitment on any scientific résumé.

Nambu

World Type: Jovian Giant

Richness: Moderate Element

Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Poor

Orbital Distance: 1.1 AU; Orbital Period: 1.2 Earth Years; Radius: 47,852 Km; Day Length: 15.5 Earth Hours.

Description: A hydrogen-helium gas giant, Nambu has an extensive ring system but only 20 moons—comparatively few.

Its moon Sumiko is the smallest moon known to be tectonically active in the Milky Way, and it is covered by bright factures. Visitors to Maskawa often take advantage of Nambu's refueling platforms.

Sakata

World Type: Post-Garden

Richness: Rich

Element Zero: None

Iridium: Rich

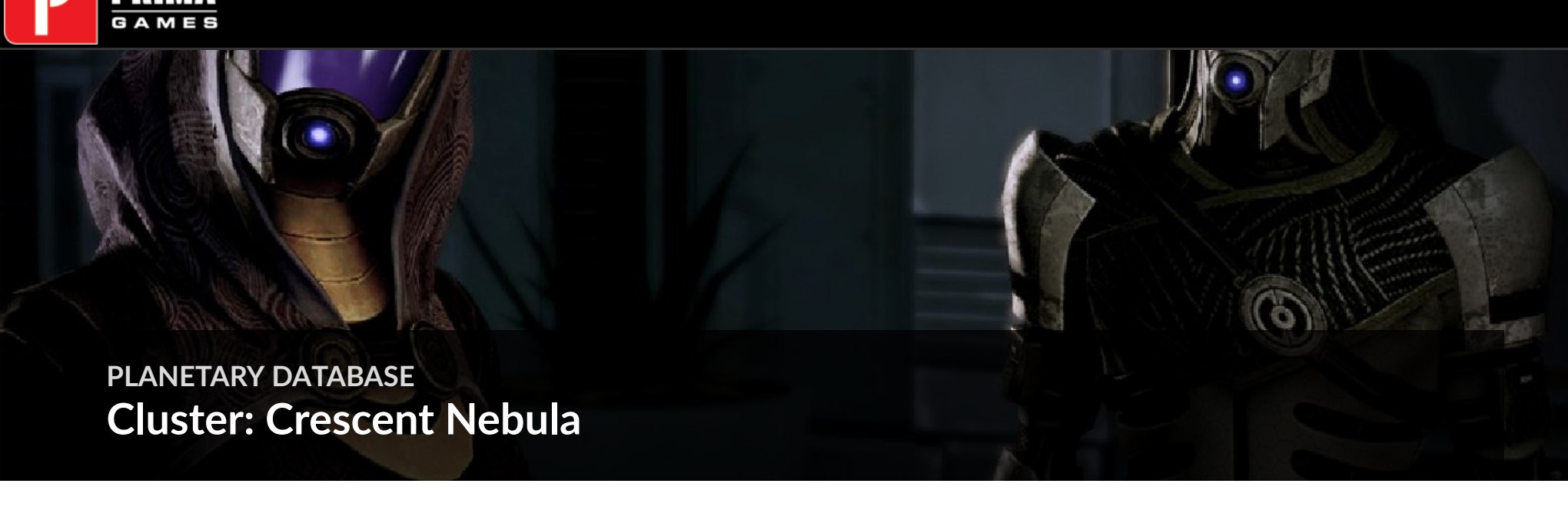
Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 11,672 Km; Day Length: 35.8 Earth Hours; Atmospheric Pressure: 13.68 Earth Atmospheres; Surface Temp: 374 Celsius; Surface Gravity: 3.5 G.

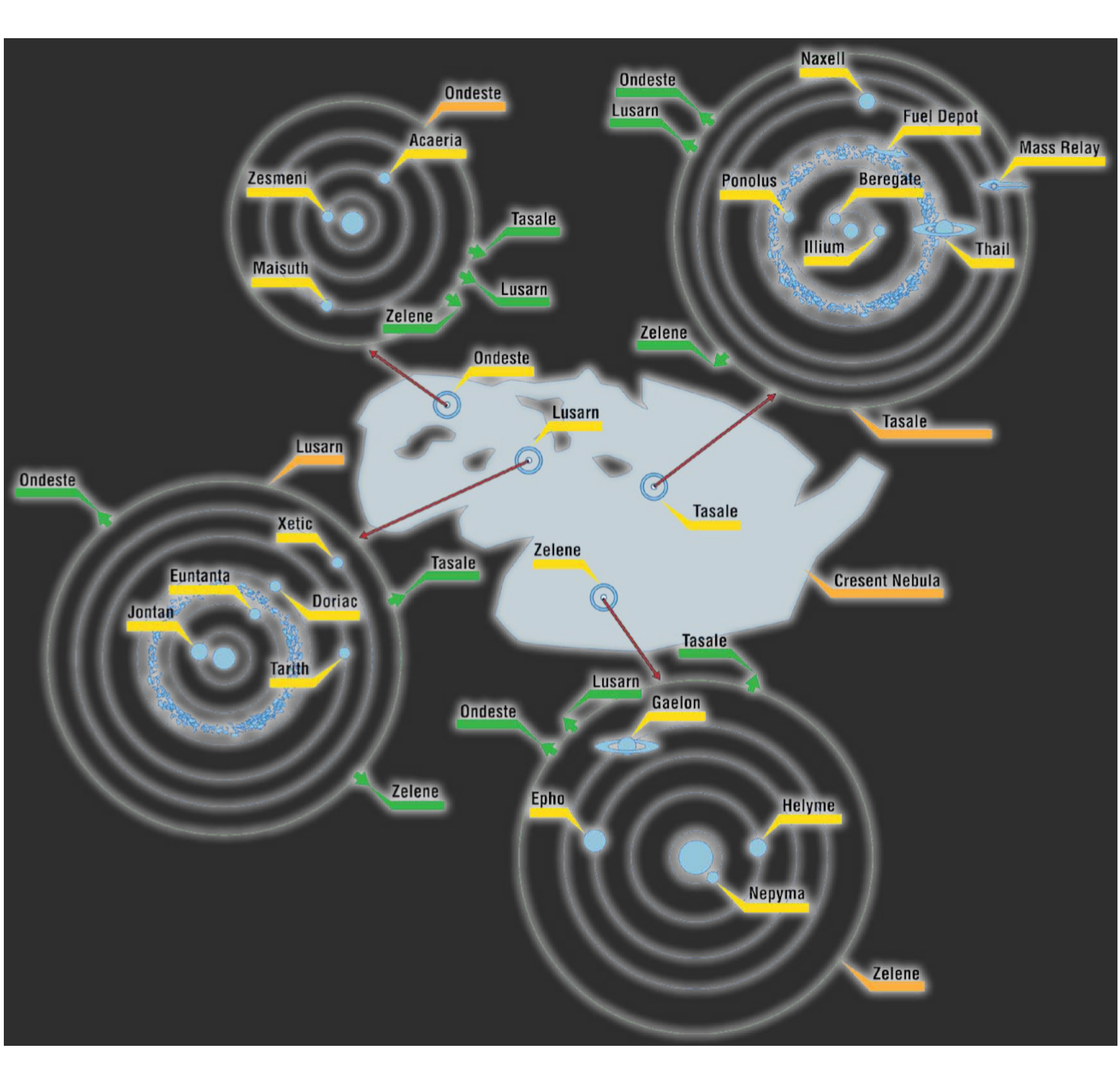
Description: A large Venusian hothouse, Sakata's rough weather and active magnetosphere has a reputation for confounding or destroying space probes launched to investigate it.

What has been discovered is that its dense atmosphere is largely carbon dioxide and sodium and its surface, lime. Its magnetosphere suggests an iron-rich core, but its heavy gravity precludes most development.



PLANETARY DATABASE

Cluster: Crescent Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Lusarn	Jontan, Euntanta, Asteroid Belt, Doriae, Tarith, Xetic
Ondeste	Zesmeni, Acaeria, Maisuth
Tasale	Beregale, Illium, Ponolus, Asteroid Belt, Fuel Depot, Thail, Naxell, Mass Relay
Zelene	Nepyma, Helyme, Epho, Gaelon

Related Mission	System	Planet
Walkthrough Mission > Dossier: The Assassin	Tasale	Illium
Walkthrough Mission > Dossier: The Justicar	Tasale	Illium
Walkthrough Mission > Loyalty Mission: Miranda: The Prodigal	Tasale	Illium
Additional Mission > Lair of the Shadow Broker	Tasale	Illium
Special Assignment > Illium > A Troublemaker: Conrad Verner	Tasale	Illium
Special Assignment > Illium > Blue Rose of Illium	Tasale	Illium
Special Assignment > Illium > Gianna Parasini	Tasale	Illium
Special Assignment > Illium > Indentured Service	Tasale	Illium
Special Assignment > Illium > Lost Locket Found (Miranda: The Prodigal)	Tasale	Illium
Special Assignment > Illium > Liara > Systems Hacking	Tasale	Illium
Special Assignment > Illium > Liara > The Observer	Tasale	Illium
Special Assignment > Illium > Medical Scans	Tasale	Illium
Special Assignment > Illium > Salarian Family Data (Dossier: The Assassin)	Tasale	Illium
Special Assignment > Illium > Smuggling Evidence (Dossier: The Justicar)	Tasale	Illium
Special Assignment > Illium > Stolen Goods Found (Dossier: The Justicar)	Tasale	Illium
Special Assignment > Illium > The Prodigal: Lost Locket Found	Tasale	Illium
Special Assignment > N7: Blood Pack > Blood Pack Communications Relay	Lusarn	Tarith
Special Assignment > N7: Eclipse > Captured Mining Facility	Zelene	Helyme

System: Lusarn

Doriae

World Type: Desert

Richness: Good

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 2.48 AU; Orbital Period: 3.0 Earth Years; Radius: 8,700 Km; Day Length: 63 Earth Hours; Atmospheric Pressure: 1.17 Earth Atmospheres; Surface Temperature: 204 Celsius; Surface Gravity: 1.2 G.

Description: Doriae is a large hot world with a poisonous atmosphere of acidic nitrogen oxides. While the planet is too close to Lusarn for this to condense and fall as rain it makes the environment too hostile for forms of life more sophisticated than bacteria to evolve.

Euntanta

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Population: 230; Orbital Distance: 1.04 AU; Orbital Period: 0.3 Earth Years; Radius: 7,740 Km; Day Length: 24.2 Earth Hours; Atmospheric Pressure: 0.98 Earth Atmospheres; Surface Temperature: 415 Celsius; Surface Gravity: 1.0 G.

Description: Euntanta is remarkably close to Earth. Its orbital distance is similar, and while slightly larger its reduced density yields similar mass, atmospheric pressure, and gravity.

There the similarities end, for Lusarn is a hot class F star emitting over eight times the energy of Sol. Euntanta is a parched wasteland, its water long since boiled away into its nitrogen-carbon dioxide atmosphere.

A handful of mining outposts dot the hellishly hot surface. The crews remain in underground bunkers, sending remotely controlled machines out at night to do surface work and load cargo for shipment.

Jontan

World Type: Giant Pegasid

Richness: Good

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.2 AU; Orbital Period: 25 Earth Days; Radius: 67,428 Km; Day Length: 25 Earth Days.

Description: Jontan is a fairly standard close-orbiting Pegasid gas giant orbiting the star Lusarn at high velocity and heated to temperatures of over 1,000 degrees.

Analysis of its orbit has revealed a core of heavy elements with a mass double that of the planet's hydrogen-helium atmosphere.

Tarith

World Type: Garden

Richness: Rich

Element Zero: Rich

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 7.8 AU; Orbital Period: 16.7 Earth Years; Radius: 5,677 Km; Day Length: 27.7 Earth Hours; Atmospheric Pressure: 0.84 Earth Atmospheres; Surface Temperature: 21 Celsius; Surface Gravity: 0.87 G.

Description: Tarith is broadly Earth-like with a fatal flaw; it has a relatively high amount of chlorine in its atmosphere, which is the reason for the greenish haze that becomes apparent when looking at the horizon.

Chlorine has become a vital component in Tarith's plant life; as a defense mechanism against native herbivores, many species evolved the ability to release clouds of toxic chlorine when disturbed.

This gas is heavier than the atmospheric oxygen and tends to settle in low places. While avoidable, this has placed Tarith near the bottom of the lists for colonization.

There are intermittent signals originating in the heart of a large chlorine swamp. They appear to be coded, though it is not impossible that they are garbled distress signals from a downed civilian ship.

Xetic

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 15.6 AU; Orbital Period: 47.4 Earth Years; Radius: 30,054 Km; Day Length: 13.7 Earth Hours.

Description: A common methane-ammonia gas giant, Xetic is best known for the infamous Kal'thor Camp.

Established on the ice moon of Gesis, Kal'thor was a Blue Suns hostile environment training facility run by a cadre of former batarian Special Intervention Unit operators.

In 2168 a cluster-wide scandal broke out when it was revealed that the mortality rate of recruits sent to the camp might be as high as 18 percent.

Investigation by asari authorities based on Illium uncovered group graves around the facility containing the remains of several hundred recruits dating back two decades.

The camp was immediately closed and the remains sent back to their worlds of origin.

An inquest by the Blue Suns found the batarian commandos had used harsh training methods but ones that were consistent with their own training to join the SIU.

The batarians were exonerated, though Kal'thor was shut down and they were reassigned to other units. As the Crescent Nebula is beyond the sphere of Council law no civil charges could be filed against the Blue Suns.

System: Ondeste

Acaeria

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 1.68 AU; Orbital Period: 4.0 Earth Years; Radius: 6,272 Km; Day Length: 36.2 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -178 Celsius; Surface Gravity: 0.38 G.

Description: Though nearly the size of Earth, Acaeria contains only 28 percent of its mass. It has a trace atmosphere of neon and molecular nitrogen, but the predominant carbon dioxide has long since frozen and fallen to the surface as frost.

While Acaeria has a core of heavy metals, the bulk of the planet's volume consists of ice. Several unique forms of long-chain carbon molecules have been recovered on the surface, pushed up from beneath the ice by cryo volcanic processes.

Acaeria has a large rocky moon composition alloy similar to Luna.

Maisuth

World Type: Ocean/Ice

Richness: Good

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 2.35 AU; Orbital Period: 6.6 Earth Years; Radius: 3,893 Km; Day Length: 54.7 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -194 Celsius; Surface Gravity: 0.25 G.

Description: Farthest from the dim red dwarf Ondeste, the ice dwarf Maisuth has attracted no interest beyond a cursory flyby by automated probe in 1874. No significant resources were noted.

Zesmeni

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Population: 620; Orbital Distance: 0.8 AU; Orbital Period: 1.3 Earth Years; Radius: 5,806 Km; Day Length: 37.6 Earth Hours; Atmospheric Pressure: 0.64 Earth Atmospheres; Surface Temperature: -119 Celsius; Surface Gravity: 0.66 G.

Description: Cold, dim, and shrouded by a methane-ammonia atmosphere, Zesmeni has nevertheless attracted development by asari mining concerns that service military industries.

There are significant lodes of valuable light metals present, including titanium and lithium.

Titanium is the primary material used in mass accelerator slugs, and lithium is used in the military-grade "droplet" heat radiators used aboard warships.

System: Tasale †

Beregale

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 10,640 Km; Day Length: 45.7 Earth Hours; Atmospheric Pressure: 2.0 Earth Atmospheres; Surface Temperature: 232 Celsius; Surface Gravity: 2.1 G.

Description: While not a classical "hothouse" world like Venus, Beregale is scarcely more hospitable. In addition to being closest to the star Tasale, its core contains many radioactive and other heavy elements.

These increase the heat of the planets and drive volcanism. Beregale's crust is too rigid for plate tectonics to function, and the planet will go through cycles in which the pressure builds to a massive super-volcanic eruption.

These spew ejecta over thousands of kilometers, leave caldera a hundred kilometers across, and spew enough molten material to repave entire continents.

The last such event was 812,000 years ago; the current rate of outgassing from volcanic hot spots suggests another will occur within the next 10 millennia.

Illium

World Type: Garden

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Colony Founded: 1617; Population (Surface): 84,900,000; Population (L4 and L5 stations): 80,300; Capital: Nos Astra; Orbital Distance: 1.3 AU; Orbital Period: 1.5 Earth Years; Radius: 7,431 Km; Day Length: 25 Earth Hours; Atmospheric Pressure: 1.15 Earth Atmospheres; Surface Temperature: 63 Celsius; Surface Gravity: 1.2 G.

Description: Illium is a classic garden world developed to serve as entrepôt between the Terminus Systems and the Asari Republics.

To abet this trade the normally stringent customs laws of Council space on product-safety-proscribed materials and sapient trafficking are relaxed.

Officially, Illium is not an asari world; it is colonized and operated by asari corporate interests. This gives it the same legal latitude enjoyed by the human corporate research enclaves of Noveria.

Illium is one of the youngest asari colonies settled during the 7th Expansion Wave. The first child born on the world is only now reaching her middle age.

The world is hot and massive; ground settlement is only possible at the higher polar latitudes. In more equatorial locations the population is housed in arcology skyscrapers to escape the heat of the surface.

Naxell

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Population: 6,700; Capital: EAE Krafla; Orbital Distance: 9.37 AU; Orbital Period: 28.8 Earth Years; Radius: 22,981 Km; Day Length: 10.1 Earth Hours.

Description: Naxell is an ammonia-methane ice giant. Several smaller energy corporations shut out of the big market in the Faia gateway system are attempting to develop a local helium-3 fuel mining infrastructure to service Illium.

The leading investor is the human corporation Eldfell-Ashland Energy.

Their efforts have been hampered by the extralegal pressure the "H-3 Cartels" in Faia system can bring to bear, from simple price undercuts to bureaucratic obstructions (denied permits and constant "health and safety" inspections).

Ponolus

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 2.08 AU; Orbital Period: 3.0 Earth Years; Radius: 5,489 Km; Day Length: 36.2 Earth Hours; Atmospheric Pressure: 96.6 Earth Atmospheres; Surface Temperature: 539 Celsius; Surface Gravity: 0.78 G.

Description: A fairly typical Venusian "hothouse," Ponolus seems almost tame compared to the violent volcanic outbursts of the inner world Beregale

In contrast, Ponolus is nearly inert, with no active volcanoes or plate tectonics.

The most dramatic event in the last million years was the foundering of the asari aerostat research platform Alviusic in 2092, which fell after being holed by an improbably unlucky meteor.

Most of the crew successfully reached escape capsules, but six were lost. The crushed wreck of the platform now lies on the Kriusite Plain in the southern hemisphere.

Thail

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 4.46 AU; Orbital Period: 9.4 Earth Years; Radius: 55,263 Km Day Length: 15.5 Earth Hours.

Description: Thail is a typical hydrogen-helium gas giant. Its complex system of rings is unstable, dating back only a few million years. They are thought to be the shattered remains of a comet.

System: Zelene

Epho

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Rich

Orbital Distance: 1.56 AU; Orbital Period: 2.22 Earth Years; Radius: 8,031 Km; Day Length: 70 Earth Hours; Atmospheric Pressure: 0.98 Earth Atmospheres; Surface Temperature: -41 Celsius (12 equator); Surface Gravity: 1.0 G.

Description: Epho is a rocky world with an atmosphere of oxygen and carbon dioxide. There are large craters scattered across its surface, obviously from hypervelocity kinetic impactors.

Stretching between these locations are the shattered remains of magnetic levitation rail lines, which strongly suggests that the craters represent the former locations of arthenni mining outposts or other settlements.

The equatorial region contains an extensive network of canyons formed by the planet's abundant liquid water.

TRAVEL ADVISORY: Epho's atmosphere is approximately 41 percent carbon dioxide at sea level. This is four to six times the level necessary to render most species unconscious within a few minutes of breathing it.

Breathing masks must be worn at all times when on the surface of Epho.

Gaelon

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Moderate

Orbital Distance: 2.96 AU; Orbital Period: 5.7 Earth Years; Radius: 63,539 Km; Day Length: 8.9 Earth Hours.

Description: Gaelon is surrounded by an extensive ring system. The inner rings are composed of pulverized nano-manufactured carbon materials thought to be the remains of an arthenni helium-3 mining infrastructure.

The few pieces of larger debris found indicate a materials technology at least equal to the current galactic state of the art. The outer rings consist of ice, silicate dust, and the odd bit of rock.

Analysis of the debris often shows shock damage and evidence of rapid heating. Some para-historical theorists insist that the outer rings represent debris from a moon or moons destroyed by mass accelerator bombardment.

This has been rejected by every reputable xenoarchaeologist; while it is theoretically possible to destroy a small moon utterly with dreadnought bombardment, no species sees a compelling reason to do so.

Helyme

World Type: Post-Garden

Richness: Moderate

Element Zero: Moderate

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.2 AU; Orbital Period: 1.5 Earth Years; Radius: 5,522 Km; Day Length: 44.4 Earth Hours; Atmospheric Pressure: 0.84 Earth Atmospheres; Surface Temperature: -15 Celsius; Surface Gravity: 0.87 G.

Description: Helyme is a post-garden world that once enjoyed an Earth-like oxygen-nitrogen atmosphere. It is still blessed with plentiful water but a generally cold climate (and extreme seasonal shifts courtesy of a 38-degree axial tilt).

Helyme is thought to be the homeworld of the arthenni, a space-faring species that disappeared approximately 300,000 years ago.

Precisely what happened to Helyme is still under debate. It appears a global extinction occurred, wiping out all native animal life forms more complex than zooplankton.

Plant forms were not affected, but the lack of oxygen-breathing life caused oxygenation of the atmosphere. Plant life was reduced after lightning storms ignited global wildfires.

The leading theory for Helyme's devastation is an out-of-control biological weapon.

For this reason landing is strictly prohibited. The corporations of Illium have emplaced a network of quarantine satellites to dissuade would-be looters from landing in the crumbling cities.

Nepyma

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 0.8 AU; Orbital Period: 0.8 Earth Years; Radius: 4,456 Km; Day Length: 40.4 Earth Hours; Atmospheric Pressure: 0.55 Earth Atmospheres; Surface Temperature: 32 Celsius; Surface Gravity: 0.57 G.

Description: Tidally locked to the star Zelene, Nepyma has the expected "hot pole" and "cold pole." Along the terminator is a thin band of nearly habitable terrain.

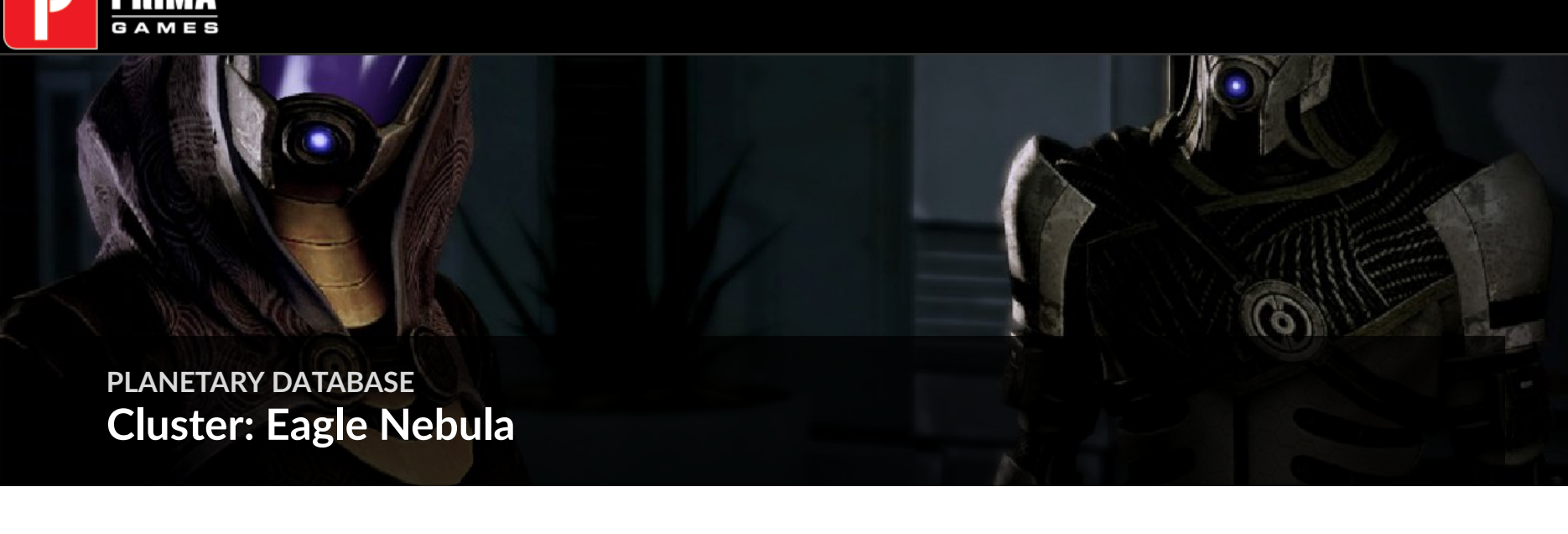
Unfortunately, the local biosphere is based on a chlorinated oxygen atmosphere. It is not sophisticated, but it has proven highly dangerous.

The asari surveyor Verallas landed on Nepyma in 1684 to study the local ecology. Unbeknownst to the crew, a handful of native chlorine-fixing microbes passed through biohazard screening and entered the ship.

The Verallas returned to the port of Nos Parnalo on Illium, where the Nepyman microbes escaped into a temperate environment with plentiful unused chlorine.

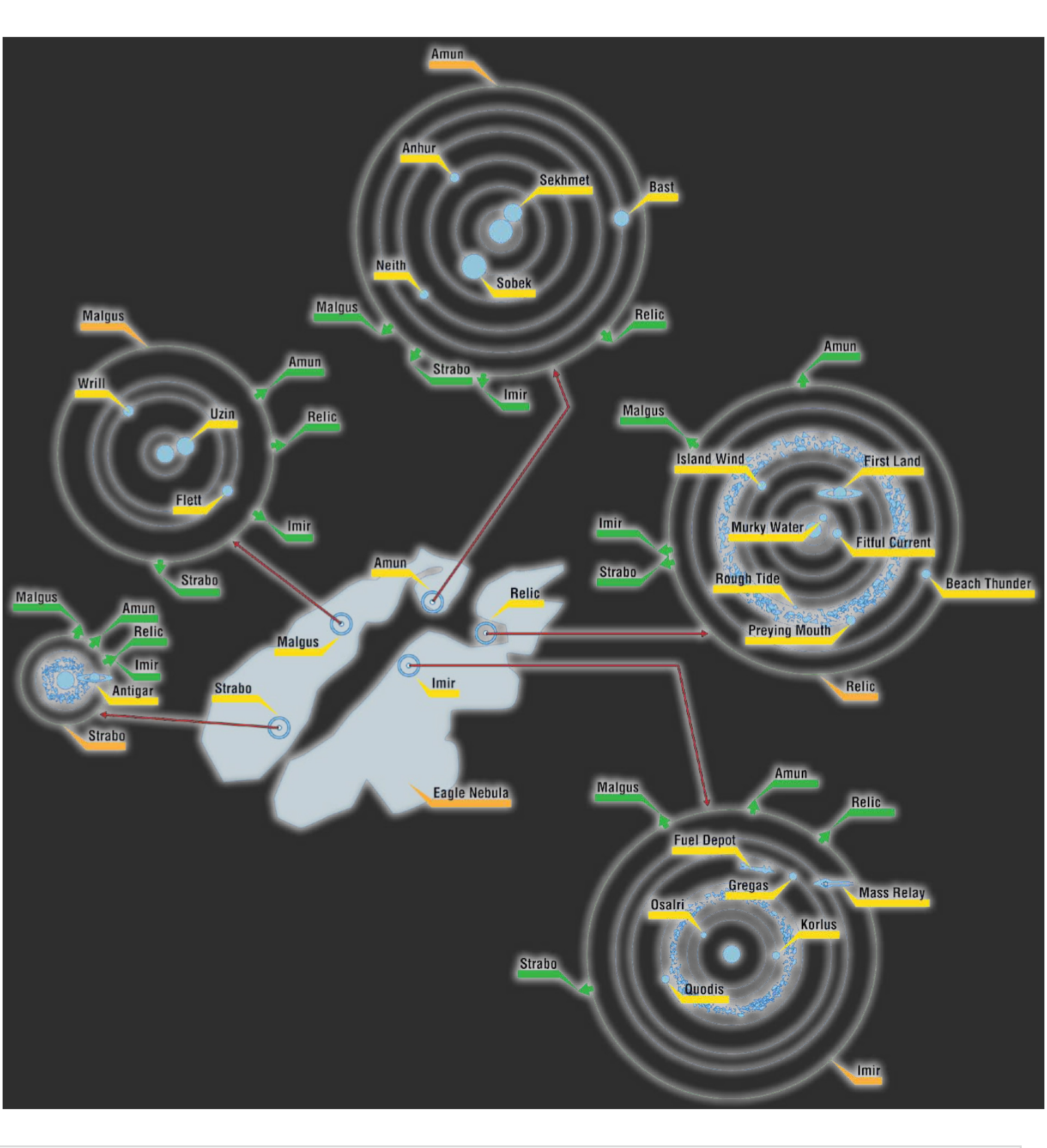
The microbes devoured the chlorides in the earth; as metabolic by-products they produced toxic polychlo- rinated biphenyls (PCBs).

By the time the infestation was contained an area of nearly 30 square kilometers had been effectively turned into a toxic waste dump. Nos Parnalo had to be abandoned, accelerating the development of Nos Astra.



PLANETARY DATABASE

Cluster: Eagle Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Amun	Sekhmet, Sobek, Anhur, Neith, Bast
Imir	Osalri, Korlus, Asteroid Belt, Quodis, Fuel Depot, Gregas, Mass Relay
Malgus	Uzin, Wrill, Flett
Relic	Murky Water, Fitful Current, First Land, Island Wind, Rough Tide, Asteroid Belt, Preying Mouth, Beach Thunder
Strabo	Asteroid Belt, Antigar, Jarrahe Station

Related Mission	System	Planet
Special Assignment > N7: Hahne-Kedar Mechs > Abandoned Research Station	Strabo	Jarrahe Station
Special Assignment > N7: Hahne-Kedar Mechs > Wrecked Merchant Freighter	Amun	Neith

System: Amun

Anhur

World Type: Garden

Richness: Rich

Element Zero: Rich

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Population: 208,587,000; Colony Founded: 2165; Capital: New Thebes; Orbital Distance: 1.7 AU; Orbital Period: 2.2 Earth Years; Radius: 6,829 Km; Day Length: 18.0 Earth Hours; Atmospheric Pressure: 0.6 Earth Atmospheres; Surface Temperature: 7 Celsius; Surface Gravity: 1.3 G.

Description: A garden world with heavy populations of humans and batarians, Anhur was home to one of the ugliest violations of sapient rights in modern human history.

A consortium of corporations and corrupt politicians, fearing batarian economic competition due to their custom of legal slavery, passed a resolution that abolished the minimum wage—effectively relegalizing slavery on a human-dominated world.

Opponents of the motion quickly turned to activism and violence. A civil war erupted as one side sought to end slavery throughout the system and the other, primarily a batarian faction called the Na'hesit, sought to keep the slaves they had. The Anhur Rebellions raged from 2176 to 2178.

The Na'hesit had a significant advantage in ships, labor, and weapons, forcing the Anhur militias to hire mercenary companies to even the odds.

In the end the abolitionists won out, though at the cost of much of their infrastructure. Though Anhur today still has significant natural wealth, it is economically depressed save for the reconstruction industry.

Bast

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 7.0 AU; Orbital Period: 18.6 Earth Years; Radius: 18,557 Km; Day Length: 13.6 Earth Hours.

Description: A small hydrogen-nitrogen gas giant, Bast and its moons served as the Eclipse mercenary company's fallback position after their defeat on Neith.

Once they had gathered their strength they leaked a false position to the Na'hesit consortium to lure them into a trap, which devolved into a pitched battle.

Both sides claimed victory. Na'hesit lost more ships but could afford the setback in a way Eclipse could not.

Neith

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 3.4; AU Orbital Period: 6.3 Earth Years; Radius: 7,008 Km; Day Length: 54.7 Earth Hours; Atmospheric Pressure: 0.7 Earth Atmospheres; Surface Temperature: -25 Celsius; Surface Gravity: 1.4 G.

Description: Cold and dry, Neith has a thin nitrogen atmosphere and vast salt flats at its equator, which is warm enough for liquid water to pool during the summer period.

The revealed salt is collected and sold to sodium-poor planets for agricultural purposes.

During the Anhur Rebellions, Neith was a staging ground for Eclipse ships and was the site of their first defeat when enemy Na'hesit surprised and routed them with a superior force.

Some wreckage from the battle can still be found on the planet today.

Sekhmet

World Type: Giant Jovian

Richness: Moderate

Element Zero: Moderate

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.4 AU; Orbital Period: 0.3 Earth Years; Radius: 38,347 Km; Day Length: 9.0 Earth Hours.

Description: A hydrogen-helium gas giant believed to have entered Amun's system within the last billion years, Sekhmet was the site of an important battle in the Anhur Rebellions.

When the Eclipse mercenary company sought to capture the refueling stations to deny the rebels supplies, a fighter wing hiding in Sekhmet's rings ambushed them.

Eclipse suffered heavy initial losses but destroyed two rebel carriers and forced them to retreat into FTL.

This was considered the "high water mark" of the rebellion: At no point after the battle of Sekhmet did the rebels have a victory. Today Sekhmet is home to refueling stations and a small war memorial in orbit at the planet's L5 Lagrange point.

Sobek

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.8 AU; Orbital Period: 0.7 Earth Years; Radius: 72,530 Km; Day Length: 12.4 Earth Hours.

Description: Sobek is a hydrogen-nitrogen gas giant believed to be an extrasolar capture. Its low-G moons were the sites of many batarian labor camps during the Anhur Rebellions, generating raw materials for the war.

When the slaves were finally liberated by Eclipse the mercenaries found abysmal conditions, including whole camps that lacked mass effect fields to keep the gravity at habitable levels.

The widespread bone loss among the slaves was part of their masters' final degradation—it would cripple them if they ever left for a standard-gravity world.

The plight of the slaves soon garnered galactic media attention, and several charities sprang up to pay for their physical therapy and find them gainful employment.

Eclipse mercenaries, normally reviled for their cutthroat tactics and criminal employees, found themselves painted as heroes. The mercenary company still retains an office on Sobek's moon Heqet, out of nostalgia as much as a business strategy.

System: Imir †

Gregas

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 10.0 AU; Orbital Period: 31.7 Earth Years; Radius: 5,240 Km; Day Length: 69.9 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -170 Celsius; Surface Gravity: 0.7 G.

Description: Cold and distant, Gregas is currently 65 percent rock by mass and 35 percent frozen methane and nitrogen ices. In the planet's "summer years" these percentages change as the sun heats its ice and it evaporates into a thin atmosphere.

Its calcium-heavy crust has been scouted by countless Korlus surveying teams, most of whom came back empty-handed.

Korlus

World Type: Rock

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Population: 3,800,000,000 (est.); Colony Founded: 1781 CE; Capital: Choquo (disputed); Orbital Distance: 1.3 AU; Orbital Period: 1.5 Earth Years; Radius: 6,850 Km; Day Length: 28.9 Earth Hours; Atmospheric Pressure: 1.5 Earth Atmospheres; Surface Temperature: 28 Celsius; Surface Gravity: 1.3 G.

Description: A garbage scow with a climate was how one Citadel Council member described Korlus at the turn of the century, and ever since then the Korlus Tourist Bureau has been attempting to re-brand their planet.

It hasn't worked—though they have tried calling it "the recycling center of the galaxy," corruption scandals and a staggering murder rate ensure that Korlus's image is permanently stained.

Korlus's biggest business is the recycling of decommissioned or junked spacecraft into their component parts.

While the invention of omni-gel has made this process significantly cleaner it is still a dirty business that chokes Korlus's sky with smog and fills its ports with megatons of scrap.

A shady hospitality industry and a scavenger underclass round out the spectacle of urban decay.

TRAVEL ADVISORY: Korlus ranks second in murder per capita in the Terminus Systems and first in offworlder murder. Civilian traffic is encouraged to employ security professionals when visiting.

Osalri

World Type: Brown Dwarf

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 2,622 Km; Day Length: 33.4 Earth Hours; Atmospheric Pressure: 1.86 Earth Atmospheres; Surface Temperature: 229 Celsius; Surface Gravity: 0.1 G.

Description: Osalri (which means "fire maiden") is a boiling hot dwarf planet close to the G-class star Imir. Too hot for lucrative exploitation, its only satellites are defunct solar arrays destroyed by pirates long ago.

Quodis

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 5.0 AU; Orbital Period: 11.2 Earth Years; Radius: 48,918 Km; Day Length: 13.3 Earth Hours.

Description: A hydrogen-helium gas giant, Quodis is used by countless spaceships to discharge their drive cores after coming into the system. Commercial vessels restock on their supplies of helium-3 from one of its many orbital platforms.

TRAVEL ADVISORY: Piracy at helium-3 refueling stations is common in the Imir system. Visitors are encouraged to use the escorts provided by the Korlus Security Fleet to and from the system's mass relay.

To prevent escort fraud always ask for identification from the escort ships and compare them to those found on the Korlus Security Fleet's extranet sites.

System: Malgus

Flett

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.2 AU; Orbital Period: 1.5 Earth Years; Radius: 5,623 Km; Day Length: 48.2 Earth Hours; Atmospheric Pressure: 2.49 Earth Atmospheres; Surface Temperature: 16 Celsius; Surface Gravity: 0.7 G.

Description: Uninhabitable by most species, Flett is home to the Blood Pack's vorcha training and breeding grounds. The thick atmosphere is nearly all nitrogen and lacks oxygen, which poses no hazard to the vorcha.

Needing little but imports of food and water, vorcha mercenaries and mercenaries-to-be train religiously to overpower and kill whoever the company is at war with this time.

TRAVEL ADVISORY: Flett's spaceports are wholly owned subsidiaries of the Blood Pack mercenary company, a corporation undergoing numerous criminal investigations for capital crimes. Civilian traffic to Flett is strongly discouraged.

Uzin

World Type: Giant Pegasid

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.3 AU; Orbital Period: 0.2 Earth Years; Radius: 74,137 Km; Day Length: 12.4 Earth Hours.

Description: Named for one of many krogan gods of vengeance, Uzin is a gas giant close enough to its orange sun that none of its moons are considered habitable.

Its composition is largely hydrogen and methane, with traces of xenon that the krogan collect for use in ion drives.

Uzin is well within the "frost line" where gas giants usually do not form, leading astronomers to believe that its orbit used to be farther from the star.

If so this would indicate a seriously unstable orbit, and the planet may plunge into its star within a few million years.

Wrill

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 5,999 Km; Day Length: 30.1 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: 56 Celsius; Surface Gravity: 0.9 G.

Description: A planet only a vorcha could love, Wrill is notable for its "near miss" climate: punishing heat and a thin toxic methane-ethane atmosphere. I

ts surface is dotted with krogan and vorcha habitats eking out a meager living off the planet's tin and copper deposits and killing anyone who cuts into their profits.

TRAVEL ADVISORY: Krogan can survive in the heat with the use of a breathing mask. All other species require environmental suits to avoid heat exhaustion and burns.

Liquid water can be found in large lakes on the surface. This can be used for thermoregulation, but it is not potable without processing.

ALLIANCE BULLETIN: Large-scale gang warfare is a regular occurrence on Wrill. Civilian travel is not advised.

System: Relic

Beach Thunder

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Poor

Orbital Distance: 33.0 AU; Orbital Period: 190.2 Earth Years; Radius: 8,058 Km; Day Length: 54.1 Earth Hours; Atmospheric Pressure: 1.25 Earth Atmospheres; Surface Temperature: -157 Celsius; Surface Gravity: 2.1 G.

Description: Beach Thunder lives and dies on the price of titanium—the metal being the only reason to come to this frozen rock. A best-selling e-novel, The Hard Stuff, has popularized the story of the miners on the planet.

It follows the hanar and drell robo-miners competing with krogan and vorcha, who simply put on environmental suits and lase the titanium out more or less by hand.

As the novel's promotional screed says "accidents are frequent, rivalry is fierce, and vengeance served up fast."

First Land

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 2.1 AU; Orbital Period: 3.4 Earth Years; Radius: 53,826 Km; Day Length: 10.9 Earth Hours.

Description: A hydrogen-helium gas giant believed to be an extrasolar capture, First Land is home to many space stations supporting the ubiquitous refueling platforms.

A thriving community of drell and hanar make their homes in orbit here, giving the solar system's robo-miners somewhere to go when the 50-hour days and nights are driving them mad.

Fitful Current

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.2 AU; Orbital Period: 1.5 Earth Years; Radius: 9,260 Km; Day Length: 41.9 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -47 Celsius; Surface Gravity: 3.1 G.

Description: Fitful Current was so named because it orbits in retrograde, indicating that it may have been an extrasolar planet that was captured by the Relic System's gravity well.

Large for a rock planet, Fitful Current has only traces of hydrogen in its extremely thin atmosphere. Hanar robo-miners have recovered some uranium and thorium deposits from its depths.

Island Wind

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 3.9 AU Orbital Period: 7.7 Earth Years; Radius: 73,088 Km; Day Length: 17.0 Earth Hours.

Description: A large hydrogen-nitrogen gas giant, Island Wind is named for the sweet-smelling land breezes that come off of the archipelagos of Kahje in the evening.

As tumultuous as any other Jovian giant, Island Wind has cyclones that span tens of thousands of kilometers.

Murky Water

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.7 AU; Orbital Period: 0.7 Earth Years; Radius: 10,551 Km; Day Length: 53.9 Earth Hours; Atmospheric Pressure: 19.46 Earth Atmospheres; Surface Temperature: 225 Celsius; Surface Gravity: 4.6 G.

Description: Despite the name, Murky Water has yet to show any signs of having any water whatsoever. Its name is a literal translation from the original hanar, who consider murky water a sign of danger.

Murky Water has a hazy crushing atmosphere of carbon dioxide and methane that brings the surface heat to boiling levels. It remains unexploited—its gravity and temperature are too high to bother.

Preying Mouth

World Type: Giant Jovian

Richness: Moderate

Element Zero: Rich

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 16.0 AU; Orbital Period: 64.2 Earth Years; Radius: 40,775 Km; Day Length: 11.7 Earth Hours.

Description: A hydrogen-helium gas giant, Preying Mouth is a ship-killing enigma—the Bermuda Triangle of the Terminus Systems.

There are many theories why ships never return from there: undetectable space debris; old disruptor torpedoes and magnetic mines from a long-forgotten war; even miniature black holes.

But what is clear is that too many ships have been lost there for it to be happenstance.

TRAVEL ADVISORY: Due to the large number of ships lost when attempting to discharge their drive cores in Preying Mouth, the Relic system highly recommends using First Land's complimentary discharge stations instead.

Rough Tide

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Rich

Orbital Distance: 7.8 AU; Orbital Period: 21.8 Earth Years; Radius: 2,125 Km; Day Length: 67.7 Earth Hours; Atmospheric Pressure: 7.89 Earth Atmospheres; Surface Temperature: 1 Celsius; Surface Gravity: 0.1 G.

Description: A dwarf planet with a shroud of carbon monoxide and dioxide that keeps it warm, Rough Tide was so named when large veins of platinum and palladium were struck and miners from all over the cluster came in to stake their claims.

Hanar police and their drell enforcers clashed with krogan and vorcha in an ugly series of race riots in the late 2170s, and the planet has only grudgingly kept a shaky peace since then.

System: Strabo

Antigar

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.0 AU; Orbital Period: 8.0 Earth Years; Radius: 24,193 Km; Day Length: 11.2 Earth Hours.

Description: Charted by a salarian mining expedition that went off course due to computer error, Antigar is a hydrogen and helium gas giant with 11 known moons and dusty rings.

Jarrahe Station

World Type: Space Station

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

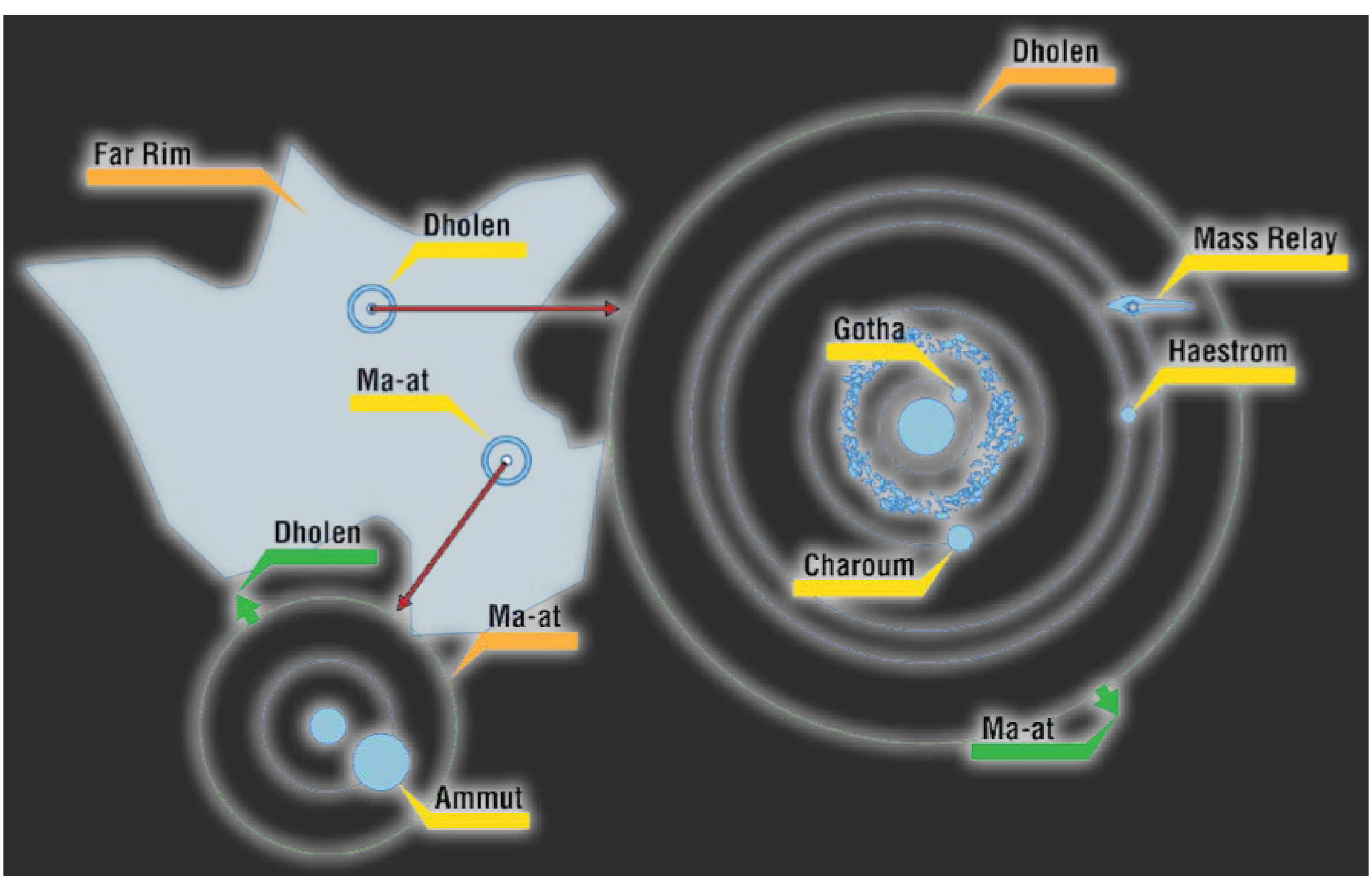
Palladium: Not Minable

Orbital Distance: 2.02 AU; Orbital Period: 2.2 Earth Years; Length: 1.5 Km; **Population:** 33; Gross Weight: 385 metric tons.

Description: There is little public information to be had about this station. It has a salarian name and orbits Antigar at its second Lagrange point. It is not listed in the Alliance directory of helium-3 refueling stations.

PLANETARY DATABASE

Cluster: Far Rim



System	Planets, Planetoids, and Other Galactic Flotsam
Dholen	Gotha, Asteroid Belt, Charoum, Haestrom, Mass Relay
Ma-at	Ammut

Related Mission	System	Planet
Walkthrough Mission > Dossier: The Engineer	Dholen	Haestrom

System: Dholen

Charoum

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Population: 250,000–500,000 platforms; Colony Occupied: 1895 CE; Largest Station: “Hell’s Hive” (Dina Station); **Orbital Distance:** 2.9 AU; Orbital Period: 4.9 Earth Years; Radius: 54,532 Km; Day Length: 11.3 Earth Hours; Atmospheric Pres-sure: 1.37 Earth Atmospheres.

Description: Once a starship refueling station for the quarians, Charoum has expanded under geth rule. Thousands of orbital platforms surround the planet and its many moons, refining helium into helium-3.

A vast geth fleet comes and goes between Charoum and Haestrom, preventing all but the most stealthy of spy drones from discovering any information about it. Current estimates place the geth fleet numbers between 5,000 and 10,000 ships, with unknown levels of armament.

TRAVEL ADVISORY: Most intelligence estimates state that approaching Charoum is tantamount to suicide. All civilian traffic is prohibited.

Gotha

World Type: Desert

Richness: Rich

Element Zero: Moderate

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.5 AU; Orbital Period: 1.8 Earth Years; Radius: 1,056 Km; Day Length: 66.4 Earth Hours; Atmospheric Pressure: 99.64 Earth Atmospheres; Surface Temperature: 590 Celsius; Surface Gravity: 0.1 G.

Colony Founded: 2044 CE; Population: 188,003,870; Capital: Blackdamp; Orbital Distance: 1.3 AU; Orbital Period: 1.5 Earth Years; Radius: 5,900 Km; Day Length: 21.4 Earth Hours; Atmospheric Pressure: 1.2 Earth Atmospheres; Surface Temperature: 25 Celsius (habitable zone); Surface Gravity: 0.8 G.

Description: A dwarf planet, Gotha has a pressure-cooker atmosphere that brings its surface temperature to a scorching level. Carbon dioxide and ethane are plentiful in the planet’s hazy atmosphere.

There has been some speculation in the mining community about whether all of the precious metals were mined by the quarians before they fled the system some three centuries ago.

Rumors abound that anyone who could brave the geth in the system could find lodes of naturally occurring diamonds on Gotha, but this is likely just a starship legend.

TRAVEL ADVISORY: Gotha is in geth space. All civilian traffic is prohibited.

Haestrom

World Type: Desert

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Orbital Distance: 6.3 AU; Orbital Period: 15.8 Earth Years; Radius: 6,721 Km; Day Length: 18.5 Earth Hours; Atmospheric Pressure: 0.0 Earth Atmospheres; Surface Temperature: -107 Celsius; Surface Gravity: 1.2 G.

Description: Formerly a quarian colony, Haestrom was established to observe the phenomena on Dholen, the system’s parent star. Dholen appeared to be unstable, with a high possibility of erupting prematurely into a red giant.

Haestrom was lost to the geth in 1896 CE. Soon after, all communication from the planet and its attendant space stations ceased. The geth have shown no signs of treating Dholen as a threat over the past three centuries, other than establishing several space stations near it.

Dholen’s magnetic eruptions and solar output overwhelm most communications near it, and it is unclear how the geth have compensated.

Today spy probe scans indicate extensive orbital construction around Haestrom, housing thousands of geth platforms and an unknown number of geth software “minds.”

It is not known how many geth are on the planet’s surface: Spy probes face interference from Dholen, making remote scanning difficult.

Resource estimations based on geth mining, refining, and fabricating practices suggest that the planet has at least 20 more years of use before it is exhausted.

Intelligence experts speculate that the geth have not exploited all of their resources because they wish to keep some in reserve for repairs.

TRAVEL ADVISORY: Haestrom is a geth stronghold. Military spy drones using cutting-edge stealth technology are the only vehicles that have returned unharmed from geth space. All civilian traffic is prohibited.

System: Ma-at

Ammut

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 102.1 AU; Orbital Period: 1,036.0 Earth Years; Radius: 92,430 Km; Day Length: 12.2 Earth Hours.

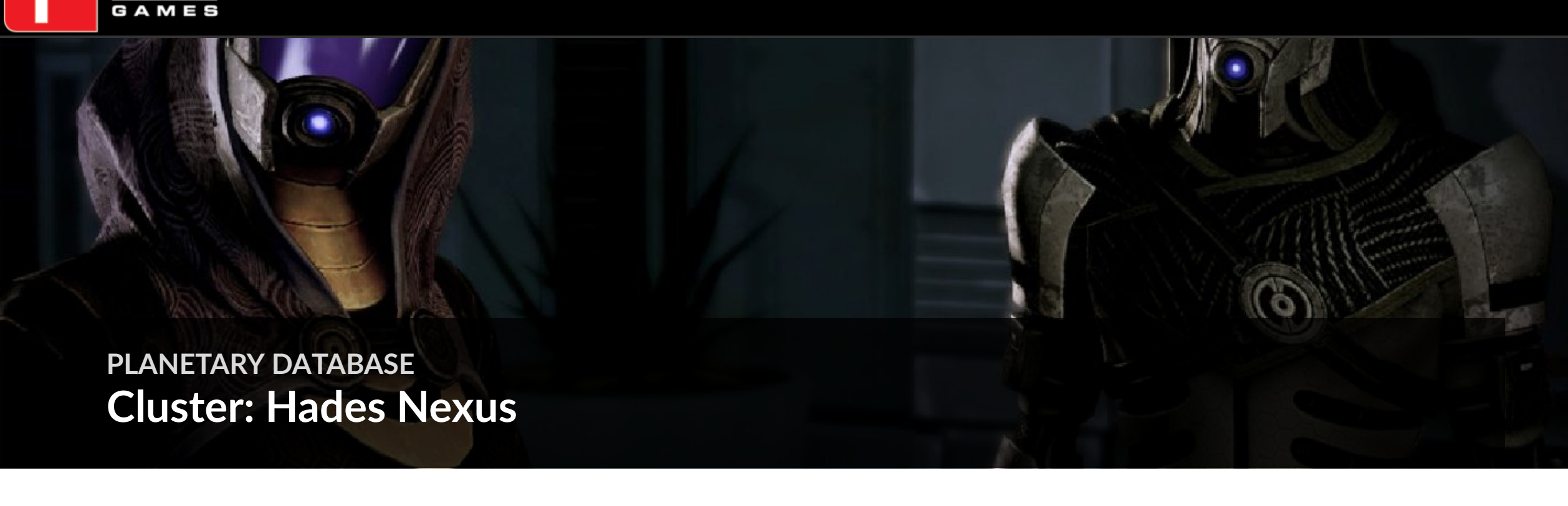
Description: Ammut is an enormous hydrogen-helium giant with a mass approximately nine times that of Jupiter and nearly 2,900 times that of Earth.

Despite massive pressure its core has failed to ignite in a fusion reaction, qualifying it as a failed star.

It is believed to have captured all other planet-sized bodies in the solar system as moons or in impact events leading to its name, which means “Devourer.”

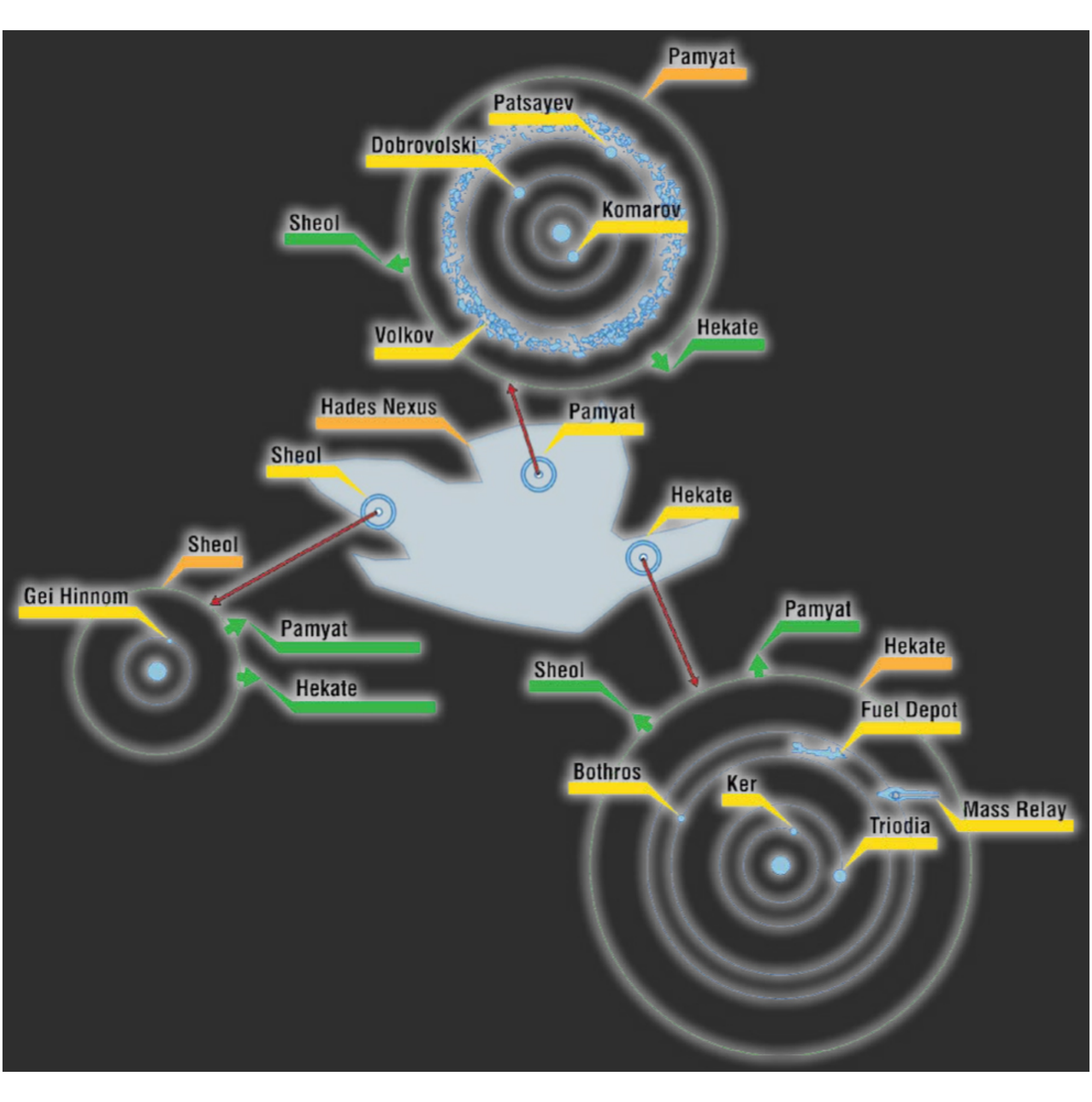
Unintimidated by this phenomena, the geth have colonized many of Ammut’s moons and skim the hydrogen from Ammut’s upper atmosphere.

TRAVEL ADVISORY: Ammut is in geth space. All civilian traffic is prohibited.



PLANETARY DATABASE

Cluster: Hades Nexus



System	Planets, Planetoids, and Other Galactic Flotsam
Hekate	Asteria, Ker, Triodia, Fuel Depot, Bothros, Mass Relay
Hoplos	Talaria, Makhaira (Kopis), Trident, Aegis
Pamyat	Komarov, Dobrovolski, Patsayev, Asteroid Belt, Volkov
Sheol	Gei Hinnom

Related Mission	System	Planet
Additional Mission > Firewalker > Prothean Ruin	Hoplos	Kopis (Moon)
Special Assignment > N7: Quarian Crash Site	Sheol	Gei Hinnom

System: Hekate †

Asteria

World Type: Desert

Richness: Rich

Element Zero: Poor

Iridium: Moderate

Platinum: Poor

Palladium: Rich

Colony Founded: 2044 CE; Population: 188,003,870; Capital: Blackdamp; **Orbital Distance:** 1.3 AU; Orbital Period: 1.5 Earth Years; Radius: 5,900 Km; Day Length: 21.4 Earth Hours; Atmospheric Pressure: 1.2 Earth Atmospheres; Surface Tem-perature: 25 Celsius (habitable zone); Surface Gravity: 0.8 G.

Description: A habitable planet known for its arid sulfurous deserts, Asteria is colonized near the poles to avoid the uncomfortable temperatures that can reach 65 degrees Celsius in more southern latitudes.

While the seas contain primitive animal life, little of it can live on land, leaving the soil to hardy plants that can survive in the extreme heat. Asteria is home to thriving human and asari agrarian colonies but little in the way of manufacturing or mining.

TRAVEL ADVISORY: Carbon dioxide concentrations can reach 2,500 parts per million in Asteria's atmosphere. Citizens should carry supplemental oxygen for children and the elderly.

Consult with local governments to discuss animal companion detection systems or other preparatory measures.

ALLIANCE BULLETIN: Geth have been encountered in the Hekate system. All civilian traffic is prohibited.

Bothros

World Type: Ocean/Ice

Richness: Rich

Element Zero: Poor

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 8.5 AU; Orbital Period: 24.8 Earth Years; Radius: 7,191 Km; Day Length: 51.0 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -142 Celsius; Surface Gravity: 1.5 G.

Description: A rock and ice planet, Bothros is home to a scientific curiosity.

Evidence of a primate-like spacefaring civilization was found frozen in its equatorial ice, ranging from melted fragments of metal to preserved remains of the creatures still wearing suits for extravehicular activity.

Further exploration revealed that their habitation centers were vaporized by orbital bombardments from railgun-like weapons hitting with a force of approximately 120 kilotons of TNT.

Only those that fled or happened to be away from the habitats were preserved in the ice, where they died of asphyxiation.

This unknown species did not come from Asteria, but scientific teams are looking for evidence that they visited there.

It is difficult to believe they would colonize a frozen rock like Bothros and ignore a lush garden world. Their world of origin is also a mystery.

ALLIANCE BULLETIN: Geth have been encountered in the Hekate system. All civilian traffic is prohibited.

Ker

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 2.2 AU; Orbital Period: 3.3 Earth Years; Radius: 6,420 Km; Day Length: 61.7 Earth Hours; Atmospheric Pressure: 1.2 Earth Atmospheres; Surface Temperature: -4 Celsius; Surface Gravity: 1.1 G.

Description: A dry desolate planet, Ker is temperate but supports little life above the microscopic level.

Its Earth-like temperatures and gravity make it an appealing place to build habitation hideaways, attracting batarian slavers and criminals who can't afford more luxurious safehouses on other planets.

Its forgiving nitrogen-helium atmosphere makes EVAs possible with a minimal amount of equipment; a breathing mask and warm clothing are usually sufficient.

Mining and other legitimate activities are few and far between on Ker: The planet's crust is largely free of precious metals, instead producing kilometers upon kilometers of dolomitic limestone calcite and gypsum.

ALLIANCE BULLETIN: Geth have been encountered in the Hekate system. All civilian traffic is prohibited.

Triodia

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.8 AU; Orbital Period: 10.5 Earth Years; Radius: 27,206 Km; Day Length: 18.7 Earth Hours.

Description: A modestly sized gas giant with an icy core, Triodia has an hydrogen and methane atmosphere that gives it a bluish color. It has 14 moons named after asari virtues.

ALLIANCE BULLETIN: Geth have been encountered in the Hekate system. All civilian traffic is prohibited.

System: Hoplos

Aegis

World Type: Jovian Giant

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.5 AU; Orbital Period: 9.6 Earth Years; Radius: 53,682 Km; Day Length: 11.6 Earth Hours.

Description: A hydrogen-helium gas giant, Aegis was the site of an unparalleled cosmic event roughly 1.8 million years ago.

An extrasolar body about 200 square kilometers in size was drawn into Aegis's gravity well and struck the Jovian planet, blasting enough dust and material into orbit to create a ring. An urban legend has grown over this event.

The story goes that if the extrasolar body (usually called a comet) was unaffected by the gravity well of Aegis, it would have coincided with an orbit of Trident and created an extinction-level event on that planet.

Prevailing scientific opinion holds that this is an exaggeration at best.

Kopis

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Rich

Palladium: Poor

Orbital Distance: 0.55 Km; Radius: 1,733 Km; Day Length: 21.3 Earth Days; Atmospheric Pressure: Trace; Surface Temp: 51 Celsius; Surface Gravity: 0.1 G.

Description: Makhaira's largest moon, Kopis, is a desolate place with an extremely thin atmosphere. Its crust is largely silica-based, and there are no signs of water.

Like its parent planet, its high albedo keeps it from being a total inferno, and when occluded by Makhaira, its temperatures can be nearly tolerable.

Its low gravity can easily be countered by a vehicular or personal mass effect field for comfortable exploration.

Makhaira

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Rich

Palladium: Poor

Orbital Distance: 0.5 AU; Orbital Period: 129 Earth Days; Radius: 4,733 Km; Day Length: 34.9 Earth Hours; Atmospheric Pressure: Trace; Surface Temp: 206 Celsius; Surface Gravity: 0.5 G.

Description: A small rock planet, Makhaira's thin atmosphere and high albedo keep it from being much hotter than it is. The crust is high in sodium oxide, giving the planet a whitish tinge.

Talaria

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.1 AU; Orbital Period: 0.1 Earth Years; Radius: 3,569 Km; Day Length: 0.1 (tidal lock) Earth Hours; Atmospheric Pressure: Trace; Surface Temp: 908 (mean) Celsius; Surface Gravity: 0.2 G.

Description: A rock with all traces of atmosphere burned away, Talaria orbits the star Hoplos at a blistering pace: every 36 days. Though tidally locked, even its twilight belt and shaded side are too barren to support life.

With so many resources on its sister planet Trident, Talaria has largely been ignored by the galactic surveying community.

Trident

World Type: Garden

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 2.0 AU; Orbital Period: 2.8 Earth Years; Radius: 6,905 Km; Day Length: 27.6 Earth Hours; Atmospheric Pressure: 1.4 Earth Atmospheres; Surface Temp: 27 Celsius; Surface Gravity: 1.1 G.

Description: A human-dominated world with over 95 percent of its surface covered by saltwater, Trident is home to a dazzling array of life.

The oceans are filled with creatures ranging from tiny bivalves to mammoth vertebrates unequaled even by Earth's whales and ichthyosaurs.

Small archipelagos create what little land there is, and its valuable real estate is fought over constantly.

Underwater extraction operations have recovered valuable minerals from the ocean floor, including irid-ium, uranium, and dust-form element zero.

A largely lawless world, Trident is home to a rogues' gallery of unethical corporations exploiting the resources of the planet and actual rogues—criminals, slavers, and mercenaries—working the shadows.

TRAVEL ADVISORY: Due to extreme weather conditions, all traffic to the surface is grounded. Trident spaceport control predicts this condition will persist until the end of hurricane season.

System: Pamyat

Dobrovolski

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 2.3 AU; Orbital Period: 3.5 Earth Years; Radius: 6,972 Km; Day Length: 59.1 Earth Hours; Atmospheric Pressure: 0.21 Earth Atmospheres; Surface Temperature: -46 Celsius; Surface Gravity: 0.9 G.

Description: Another near-Earth-sized rock planet without much atmosphere to speak of, Dobrovolski is home to Altai Mineral Works, a local extraction company noted for its success in eezo refining.

The planet itself provides aluminum for local fabricators, which are churning out habitats at an astonishing rate for a system that has no garden planets.

With its ore supply coming all the way from the Sheol system Dobrovolski is held up as the proof of the miner's cliche: "Where there's eezo there's an economy."

Komarov

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.0 AU; Orbital Period: 1.0 Earth Years; Radius: 6,861 Km; Day Length: 39.6 Earth Hours; Atmosphere: Trace; Surface Temperature: 55 Celsius; Surface Gravity: 1.3 G.

Description: First charted by the asari but colonized by humans, the Pamyat system is home to Komarov, an Earth-sized body near the star.

It has little atmosphere to speak of, but this has not stopped exploration by robo-miners, who have recovered iridium from the planet's crust.

Patsayev

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 4.2 AU; Orbital Period: 8.6 Earth Years; Radius: 6,351 Km; Day Length: 18.9 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -118 Celsius; Surface Gravity: 1.0 G.

Description: A rock planet encased in frozen oceans, Patsayev is notable for the largest written message ever created by a human being.

Andrei Kobzar, a disgruntled miner whose fortunes were spent prospecting for eezo, used the mass accelerator cannon of a local mercenary group's A-61 Mantis gunship to carve a 208-kilometer-long message in the ice saying "Zdes' nichego net," which is Russian for "There's nothing here."

The message can easily be seen from space. Ironically, the message itself, intended to discourage future colonists, now draws small tourist crowds.

Volkov

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Population: 3,800; **Orbital Distance:** 8.5 AU; Orbital Period: 24.8 Earth Years; Radius: 1,705 Km; Day Length: 68.2 Earth Hours; Atmospheric Pressure: 3.75 Earth Atmospheres; Surface Temperature: -59 Celsius; Surface Gravity: 0.1 G.

Description: A dwarf planet, Volkov has a thick atmosphere of nitrogen and krypton. Home to a thriving iridium mining community, Volkov has a reputation that is summed up as "rich but dangerous."

Pirates often lurk behind Volkov's two moonlets, Zenevieva and Alena, and cripple freighters leaving the atmosphere.

To make matters worse, Volkov sits in the Chazov Belt, a field of asteroids and other small bodies that leads to frequent meteor strikes on the planet.

Meteor-related casualties remain rare, but on Volkov the chances of such a death are high enough that they are factored into insurance premiums.

System: Sheol

Gei Hinnom

World Type: Desert

Richness: Rich

Element Zero: Moderate

Iridium: Moderate

Platinum: Poor

Palladium: Rich

Population: 11,503; **Orbital Distance:** 0.83 AU; Orbital Period: 0.8 Earth Years; Radius: 2,379 Km; Day Length: 0.8 Earth Years; Atmospheric Pressure: Trace Surface Temperature: 35 Celsius (habitable zone), 108 Celsius/-120 Celsius (uninhabitable); Surface Gravity: 0.1 G.

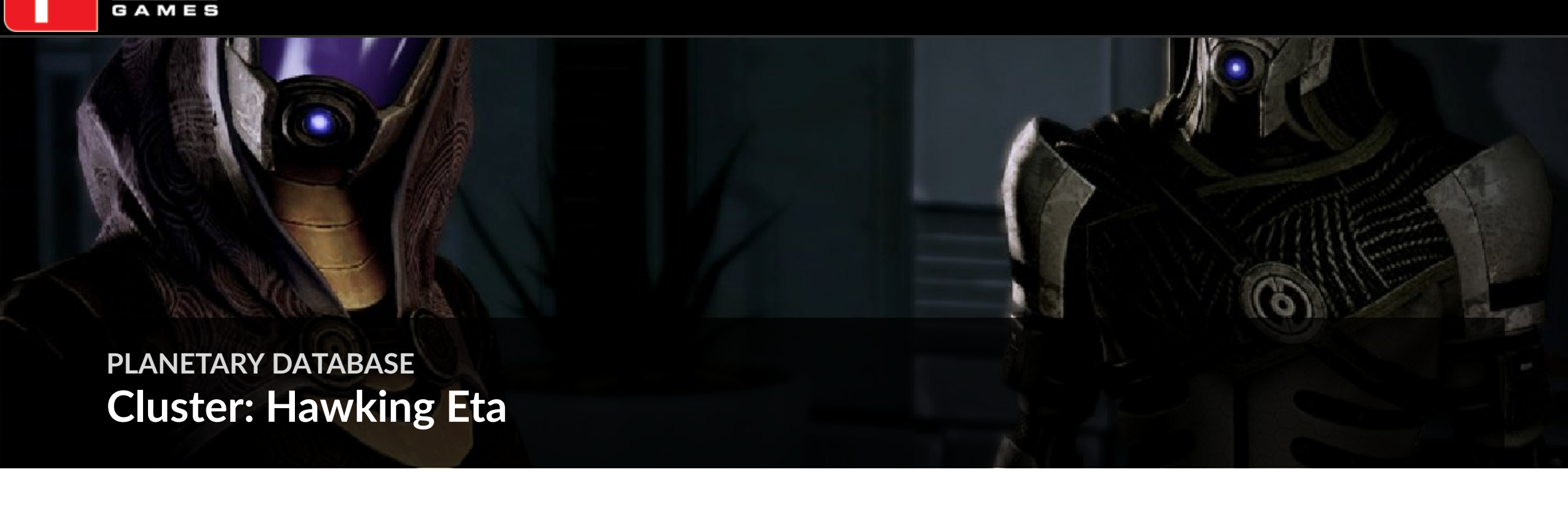
Description: A nearly atmosphere-less, tidally locked planet orbiting a red dwarf star, Gei Hinnom was the first place human explorers discovered a dedicated Prothean burial ground.

While a few sites were saved for posterity, Eldfell-Ashland Mining successfully lobbied to scout the rest of the planet for element zero and soon was embroiled in a scandal.

Mining teams were looting gravesites searching for eezo and other treasures, and many got rich off the so-called "cemetery business."

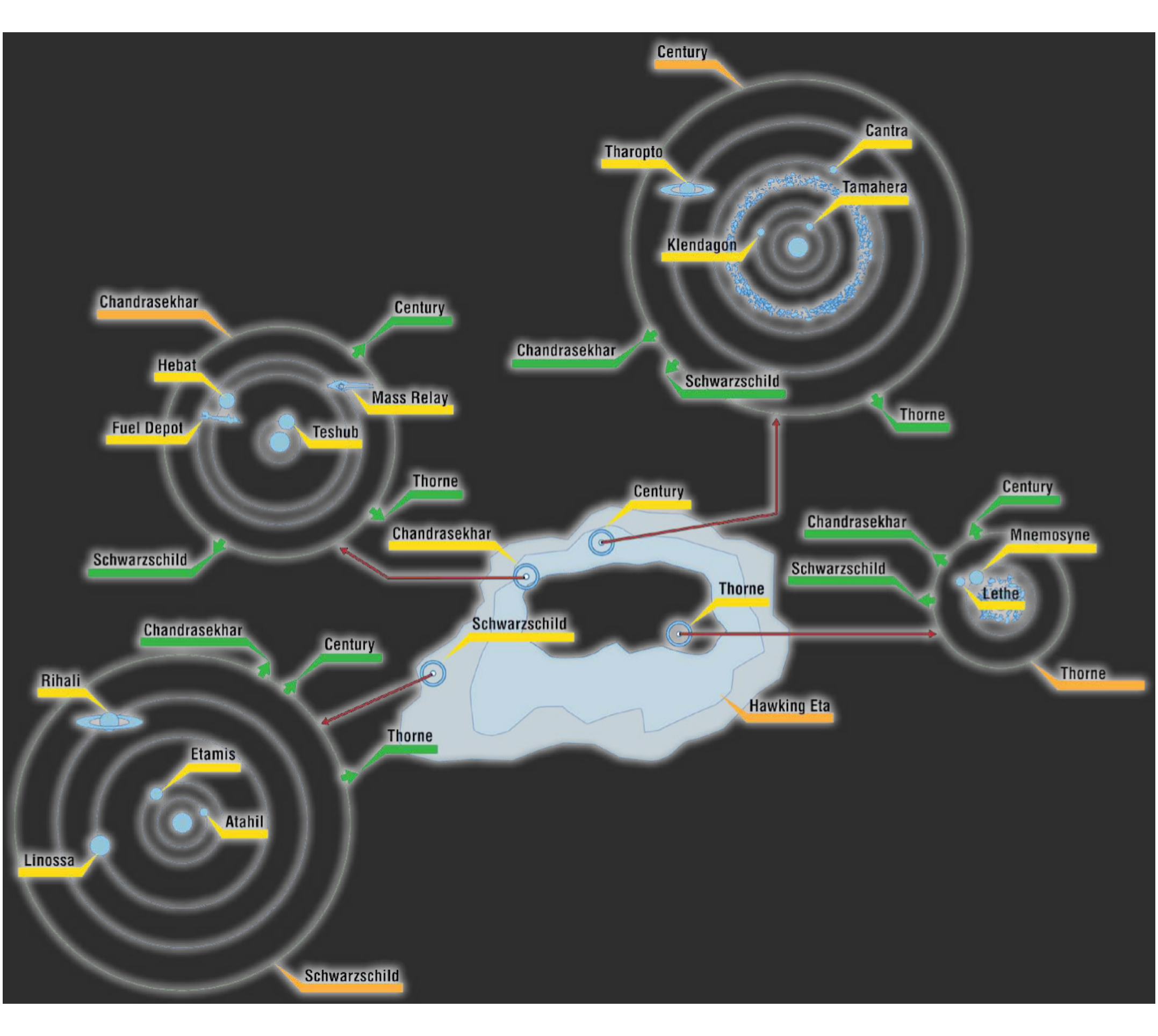
While EAM officially brought a stop to the looting, its mining teams remain on the planet prospecting the unclaimed territory and taking their ore to the Pamyat system for refining.

TRAVEL ADVISORY: Armed conflicts have broken out between miners and scientists staking claims to Prothean ruins. Visitors are advised to employ security while exploring unknown regions of the planet.



PLANETARY DATABASE

Cluster: Hawking Eta



System	Planets, Planetoids, and Other Galactic Flotsam
Century	Tamahera, Klendagon (Presrop), Asteroid Belt, Canctra, Tharopto
Chandrasekhar	Teshub, Fuel Depot, Hebat, Mass Relay
Schwarzschild	Atahil, Etamis, Linossa, Rihali
Thorne	Mnemosyne (Lethe), Derelict Reaper
Verr	Corang, Allusah, Serao

Related Mission	System	Planet
Additional Mission > Firewalker > Recover Artifact Collection	Verr	Corang

System: Century

Canctra

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Rich

Orbital Distance: 14.3 AU; Orbital Period: 60.6 Earth Years; Radius: 5,471 Km; Day Length: 66.7 Earth Hours; Atmospheric Pressure: 0.83 Earth Atmospheres; Surface Temperature: -175 Celsius; Surface Gravity: 0.7 G.

Description: A terrestrial world of average size, Canctra has an atmosphere composed of nitrogen and argon. Its frozen surface is mainly composed of tin with deposits of calcium.

Aside from some spectacular formations of ice at the poles the planet has little to recommend it.

Klendagon

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Period: 2.3 Earth Years; Radius: 7,377 Km; Day Length: 53.6 Earth Hours; Atmospheric Pressure: 0.64 Earth Atmospheres; Surface Temperature: -53 Celsius; Surface Gravity: 0.88 G.

Description: Klendagon is an arid terrestrial planet slightly larger than Earth but with a lower density that reflects its relative lack of heavier elements.

The crust is composed of tin and aluminum with wide deserts of dust-fine sand that are easily stirred by the wind.

Klendagon's most striking feature is the Great Rift valley, which stretches across the southern hemisphere. What is most fascinating about the Rift is that it does not appear to be natural.

The geological record suggests it is the result of a "glancing blow" by a mass accelerator round of unimaginable destructive power. This occurred some 37 million years ago.

Tamahera

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Period: 1.4 Earth Years; Radius: 6,302 Km; Day Length: 40.1 Earth Hours; Atmospheric Pressure: 0.34 Earth Atmospheres; Surface Temperature: -30 Celsius; Surface Gravity: 0.66 G.

Description: Tamahera has a thin atmosphere of carbon dioxide and xenon. The surface is icy and composed of sodium oxide with deposits of calcium. It contains a few unremarkable metals but mainly consists of rock.

The presence of canyons and flood plains indicates that liquid water once existed, suggesting Tamahera had a thicker insulating atmosphere in the past.

Tharopto

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 29.4 AU; Orbital Period: 128.2 Earth Years; Radius: 68,714 Km; Day Length: 17.5 Earth Hours.

Description: Tharopto is a typical ice gas giant with traces of chlorine and sulphur in its atmosphere. It has over 100 moons and an extensive ring system composed of pulverized rock, presumably the debris from shattered moons.

System: Chandrasekhar †

Hebat

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.35 AU; Orbital Period: 2.9 Earth Years; Radius: 36,257 Km; Day Length: 17.1 Earth Hours.

Description: Hebat is a methane-ammonia ice giant. When Heavy Metals Exomining of China won the bidding rights to develop the moon of Presrop in the Century system it began by establishing a helium-3 refueling facility on Hebat.

The station completed this year is considered a model facility by the executives of the state-run company.

Though the station produces more than enough fuel to supply the HMEC ships running to and from Century, it has a crew of only a dozen for maintenance and oversight. Nearly all the day-to-day operations are automated.

Teshub

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.9 AU; Orbital Period: 1.6 Earth Years; Radius: 63,568 Km; Day Length: 16.6 Earth Hours.

Description: The first and larger of the two gas giants in the Hawking Eta gateway system, Teshub is composed mainly of hydrogen and helium.

The brown and orange coloration in its upper cloud decks is caused by the upwelling of sulfur from lower levels of the atmosphere.

System: Schwarzschild

Atahil

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.9 AU; Orbital Period: 1 Earth Year; Radius: 5,230 Km; Day Length: 28.8 Earth Hours; Atmospheric Pressure: 62 Earth Atmospheres; Surface Temperature: 348 Celsius; Surface Gravity: 0.79 G.

Description: A typical Venusian "greenhouse" world, Atahil is only of note for a few scattered craters. Though flattened by millions of years of high pressure the marks of orbital bombardment strikes are unmistakable.

It is generally accepted among academics that whoever hailed from or settled Schwarzschild's second planet, Etamis, must have had outposts on Atahil as well.

Etamis

World Type: Post-Garden

Richness: Good

Element Zero: Rich

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 1.35 AU; Orbital Period: 1.6 Earth Years; Radius: 9,577 Km; Day Length: 51.6 Earth Hours; Atmospheric Pressure: 0.2 Earth Atmospheres; Surface Temperature: -49.6 Celsius; Surface Gravity: 3.4 G.

Description: Etamis is a superterrestrial world a third larger than Earth. It is in a "post-garden" state that clearly shows evidence of attack from space.

While it's now waterless, the shores of former oceans show patterns of cratering too regular to be anything but saturation bombardment by dreadnought-class kinetic weapons, although it is unclear how most of the atmosphere has been lost.

Archaeologists have found little of note. It appears that all settled regions were touched by the global bombardment.

The few relics found suggest an advanced spacefaring culture thrived on the world from approximately 20 to 40 million years ago.

The level of antiquity makes it impossible to estimate the world's former population or guess whether it was the race's homeworld or a colony.

Linossa

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 3.34 AU; Orbital Period: 6.8 Earth Years; Radius: 55,806 Km; Day Length: 17.8 Earth Hours.

Description: Linossa is a hydrogen-helium gas giant. It is surrounded by several thin rings of debris.

Analysis of this debris has been difficult due to its extreme age and fragility, but several apparently nano-manufactured materials have been identified.

The leading theory is that the inhabitants of Etamis mined the atmosphere for helium-3.

Rihali

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 6.34 AU; Orbital Period: 17.9 Earth Years; Radius: 70,778 Km; Day Length: 15.4 Earth Hours.

Description: Rihali is a typical hydrogen-helium gas giant. It is notable because none of its moons is larger than 12 kilometers in diameter, a rare trait among the charted gas giants of the galaxy.

System: Thorne

Derelict Reaper

World Type: Derelict Craft

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: Orbiting Mnemosyne is a two-kilometer-long ship with the unmistakable profile of a Reaper. It is giving off power signatures in localized areas, but they are far weaker than a ship this size would indicate.

The Reaper seems to maintain a mass effect field that has kept it from falling into the failed star, but massive holes have been blasted and melted into parts of the hull and remain unrepaired.

The only logical conclusion is that the Reaper "died" or was at least reduced to minimal functioning a long time ago.

Lethe

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 2,323,500 Km (from Mnemosyne); Orbital Period: 16.4 Earth Days; Radius: 5,663 Km; Day Length: 16.4 Earth Days; Atmospheric Pressure: 0.58 Earth Atmospheres; Surface Temperature: 31 Celsius; Surface Gravity: 0.59 G.

Description: Lethe is the largest moon of Mnemosyne, massive enough to retain its own thin atmosphere of methane and nitrogen and heated by the brown dwarf to relatively moderate temperatures.

While nearly the size of Earth, its overall density is low, suggesting a paucity of valuable heavy metals. It is tidally locked to Mnemosyne, with one hemisphere always bathed in the brown dwarf's heat and dim red light.

The moon experiences constant weak tectonic activity, driven by the tidal fluxes of Mnemosyne's gravity rather than Lethe's own internal heat. Several large ancient volcanoes release wide-ranging flows of molten silicate.

Mnemosyne

World Type: Brown Dwarf

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.81 AU; Orbital Period: 0.8 Earth Years; Radius: 72,541 Km; Day Length: 18.7 Earth Hours.

Description: Mnemosyne is a brown dwarf of approximately 37 Jupiter-masses. It is young enough that some nuclear fusion still occurs within its depths.

It is luminous and radiates more heat than it receives from the star, Thorne, with an atmospheric temperature in excess of 1,800 degrees Kelvin (1,500 degrees Celsius).

Early probes of Thorne showed evidence of a minor gravitic anomaly in the northern hemisphere. This area of unexpectedly low mass did not move with the prevailing wind patterns.

While an investigation was planned by the Besaral Institute of Planetary Science, the school ultimately sent an expedition to study the famed "deep anomalies" of the gas giant Ploba instead.

System: Verr

Allusah

World Type: Ice Giant

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.19 AU; Orbital Period: 2.4 Earth Years; Radius: 25,652 Km; Day Length: 18.1 Earth Hours.

Description: Allusah is a small, dense ice giant with high concentrations of water, ammonia, and methane. A few automated helium-3 fuel stations have been established to refuel the ore freighters shuttling to and from Corang.

Corang

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.7 AU; Orbital Period: 0.9 Earth Years; Radius: 4,911 Km; Day Length: 53.2 Earth Hours; Atmospheric Pressure: 0.73 Earth Atmospheres; Surface Temp: 58 Celsius.

Description: Initial surveys of Corang noted its high density and active plate tectonics, suggesting a high internal heat fueled by a greater-than-normal concentration of heavy elements and radioactive elements.

Early test cores proved the mineral richness of the world, but distance from the mass relay in the Century system made it unprofitable to develop until late 2183.

The atmosphere is a smog of methane, ammonia, and water vapor, a so-called "primordial soup" similar to the conditions of early Earth.

However, there is no evidence of life developing on Corang's surface beyond the level of simple dextro-amino acids.

The minimal energy input of the red dwarf Verr has created an energy-starved surface environment, though the planet's volcanism does hold open some possibility for subterranean development.

Serao

World Type: Jovian Giant

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

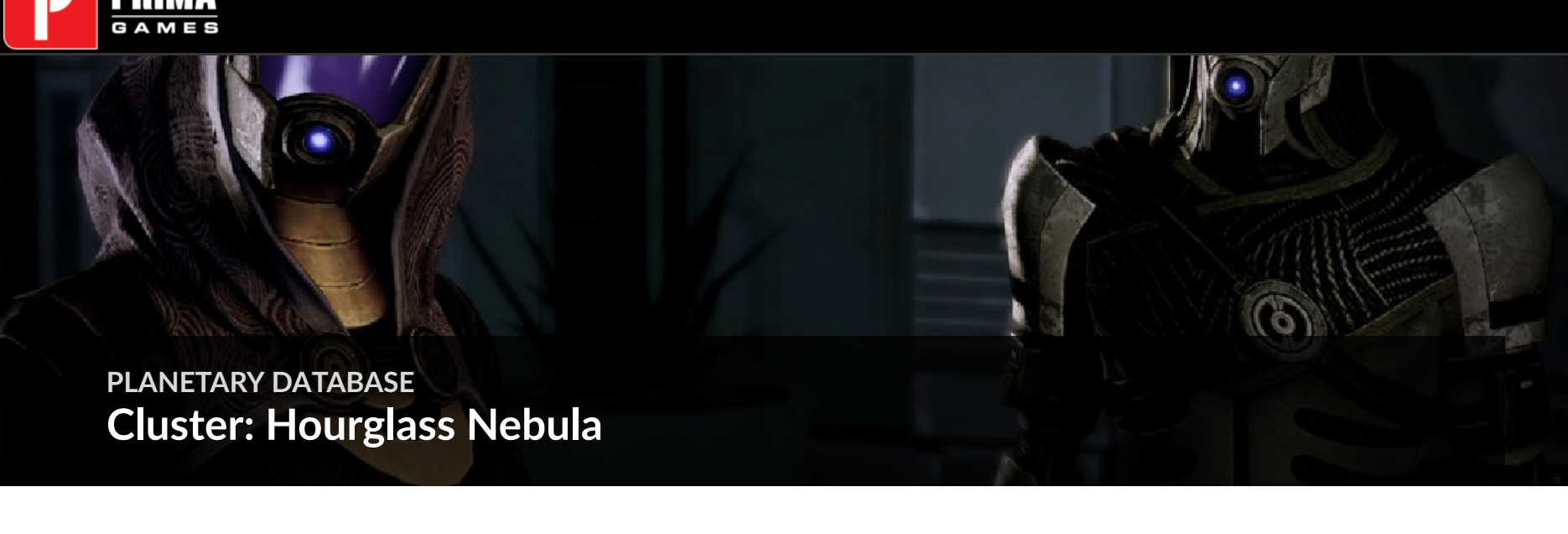
Palladium: Poor

Orbital Distance: 2.14 AU; Orbital Period: 5.7 Earth Years; Radius: 70,881 Km; Day Length: 9.7 Earth Hours.

Description: Serao is a standard hydrogen-helium gas giant. Its more obvious features are a pair of gigantic storm cells, one in the northern hemisphere, and one in the south.

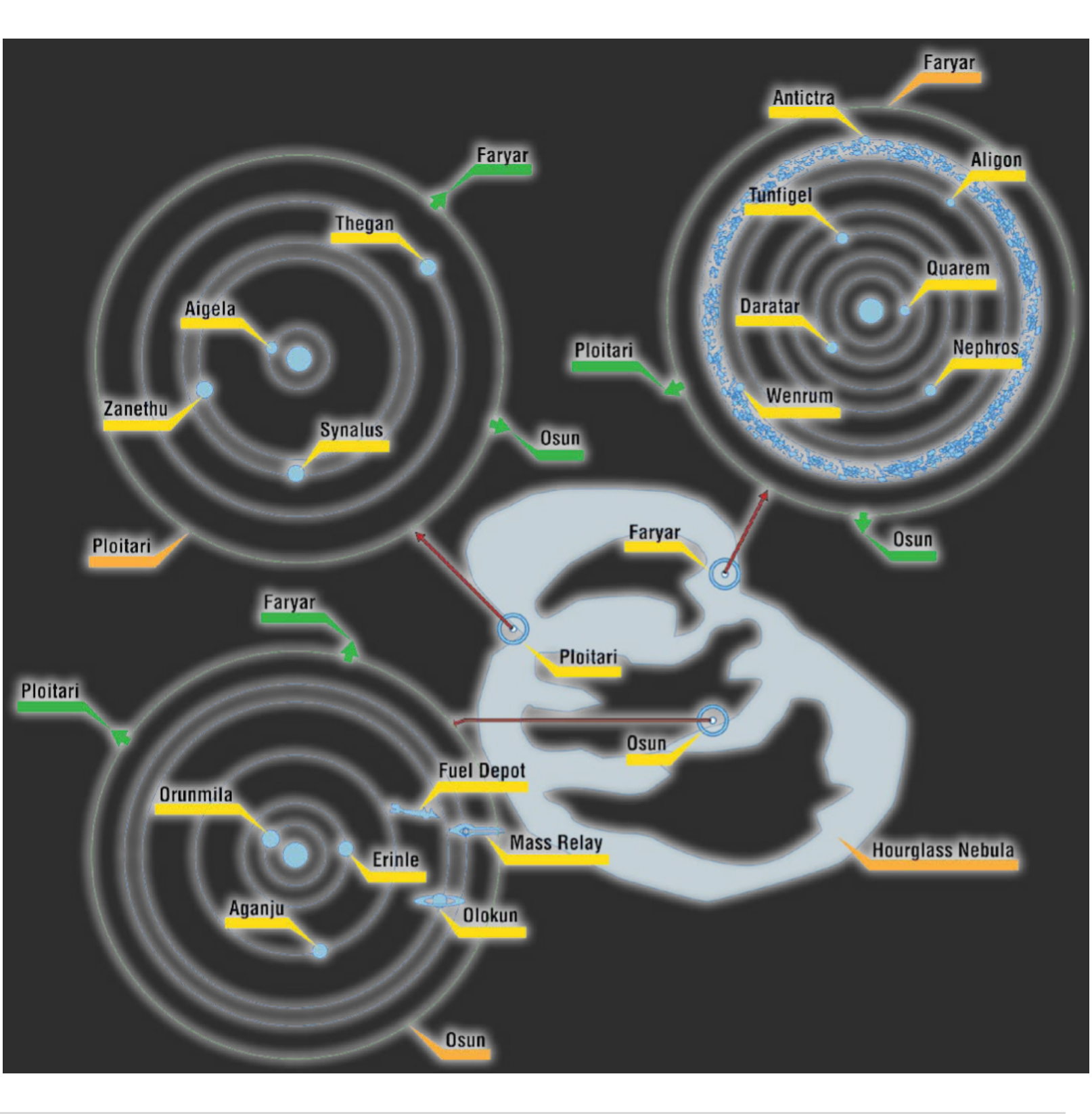
While it's richer in helium-3 than Allusah, the difficulties of extraction from Serao's gravity well and stormy atmosphere led to the other gas giant's development. Serao has over 80 moons, ranging from a radius of 50 to 2,000 kilometers.

The asari Tersicor Council has established an observation post on one of the larger moons to study the planet's twin storm systems.



PLANETARY DATABASE

Cluster: Hourglass Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Faryar	Quarem, Daratar, Tunfigel, Nephros, Alingon, Wenrum, Asteroid Belt, Antictra
Osun	Orunmila, Purgatory, Erinle, Aganju, Fuel Depot, Olokun, Mass Relay
Ploitari	Aigela, Zanethu, Synalus, Thegan
Sowilo	Uruz, Kenaz, Hagalaz, Ansuz, Thurisaz, Isa

Related Mission	System	Planet
Walkthrough Mission > Dossier: The Convict	Osun	*Purgatory*
Additional Mission > Lair of the Shadow Broker	Sowilo	Hagalaz
Special Assignment > Illium > N7: Eclipse > Eclipse Smuggling Depot	Faryar	Daratar
Special Assignment > Illium > N7: MSV Estevanico	Ploitari	Zanethu

System: Faryar

Alingon

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 10.1 AU; Orbital Period: 31.7 Earth Years; Radius: 3,085 Km; Day Length: 56.3 Earth Hours; Atmospheric Pressure: 0.04 Earth Atmospheres; Surface Temperature: -166 Celsius; Surface Gravity: 0.5 G.

Description: Alingon (which means "deceptive") was so named by salarian scouts because as their probes landed on the planet their instruments started going awry.

This turned out to be due to the high concentration of magnetically active periclase (magnesia) in the core and crust of the planet.

This interferes with scans and broadcasts, which has given rise to countless spacer stories of pirates lying in wait in Alingon's magnetosphere or crashed ships with untold fortunes stranded on the surface.

In reality, any pirates would have a hard time locating prey amid all the interference and would live lives cut off from the rest of the galaxy because the magnetosphere kills extraplanetary communication.

Alingon's other natural features are a thin atmosphere of carbon dioxide, spectacular dry ice formations, and xenon gas, which can be skimmed from the upper atmosphere and used in ion thrusters.

Antictra

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 12.3 AU; Orbital Period: 43.3 Earth Years; Radius: 5,658 Km; Day Length: 21.1 Earth Hours; Atmospheric Pressure: 0 Earth Atmospheres; Surface Temperature: -180 Celsius; Surface Gravity: 0.8 G.

Description: Antictra (which means "fused metal") is so named because of its spectacular craters.

A planet high in various grades of iron oxide, Antictra is regularly pummeled by loose asteroids in the nearby belt between it and Wenrum.

The iron melted and fused by the incoming meteors makes for spectacular landscape shots that look alien no matter what part of the galaxy you may be from.

However, due to frequent meteor impacts exploration is considered highly dangerous even to those with advanced kinetic barriers.

Daratar

World Type: Post-Garden

Richness: Good

Element Zero: Rich

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 0.9 AU; Orbital Period: 0.9 Earth Years; Radius: 3,937 Km; Day Length: 62.8 Earth Hours; Atmospheric Pressure: 0.49 Earth Atmospheres; Surface Temperature: -66 Celsius; Surface Gravity: 0.5 G.

Description: Though ancient riverbeds crisscross the plains of Daratar, photodissociation has long since dried up the world.

There are indications of ancient mining operations, but any structures have long since been buried or worn away by the planet's seasonal dust storms.

Nephros

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Orbital Distance: 7.5 AU; Orbital Period: 20.6 Earth Years; Radius: 44,750 Km; Day Length: 11.9 Earth Hours.

Description: Nephros (which means "restless sleep") is a relatively small hydrogen-nitrogen gas giant.

Its atmosphere is home to spectacular winds of up to 350 kilometers/hour and electrical storms up to 700 times the power of those on Earth, which indicate that its hydrogen clouds contain moderate amounts of water vapor.

Quarem

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.2 AU; Orbital Period: 0.1 Earth Years; Radius: 3,137 Km; Day Length: 53.1 Earth Hours; Atmospheric Pressure: 2.22 Earth Atmospheres; Surface Temperature: 558 Celsius; Surface Gravity: 3.5 G.

Description: A scorchingly hot planet close to its parent star, Quarem was bombarded by comets and asteroids during its earliest geological periods.

As the solar system stabilized, these occurrences leveled off until the planet became geologically inactive.

Its nitrogen and helium atmosphere is extremely thick due to heavy metals making the planet's core very dense. Unfortunately, these metals are deep below the crust making mining impractical.

Tunfigel

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.8 AU; Orbital Period: 2.4 Earth Years; Radius: 10,772 Km; Day Length: 35.5 Earth Hours; Atmospheric Pressure: 0.03 Earth Atmospheres; Surface Temperature: -31 Celsius; Surface Gravity: 5.1 G.

Description: First charted by the salarians, Tunfigel (which means "hard heart") is noted for its platinum and uranium deposits, making robo-mining a lucrative activity.

While the surface temperature is well within the range of a comfortable EVA excursion, the extremely dense Tunfigel generates a dangerous gravitational pull five times that of Earth.

The salarian miners exploiting the planet derisively nickname planets such as these "elcor tourist traps."

Wenrum

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 11.8 AU; Orbital Period: 40.6 Earth Years; Radius: 1,574 Km; Day Length: 59.3 Earth Hours; Atmospheric Pressure: 0 Earth Atmospheres; Surface Temperature: -178 Celsius; Surface Gravity: 0.1 G.

Description: Wenrum ("white knight") takes its name from a salarian story in the Romantic period of a knight who refused all temptation to riches, carnality, and even flavorful food until justice was served to the poor and oppressed.

The planet is so named because of its white, highly reflective surface, composed mainly of titanium dioxide and ice and no atmosphere to speak of to dim its albedo.

System: Osun †

Aganju

World Type: Desert

Richness: Good

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 3.2 AU; Orbital Period: 5.7 Earth Years; Radius: 10,008 Km; Day Length: 23.3 Earth Hours; Atmospheric Pressure: 0.02 Earth Atmospheres; Surface Temperature: -93 Celsius; Surface Gravity: 5.3 G.

Description: Aganju is an extremely large rock planet with a thin atmosphere of hydrogen and carbon monoxide.

Abundant in both copper and platinum, the crust has been scanned by mining bots from Erinle, but the specialized equipment to work in Aganju's heavy gravity (more than 5 Gs) has created prohibitive costs, and so Aganju is largely unexploited.

Erinle

World Type: Garden

Richness: Good

Element Zero: Rich

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 0.95 AU; Orbital Period: 0.9 Earth Years; Radius: 6,711 Km; Day Length: 32.4 Earth Hours; Atmospheric Pressure: 1.1 Earth Atmospheres; Surface Temperature: 32 Celsius; Surface Gravity: 1.1 G.

Description: Erinle is a garden world in its last stages of habitability. While its soil still supports agriculture, its animal biodiversity has fallen to record lows, and the most successful remaining life forms are toxic blue-green algae and insect-like pest species.

A large salarian colony is trying to restore biodiversity to the planet, but setbacks are a fact of life.

Mineral and fuel mining remains lucrative, however, and Erinle has a thriving spaceport that refuels many ships passing into the Terminus Systems.

Olokun

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Moderate

Orbital Distance: 6.0 AU; Orbital Period: 14.7 Earth Years; Radius: 64,718 Km; Day Length: 11.9 Earth Hours.

Description: Olokun (which means "sky harvest") is a standard gas giant composed of hydrogen and helium.

The spacefarers from Erinle gather helium-3 from here rather than Orunmila because its atmosphere is much more predictable.

Orunmila

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.5 AU; Orbital Period: 0.3 Earth Years; Radius: 34,653 Km; Day Length: 13.7 Earth Hours.

Description: A medium-sized gas giant, Orunmila is close enough to its parent star to suffer massive changes in temperature during its day and night periods.

This leads to powerful convection currents and storms throughout its hydrogen/helium atmosphere.

Gathering helium-3 to refuel is possible for the hardiest of exploration craft, but lesser ships are nearly always lost in the attempt.

Orunmila is within the "frost line" of its solar system, where icy-cored gas giants do not usually form. For this reason it is believed to be an extrasolar planet captured by its star's gravity.

Prison Ship *Purgatory*

World Type: Prison Ship

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: Owned by the notorious Blue Suns mercenary company, the Purgatory was once an "ark ship" used to hold agricultural animals.

Now it is used to hold prisoners, whether taken in battle or sold by unscrupulous politicians under the name of subcontracting and outsourcing.

Rumors abound that the Blue Suns turn skilled or fit prisoners over to batarian slavers, but few have ever seen the transactions and lived to tell about it.

Its population is listed at 4,350 but independent journalists estimate it is nearly three times that in periods of overcrowding.

System: Ploitari

Aigela

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.7 AU; Orbital Period: 0.6 Earth Years; Radius: 1,511 Km; Day Length: 19.3 Earth Hours; Atmospheric Pressure: 0.03 Earth Atmospheres; Surface Temperature: 125 Celsius; Surface Gravity: 0.1 G.

Description: Only known from scan data picked up by space probes, Aigela is currently classified as a dwarf planet. A warm barren rock, its thin atmosphere is composed of carbon dioxide and oxygen.

Significant alumina deposits in its crust make its density and gravity very low indeed.

Synalus

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 2.2 AU; Orbital Period: 3.3 Earth Years; Radius: 5,391 Km; Day Length: 66.8 Earth Hours; Atmospheric Pressure: 1.23 Earth Atmospheres; Surface Temperature: -3 Celsius; Surface Gravity: 0.84 G.

Description: Space probes indicate that Synalus is nowhere near as hospitable as its neighbor, Zanethu.

Synalus's hydrogen-argon atmosphere is thought to be anathema to life, but the presence of borax on the surface, spawned by a boron-heavy core, indicates the planet may once have had water.

Thegan

World Type: Desert

Richness: Rich

Element Zero: Moderate

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 4.1 AU; Orbital Period: 8.3 Earth Years; Radius: 3,581 Km; Day Length: 28.5 Earth Hours; Atmospheric Pressure: 0.05 Earth Atmospheres; Surface Temperature: -116 Celsius; Surface Gravity: 0.56 G.

Description: Thegan rounds out the trio of planets scouted only by space probe in this backwater solar system.

A frozen ball with significant amounts of tin in its crust, Thegan has a fractional atmosphere with trace amounts of carbon dioxide and carbon monoxide.

Strange radiation emissions have been charted coming off of Thegan, but it is unknown if these are from radioactive elements or merely a star's radiation reflected by a high-albedo surface.

Zanethu

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.9 AU; Orbital Period: 2.6 Earth Years; Radius: 6,619 Km; Day Length: 53.6 Earth Hours; Atmospheric Pressure: 0.38 Earth Atmospheres; Surface Temperature: -16 Celsius; Surface Gravity: 1.2 G.

Description: Believed to be a post-garden world, Zanethu has large deposits of calcium carbonate in its sedimentary rocks, indicating it may have once had plate tectonics and even plant life.

Its swirling clouds of dust and snow may have occurred more recently and blocked the sun, creating a mass-extinction event. Its surface gravity is comfortable and its temperature tolerable by most sapient species.

System: Sowilo

Ansuz

World Type: Rock

Richness: Rich

Element Zero: Low

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.6 AU; Orbital Period: 2.0 Earth Years; Radius: 8,795 Km; Day Length: 26.4 Earth Hours; Atmospheric Pressure: 0.14 Earth Atmospheres; Surface Temp: -7 Celsius; Surface Gravity: 2.7 G.

Description: A large rock planet, Ansuz was once under development by a consortium of robo-mining interests, but an epidemic of accidents and sabotage cost the lives of hundreds of workers and eventually drove them off the world.

Despite numerous accusations among the mining corporations and a dozen or more trials, popular opinion holds that the real saboteurs were never found.

Hagalaz

World Type: Garden

Richness: Moderate

Element Zero: None

Iridium: Low

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.95 AU; Orbital Period: 1.0 Earth Year; Radius: 6,309 Km; Day Length: 98.3 Earth Hours; Atmospheric Pressure: 0.83 Earth Atmospheres; Surface Temp: 72 (day)/-64 (night) Celsius; Surface Gravity: 0.69 G.

Description: Hagalaz is a second-tier garden world that receives little attention from the galactic community.

A salarian mining expedition initially discovered the planet, which was promptly strong-armed away from them by organized crime figures.

Hagalaz's exploration rights were then sold to the highest bidder, which led to a brief burst of mining colonies in the 2000s, but most of those were abandoned when other planets were found with more accessible resources.

Though Hagalaz has a nitrogen-oxygen atmosphere capable of supporting life, its rotational period is slower than Earth's, making its day and night 98 Earth hours long.

The intense heat on one side of the planet and the extreme cold on the other make for violent storm cells wherever the sun is rising or setting.

As a result, the flora and fauna of Hagalaz have developed the capability to live in cycles of ice, flooding, baking heat, and dramatic air pressure changes.

The biota of the planet has been largely unexploited by the exotic pet and gardening trades, since simulating their natural conditions is problematic for the average consumer.

Isa

World Type: Rock

Richness: Depleted

Element Zero: None

Iridium: Poor

Platinum: None

Palladium: Poor

Orbital Distance: 5.4 AU; Orbital Period: 12.6 Earth Years; Radius: 7,219 Km; Day Length: 66.5 Earth Hours; Atmospheric Pressure: Trace; Surface Temp: -135 Celsius; Surface Gravity: 1.5 G.

Description: A rock and ice planet, Isa has a thin atmosphere of methane and ethane.

Its borax deposits, largely trapped beneath the ice, were never considered valuable enough to mine since synthetic substitutes and alternative sources became widely available.

Kenaz

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Rich

Orbital Distance: 0.55 AU; Orbital Period: 0.5 Earth Years; Radius: 5,501 Km; Day Length: 68.3 Earth Hours; Atmospheric Pressure: Trace; Surface Temp: 72 Celsius; Surface Gravity: 0.69 G.

Description: Kenaz's extremely thin atmosphere is mostly methane and helium. The salarian explorers who named the system set up a small mining presence for recovering nickel and chromium, used in making stainless steel.

Thurisaz

World Type: Jovian Giant

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 3.0 AU; Orbital Period: 5.2 Earth Years; Radius: 57,287 Km; Day Length: 18.8 Earth Hours.

Description: A hydrogen-helium gas giant, Thurisaz has a decrepit automated infrastructure for refueling merchant vessels with helium-3. Painted onto the metal in a salarian dialect are the words "Self Serve."

Uruz

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

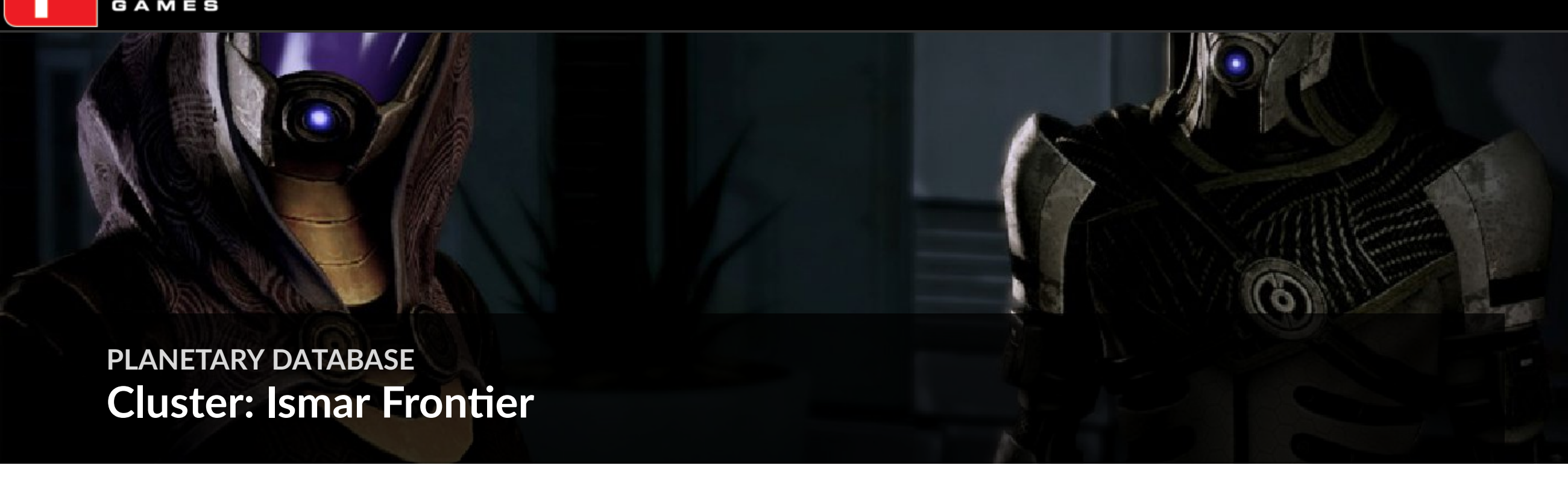
Platinum: Poor

Palladium: Moderate

Orbital Distance: 0.25 AU; Orbital Period: 0.1 Earth Years; Radius: 9,266 Km; Day Length: 51.0 Earth Hours; Atmospheric Pressure: 78.58 Earth Atmospheres; Surface Temp: 635 Celsius; Surface Gravity: 2.1 G.

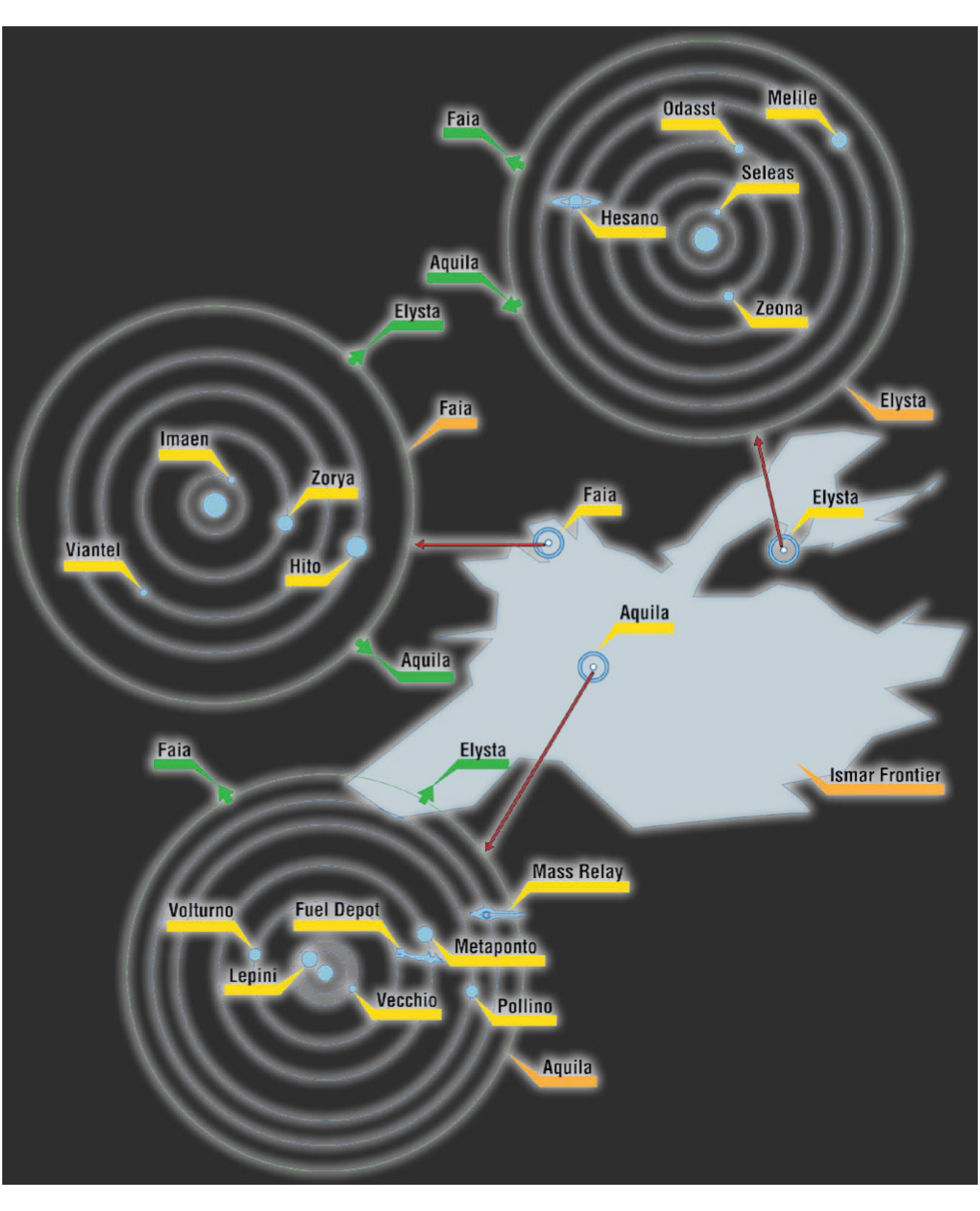
Description: Uruz is a large rock planet with a pressure-cooker atmosphere of nitrogen and argon. Its silicate-rich crust is relatively low-density.

It was largely ignored by the salarian explorers who first charted the system.



PLANETARY DATABASE

Cluster: Ismar Frontier



System	Planets, Planetoids, and Other Galactic Flotsam
Aquila	Lepini, Vecchio, Volturno, Fuel Depot, Metaponto, Pollino, Mass Relay
Elysta	Saleas, Zeona, Odasst, Hesano, Melile
Faia	Imaen, Zorya, Viantel, Hito

Related Mission	System	Planet
Walkthrough Mission > Loyalty Mission: Zaeed: The Price of Revenge	Faia	Zorya
Additional Mission > Firewalker > MSV Rosalie	Elysta	Zeona

System: Aquila †

Lepini

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.5 AU; Orbital Period: 0.4 Earth Years; Radius: 56,666 Km; Day Length: 9.2 Earth Hours.

Description: A hydrogen-methane gas giant, Lepini and its moons have been cursorily scanned by space probes and found to have little in the way of rare resources. The galaxy at large considers it unremarkable.

Metaponto

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 4.2 AU; Orbital Period: 8.6 Earth Years; Radius: 70,520 Km; Day Length: 12.1 Earth Hours.

Description: A hydrogen-helium gas giant, Metaponto has developed a helium-3 fueling station funded by elcor business interests that hope to bring enough attention to the system to attract terraforming investors and thus eventually develop Volturno as a habitable world.

Thus far, they have met with little success.

Pollino

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 8.0 AU; Orbital Period: 22.7 Earth Years; Radius: 37,052 Km; Day Length: 16.5 Earth Hours.

Description: A relatively small hydrogen-helium gas giant, Pollino remains undeveloped while its sister planet Metaponto garners all the attention.

This was not always the case—in 2180, news stories seeded throughout the extranet claimed that element zero was being found on Pollino's moons in record lodes.

This turned out to be a scam spread by the Dunawurachum Consortium, an elcor corporation trying to scare up investors.

After a small fleet of space probes scouted the area, the hype quickly deflated, and the myth persists now only in unwanted extranet e-mail messages.

Vecchio

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.1 AU; Orbital Period: 1.2 Earth Years; Radius: 6,443 Km; Day Length: 39.1 Earth Hours; Atmospheric Pressure: 0.79 Earth Atmospheres; Surface Temperature: 58 Celsius; Surface Gravity: 0.82 G.

Description: Vecchio is a moderately sized terrestrial world with a thin, hot atmosphere of carbon dioxide and nitrogen.

Initial surveys found trace amounts of iridium but little else of interest in the silicate desert sands that cover much of the surface of the planet.

On a recent tour, the Alliance surveyor ship Kupe discovered a group of partial graves hidden in the equatorial mountain ranges.

The ancient skeletons in the burial sites were obviously humanoid but incomplete and poorly preserved, which has made them difficult to identify.

Fragments of primitive ceramic grave goods were also found nearby. This raises further questions about who once traveled to this inhospitable planet, since the closest garden world, Volturno, has no intelligent life.

Human universities are planning further archeological investigations.

Volturno

World Type: Garden

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Rich

Palladium: Moderate

Orbital Distance: 2.1 AU; Orbital Period: 3.0 Earth Years; Radius: 11,177 Km; Day Length: 26.8 Earth Hours; Atmospheric Pressure: 0.83 Earth Atmospheres; Surface Temperature: -10 Celsius; Surface Gravity: 3.3 G.

Description: A so-called "super-Earth," Volturno is home to organic life but is nevertheless uninhabitable for the near future.

Currently in an ice age, most of the planet from the latitude of 30 degrees north or south is a frozen wasteland, and so most organic life, limited to algae and lichens, resides near the equator.

The strong gravity prevents any sapient species but elcor from thriving on the planet, and the elcor cannot breathe planet's atmosphere, which contains lethal amounts of carbon dioxide in addition to its oxygen.

Small packs of vorcha squatters are attempting to take the planet for themselves illegally, but most of them live miserable existences in the planet's crushing gravity and die from falls and medical complications.

Only terraforming on a massive scale would turn Volturno into a habitable world, and the elcor lack the political capital with the Citadel Council to begin such an effort.

System: Elysta

Hesano

World Type: Jovian Giant

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Poor

Orbital Distance: 1.82 AU; Orbital Period: 2.7 Earth Years; Radius: 34,035 Km; Day Length: 13.1 Earth Hours.

Description: Hesano is a standard hydrogen-helium gas giant. Two hundred years ago, an independent volus prospector found the mangled wreck of a Prothean starship trapped within the trailing Lagrange point.

Few artifacts from the wreckage have been recovered.

The prospector, Lumen Kreop, was canny enough to keep the hulk's existence to himself. He sold its location to a turian paleotechnology firm for nearly a million credits.

Since then, Hesano's Lagrange points, rings, and moons have been combed over by fortune hunters seeking to strike it rich the same way. Thus far, no additional artifacts have been recovered.

Melile

World Type: Ice Giant

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Moderate

Orbital Distance: 3.1 AU; Orbital Period: 6.1 Earth Years; Radius: 28,684 Km; Day Length: 8.6 Earth Hours.

Description: Melile is a common ammonia-methane ice giant with 23 moons. It has no particularly distinctive features.

Odasst

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Population: 11,640; Capital: Jorass; Orbital Distance: 0.96 AU; Orbital Period: 1.1 Earth Years; Radius: 6,882 Km; Day Length: 28.3 Earth Hours; Atmospheric Pressure: 1.1 Earth Atmospheres; Surface Temp: 20 Celsius; Surface Gravity: 1.2 G.

Description: Odasst has an abundance of heavy metals and radioactive elements. It is heavily exploited by mining concerns based on Illium.

Forty-three years ago, a Council Spectre arrived to investigate reports that the businesses were selling platinum—a strategic metal—to pirate groups in the Terminus Systems.

The results of the investigation were never released, but no deaths were reported.

Saleas

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.4 AU; Orbital Period: 0.3 Earth Years; Radius: 3,485 Km; Day Length: 0.3 Earth Hours; Atmospheric Pressure: Trace; Surface Temp: 138 Celsius; Surface Gravity: 0.32 G.

Description: Saleas's cratered surface is ancient; parts of the highlands have been unchanged for nearly three billion years. The layers of overlapping craters stand as testament to the violence of the system's creation.

Saleas is tidally locked to Elysta and has a trace atmosphere of krypton and xenon, with helium constantly "blowing in" via solar winds.

Zeona

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.64 AU; Orbital Period: 0.6 Earth Years; Radius: 4,734 Km; Day Length: 49.6 Earth Hours; Atmospheric Pressure: 0.55 Earth Atmospheres; Surface Temp: 68 Celsius; Surface Gravity: 0.57 G.

Description: Zeona has a thin atmosphere of sulfur dioxide and trioxide, created by volcanic outgassing. There are traces of water vapor in the atmosphere, but over the last five centuries of observation particle counts have decreased 4 percent.

Although it's not habitable by any spacefaring species, there is an abundance of native sulfur-devouring bacteria that thrive around the world's many volcanic vents.

Interestingly, this bacterium bears genetic similarities to the native life of Illium, suggesting either a "panspermia" spread of microbes via asteroids, or accidental contamination of the original environment by careless spacefarers.

System: Faia

Imaen

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.6 AU; Orbital Period: 0.8 Earth Years; Radius: 2,370 Km; Day Length: 62.1 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: 108 Celsius; Surface Gravity: 0.24 G.

Description: Imaen is a small, cratered rock. Its crust contains various light metals, though none in any concentration worth the trouble of mining. While the rest of the Faia system has seen extensive industrialization, Imaen lies fallow.

Hito

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 6.3 AU; Orbital Period: 15.8 Earth Years; Radius: 24,984 Km; Day Length: 14.3 Earth Hours.

Description: While the ice mines of Viantel make a great deal of profit from ships passing through Faia's mass relay, the real money is made at Hito.

As the only gas giant in the Faia gateway system, Hito is heavily developed by rival helium-3 mining concerns.

The world has three major and 26 minor moons, each of which is claimed by a different company.

Those based on moons deeper into the gravity well tend to specialize in helium-3 extraction and refining, while those on the farther moons specialize in refueling services and shipment.

The local economy is driven by black marketeering, back-room deals, and cutthroat business. Each company attempts to sabotage its rivals' facilities while protecting their own moon.

This has led to open corporate warfare three times in the last century.

All the major mercenary groups have offices in the Hito planetary system, though the Blue Suns enjoy a home-team advantage, shipping in cheap supplies from Zorya.

Viantel

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 3.0 AU; Orbital Period: 5.2 Earth Years; Radius: 1,381 Km; Day Length: 28.4 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -150 Celsius; Surface Gravity: 0.11 G.

Description: Though a dwarf planet, Viantel's large amounts of water have led to heavy development by water-cracking industries seeking to turn the planet into hydrogen-oxygen fuel for starship thrusters.

The surface is blanketed with habitation modules, mining equipment, and cracking stations.

Since the initial settlement of Illium in the nearby Tasale system, the radius of Viantel has decreased by two kilometers, indicating removal of over 72,000 cubic kilometers of ice.

Some groups are concerned that the rate of loss may cause instability in the remaining structure.

Zorya

World Type: Garden

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

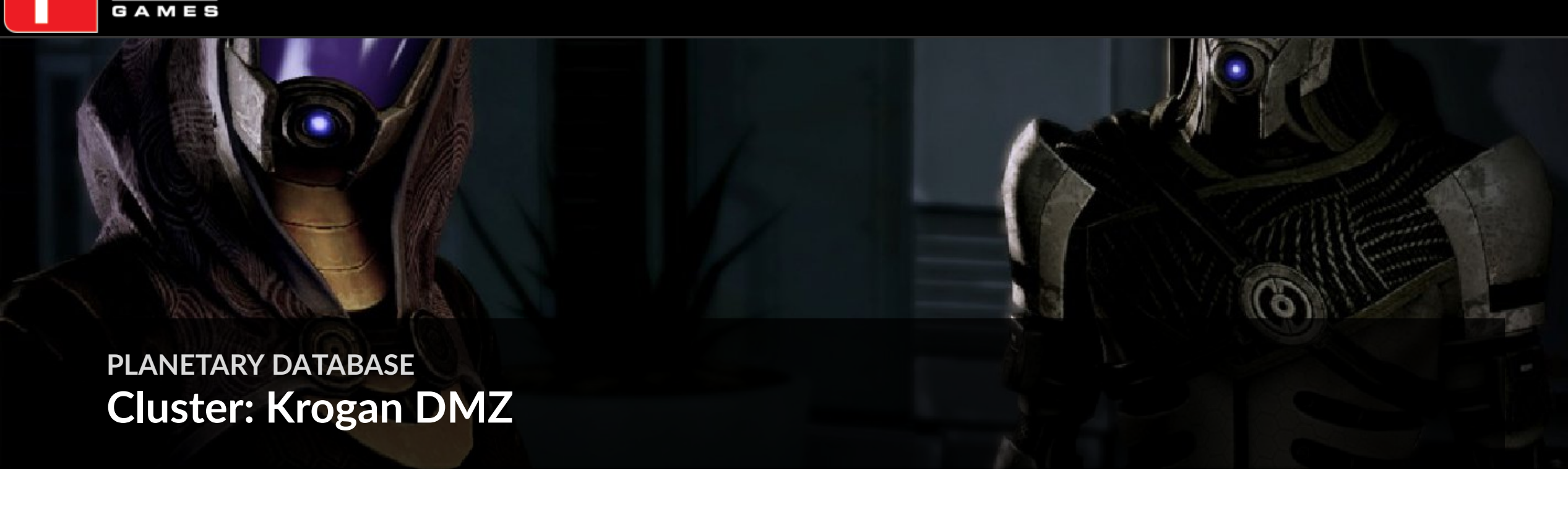
Orbital Distance: 1.8 AU; Orbital Period: 2.4 Earth Years; Radius: 6,247 Km; Day Length: 28.4 Earth Hours; Atmospheric Pressure: 1.22 Earth Atmospheres; Surface Temperature: 33 Celsius; Surface Gravity: 1.0 G.

Description: "Mud, sweat, and spores," is how Blue Suns mercenaries characterize the planet that gave birth to their home office.

This lush garden world is known for its heavy plant and fungal life, creating spectacular jungle zones over much of its eight continents.

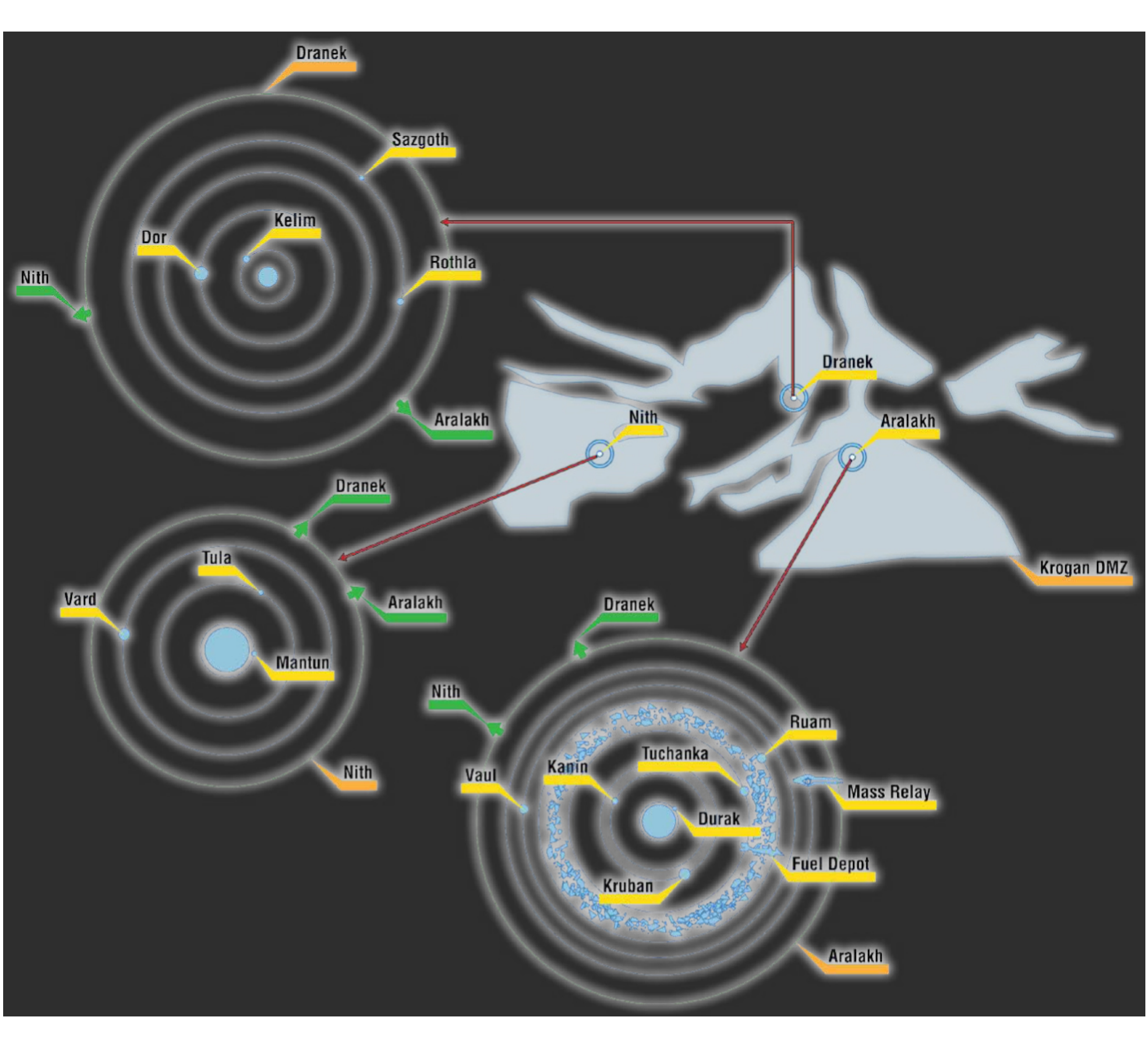
Despite persistent problems with rot and rust, Zorya attracts investors and corporations from throughout the galaxy, since it has exploited only a fraction of its potential resources.

The Blue Suns dominate security contracts on Zorya, so much that residents describe them as less like a monopoly and more like a conquering regime.



PLANETARY DATABASE

Cluster: Krogan DMZ



System	Planets, Planetoids, and Other Galactic Flotsam
Aralakh	Durak, Kanin, Kruban, Tuchanka, Fuel Depot, Asteroid Belt, Ruam, Vaul, Mass Relay
Dranek	Kelim, Dor, Sazgoth, Rothla
Nith	Mantun, Tula, Vard

Related Mission	System	Planet
Walkthrough Mission > Loyalty Mission: Grunt: Rite of Passage	Aralakh	Tuchanka
Walkthrough Mission > Mission: Loyalty Mission: Mordin: Old Blood	Aralakh	Tuchanka
Special Assignment > Tuchanka > Combustion Manifold (Mordin: Old Blood)	Aralakh	Tuchanka
Special Assignment > Tuchanka > Killing Pyjaks	Aralakh	Tuchanka
Special Assignment > Tuchanka > Missing Scout (Mordin: Old Blood)	Aralakh	Tuchanka

System: Aralakh †

Durak

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.83 AU; Orbital Period: 0.6 Earth Years; Radius: 1,972 Km; Atmospheric Pressure: Trace; Surface Temperature: 348 Celsius; Surface Gravity: 0.22 G.

Description: Durak is a small, heat-blasted rock lost in the blinding glare of the star Aralakh. It occasionally traps a trace atmosphere of gases blown in on Aralakh's powerful solar wind, which inevitably blows the gases back out again.

The planetoid has a few valuable lodes of heavy metals, which were sporadically mined by the krogan at the height of their power.

In the closing years of the Rebellions the five clans working the planetoid fell to fighting over a particularly rich deposit of iridium. All five clan warlords agreed to a Crush (a meeting at a neutral location) to negotiate a truce.

Unfortunately, all five arrived planning to betray their fellows. While the leaders and their seconds met, all their bases were destroyed by simultaneous hypervelocity cannon strikes.

Left with only the food, water, and air in their hardsuits and with no way to call for rescue the warlords apparently fought each other to the death.

The survivors of the five "Durak clans" on Tuchanka still argue about which clan's warlord was the last one standing.

Kanin

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.66 AU; Orbital Period: 1.6 Earth Years; Radius: 3,312 Km; Atmospheric Pressure: Trace; Surface Temperature: 155 Celsius; Surface Gravity: 0.28 G.

Description: One of Kanin's hemispheres contains an impact crater 700 kilometers in diameter. Dubbed the Renkat Basin, it was mined for light metals in the interbellum between the Rachni War and Krogan Rebellions.

Any obvious resource concentrations have long since been stripped.

Kruban

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 3.31 AU; Orbital Period: 4.6 Earth Years; Radius: 5,443 Km; Atmospheric Pressure: 47.3 Earth Atmospheres; Surface Temperature: 728 Celsius; Surface Gravity: 0.7 G.

Description: Kruban is a tidally locked Venusian hothouse. Its surface is perpetually obscured by clouds of sulfur and carbon dioxide. The first group of krogan brought into orbit by the salarian uplift teams requested a trip to Kruban.

The salarians at first thought the krogan were confused about the nature of Kruban's environment; the planet is named for a krogan mythological paradise in which honorable warriors feast on the internal organs of their enemies.

In fact, krogan astronomers had correctly deduced the nature of Kruban in the years before the global holocaust.

In the two millennia since Kruban had come to be thought of as an ideal test of one's toughness. Every year a few krogan attempt to land on Kruban and exit their ships naked in an attempt to prove their "kroganhood."

The planet's surface is littered with the crushed, corroded remains of their ships.

Only one, Shath Norda, is known to have returned from the surface alive, albeit with most of his bones crushed and all four of his lungs damaged by sulfuric gas.

Norda recovered from his trial to earn the adulation of his people. Until he died in 1943 he could lie with any fertile female he wished.

Ruam

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Population: 1,040; CDEM Garrison: 20; **Orbital Distance:** 11.1 AU; Orbital Period: 28.4 Earth Years; Radius: 67,154 Km; Day Length: 13.8 Earth Hours.

Description: The smaller of Aralakh's hydrogen-helium gas giants maintains a small helium-3 recovery infrastructure.

Although the depth of Ruam's gravity well makes it inefficient to export, visitors to the Aralakh system often "top off" their fuel tanks at Ruam's stations. T

he Council Demilitarization Enforcement Mission (CDEM) maintains a token garrison to monitor any potential sale of fuel to known subversives and terrorists.

Tuchanka

World Type: Rock

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Population: 2.1 billion; Capital: Currently Urdnot (since 2183); CDEM Garrison: 2,400 (in orbital battlestations); **Orbital Distance:** 5.3 AU; Orbital Period: 16.7 Earth Years; Radius: 8,293 Km; Day Length: 21.4 Earth Hours; Atmospheric Pressure: 1.1 Earth Atmospheres; Surface Temperature: 72 Celsius (36 in shrouded areas); Surface Gravity: 1.14 G.

Description: Scarred by bombardment craters, radioactive rubble, choking ash, salt flats, and alkaline seas, Tuchanka can barely support life.

Thousands of years ago life grew in fierce abundance under the F-class star Aralakh (a Raik clan word meaning "eye of wrath").

Tree analogs grew in thick jungles, their roots growing out of shallow silty seas. Life fed upon life in an evolutionary crucible.

This world died in nuclear firestorms after the krogan split the atom. A "little ice age" of nuclear winter killed off much of the remaining plant life.

In recent centuries many krogan have returned to their homeworld. The reduced albedo has caused global temperatures to rise.

In order to maintain livable temperatures, a vast shroud was assembled at the L1 Lagrange point. It is maintained by the Council Demilitarization Enforcement Mission (CDEM), which is based on orbiting battlestations.

CDEM ADVISORY: Visitors to Tuchanka land at their own risk. The CDEM will not attempt to extract citizens threatened by clan warfare.

TRAVEL ADVISORY: The ecology of Tuchanka is deadly. Nearly every native species engages in some predatory behavior; even the remaining vegetation is carnivorous. Travel beyond guarded areas is strongly discouraged.

Vaul

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 17.8 AU; Orbital Period: 57.8 Earth Years; Radius: 73,944 Km; Day Length: 12.1 Earth Hours.

Description: Vaul is a hydrogen-helium gas giant named for an ancient krogan deity that stood watch for enemies of his pantheon.

The gas giant's moons are named after some of Vaul's myriad eyes and ears. The only reason to visit the Vaul system is scientific curiosity, which the krogan lack.

System: Dranek

Dor

World Type: Ice Giant

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.36 AU; Orbital Period: 0.4 Earth Years; Radius: 25,588 Km; Day Length: 18.4 Earth Hours.

Description: Dor is a conventional methane-ammonia ice giant. It is the main fueling port in the Dranek cluster gateway system.

Pildea Station, the headquarters for patrol ships of the Council Demilitarization Enforcement Mission (CDEM), lies at the trailing Lagrange point of Dor.

The CDEM logs all ships passing through the Krogan Demilitarized Zone, and has the right to board and search them for contraband at any time and for any reason.

There are no exceptions; at points over the last two centuries, diplomatic incidents have been caused when the patrol frigates boarded an asari hospital ship, a batarian diplomatic courier, and private-owned human "tramp" freighters.

These measures are provided for under the terms of the krogan armistice.

While the krogan were allowed to retain their government and personal weapons, any attempt to provide starship-mounted weapons to the clans on Tuchanka is punishable by law.

Nearly a millennia after the war ended, the official penalty for smuggling proscribed weapons is still death by spacing.

Kelim

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.2 AU; Orbital Period: 0.2 Earth Years; Radius: 5,580 Km; Day Length: 28.3 Earth Hours; Atmospheric Pressure: 0.5 Earth Atmospheres; Surface Temp: 42 Celsius; Surface Gravity: 0.32 G.

Description: Kelim is a tectonically inert rock with an atmosphere of krypton, xenon, and argon.

There are a few valuable lodes of light metals scattered across its surface, but these are difficult to find; most were mined out in the years leading up to the Krogan Rebellions.

Rothla

World Type: Ice Dwarf

Richness: Rich

Element Zero: Poor

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 1.15 AU; Orbital Period: 2.3 Earth Years; Radius: 4,263 Km; Day Length: 64.2 Earth Hours; Atmospheric Pressure: 0.14 Earth Atmospheres; Surface Temp: -153 Celsius.

Description: Once Rothla was a large ice dwarf with the statistics listed. In the waning years of the Krogan Rebellions it was shattered into a field of debris by what is assumed to have been the test of an exotic weapons system.

In the wake of "the event," the planetoid was reduced to a relatively contained field of thousands of tiny moonlets rotating around one another, colliding and ricocheting.

The method used to destroy the planetoid has never been deduced. The krogan clan who performed the experiment apparently all died in the event.

Ships that have traveled to the edge of the event's light cone observed a moment of extreme gravitational lensing around Rothla immediately before its breakup, but no other clues.

A popular extranet meme put forward by the asari author Delsae Orthysa insists that the turians are covering up the existence of a krogan "super biotic" breed that was genetically engineered within Rothla.

The CDEM enforces quarantine around the Rothla Field, citing cases of amateur investigators whose ships came to grief in the debris field.

Sazgoth

World Type: Ice Dwarf

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Poor

Orbital Distance: 0.58 AU; Orbital Period: 0.8 Earth Years; Radius: 3,349 Km; Day Length: 27.1 Earth Hours; Atmospheric Pressure: 0.19 Earth Atmospheres; Surface Temp: -99 Celsius.

Description: Sazgoth is a small ice dwarf with an eccentric orbit. During perigee, portions of its icy surface sublimate into a thin atmosphere of nitrogen and carbon dioxide, which quickly freeze again as it recedes into the outer reaches of the Dranek system.

System: Nith

Mantun

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 57.2 AU; Orbital Period: 112.1 Earth Years; Radius: 2,150 Km; Orbital Period: 112.1 Earth Years; Atmospheric Pressure: Trace; Surface Temperature: 641 Celsius; Surface Gravity: 0.28 G.

Description: The class-B blue giant Nith was once the most strategically valuable system within krogan territory. Though far too hot for habitation, Nith emits thousands of times the energy of a main sequence star like Earth's Sol.

With help from salarian uplift teams, the krogan constructed a chain of solar power collector stations in orbit around Nith.

These vast arrays beamed power to particle accelerators on the surface of Mantun, which manufactured antiproton fuel for warship thrusters.

In the Krogan Rebellions the Spectre agents managed to get a virus into the computers of the solar power arrays; every fifth array suddenly applied braking thrusters.

The arrays behind them "piled up," and all were reduced to wreckage. This has since dispersed into a relatively stable ring system.

The krogan never had the resources to rebuild the solar arrays, depriving them of their fleet's main fuel supply for the remainder of the war.

The particle accelerators still exist on Mantun but have not been used in thousands of years.

Tula

World Type: Giant Ice

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 108.7 AU; Orbital Period: 293.9 Earth Years; Radius: 5,204 Km; Day Length: 59.7 Earth Hours; Atmospheric Pressure: 0.54 Earth Atmospheres; Surface Temperature: 1,036 Celsius Surface; Gravity: 0.55 G.

Description: Tula's methane-ammonia atmosphere traps the blistering heat of Nith, driving dayside temperatures up over 1,000 degrees.

While some lodes of useful metals are present, the planet's incredible heat makes mining impractical.

Vard

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

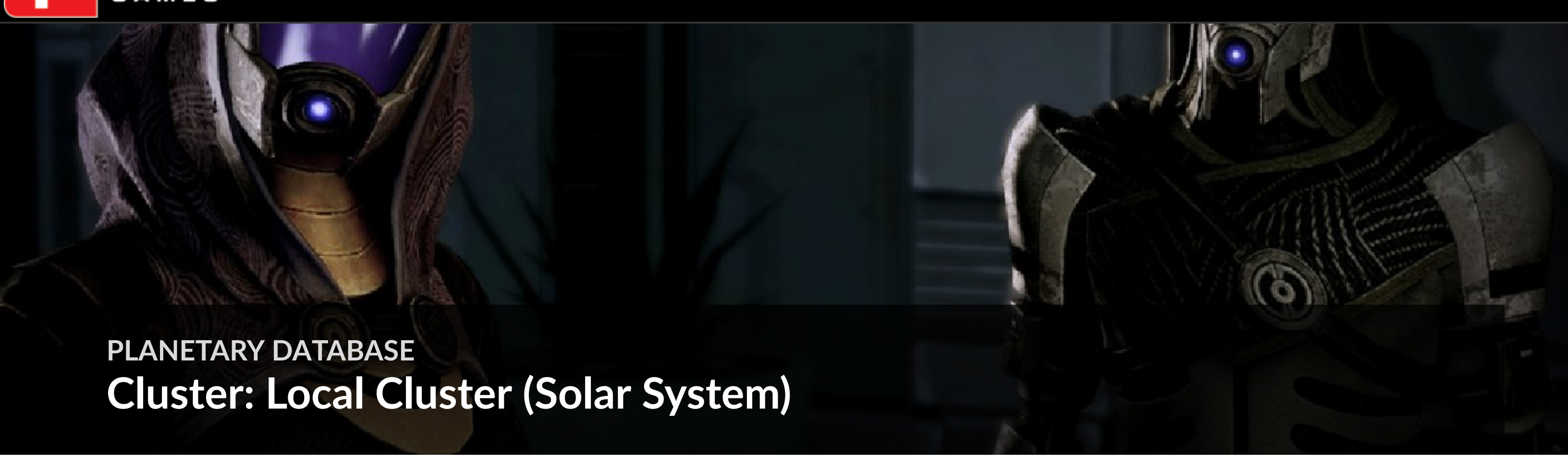
Population: 2,072; **Orbital Distance:** 195.6 AU; Orbital Period: 709.6 Earth Years; Radius: 36,670 Km; Day Length: 18.0 Earth Hours.

Description: Vard is a methane-ammonia ice giant. Until the Krogan Rebellions it had a sizable helium-3 fuel-refining infrastructure.

Once the solar arrays orbiting Nith were destroyed, the constant flow of antiproton tankers visiting the system disappeared.

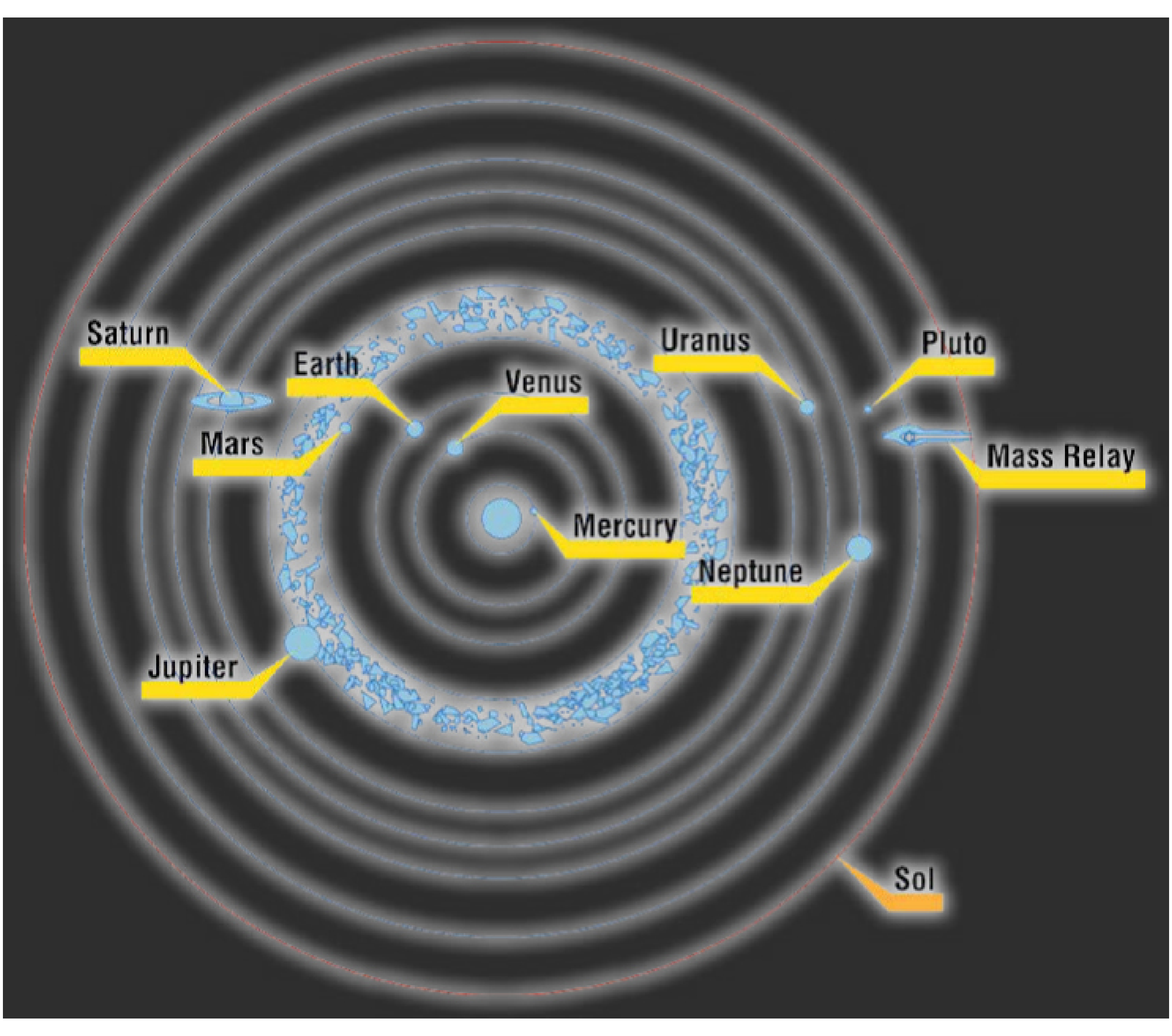
There was little point to maintaining the facilities, so they were shut down and abandoned. Today, transients, criminals, and outcasts are squatting in the ancient stations.

Although few of the stations are safe for habitation, neither the krogan nor the Council Demilitarization Enforcement Mission patrols care if the squatters take their chances.



PLANETARY DATABASE

Cluster: Local Cluster (Solar System)



System	Planets, Planetoids, and Other Galactic Flotsam
Sol	Mercury, Venus, Earth (Luna), Mars, Asteroid Belt, Jupiter, Saturn, Uranus, Neptune, Pluto, Mass Relay

System: Sol

Earth

World Type: Garden

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Population (Surface): 11.4 billion; Population (L4 and L5 stations): 250,000, Orbital Distance: 1 AU; Orbital Period: 1 Earth Year; Radius: 6,378 Km; Day Length: 23.9 Earth Hours; Atmospheric Pressure: 1 Earth Atmosphere; Surface Temperature: 23 Celsius; Surface Gravity: 1.0 G.

Description: For detailed information please refer to the standard issue Alliance Galactic Codex.

Earth's orbit is riddled with debris generated by "bootstrap" space development; use of kinetic barriers is recommended at altitudes over 85 kilometers.

Jupiter

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Moderate

Population (all moons): 9,100; Orbital Distance: 5.2 AU; Orbital Period: 11.7 Earth Years; Radius: 71,492 Km; Day Length: 9.93 Earth Hours.

Description: Jupiter's deep gravity well and lethal radiation have kept its moons from being significantly exploited. The largest outpost is Binary Helix Corporation's Nautilus facility, attached to the underside of Europa's ice sheet.

Mars

World Type: Rock

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Orbital Distance: 1.52 AU; Orbital Period: 1.88 Earth Years; Radius: 3,402 Km; Day Length: 24.6 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -138 Celsius; Surface Gravity: 0.38 G.

Description: Once considered a prospect for terraforming and colonization, Mars turned into a quiet backwater after the discovery of faster-than-light travel.

Its southern pole is a historical preserve centered on the Prothean ruins found there. Immigration and development are restricted as the search for Prothean artifacts continues.

Mercury

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Poor

Population: 340; Orbital Distance: 0.39 AU; Orbital Period: 88 Earth Days; Radius: 2,240 Km; Day Length: 58.7 Earth Days; Atmospheric Pressure: Trace; Surface Temperature: 430 Celsius; Surface Gravity: 0.38 G.

Description: A handful of solar power stations exist on "peaks of eternal light" at the north and south poles of Mercury. The difficulties imposed by the planet's proximity to the sun and high orbital velocity have limited development.

Neptune

World Type: Giant Ice

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Population (Triton): 70; Orbital Distance: 29.1 AU; Orbital Period: 164.8 Earth Years; Radius: 24,764 Km; Day Length: 16.1 Earth Hours.

Description: Though Neptune, like Uranus, has plentiful helium, its remoteness made it an unpromising target for mining before the development of mass effect drive.

With Uranus cheaper to exploit it has never seen extensive development. The only permanent human presence is a small research facility on Triton.

Pluto

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Population (gateway stations): 9,300; Orbital Distance: 39.5 AU; Orbital Period: 247.7 Earth Years; Radius: 1,151 Km; Day Length: 9.4 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -229 Celsius; Surface Gravity: 0.06 G.

Description: Pluto is one of Sol's numerous "ice dwarf" worlds. It is mainly of note for being the gravitational "anchor" for the mass relay to Arcturus.

Pluto and the Charon relay (formerly encased in ice and considered a moon) orbit each other. Pluto's orbit was circularized in 2157 as a side effect of the Charon mass relay recovery operations.

Saturn

World Type: Jovian

Richness: Good

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Population (orbitals and Titan) : 117,000; Capital: Huygens Dome; Orbital Distance: 9.5 AU; Orbital Period: 29.5 Earth Years; Radius: 60,268 Km; Day Length: 10.3 Earth Hours.

Description: Saturn has been a major source of helium-3 fuel for fusion plants since the 2150s. The moon of Titan is mined for hydrocarbons and used as a hostile environment training facility for Alliance Marines.

Uranus

World Type: Giant Ice

Richness: Depleted

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Population: 371,000; Capital: Sakharov Station; Orbital Distance: 19.2 AU; Orbital Period: 84.3 Earth Years; Radius: 25,559 Km; Day Length: 17.3 Earth Hours.

Description: After the development of mass effect FTL drive, distant Uranus was the target of a "land rush" to exploit its combination of plentiful helium-3 fuel and shallow (for a gas giant) gravity well.

Today Uranus is the largest producer of helium-3 in Alliance space.

Venus

World Type: Post-Garden

Richness: Good

Element Zero: None

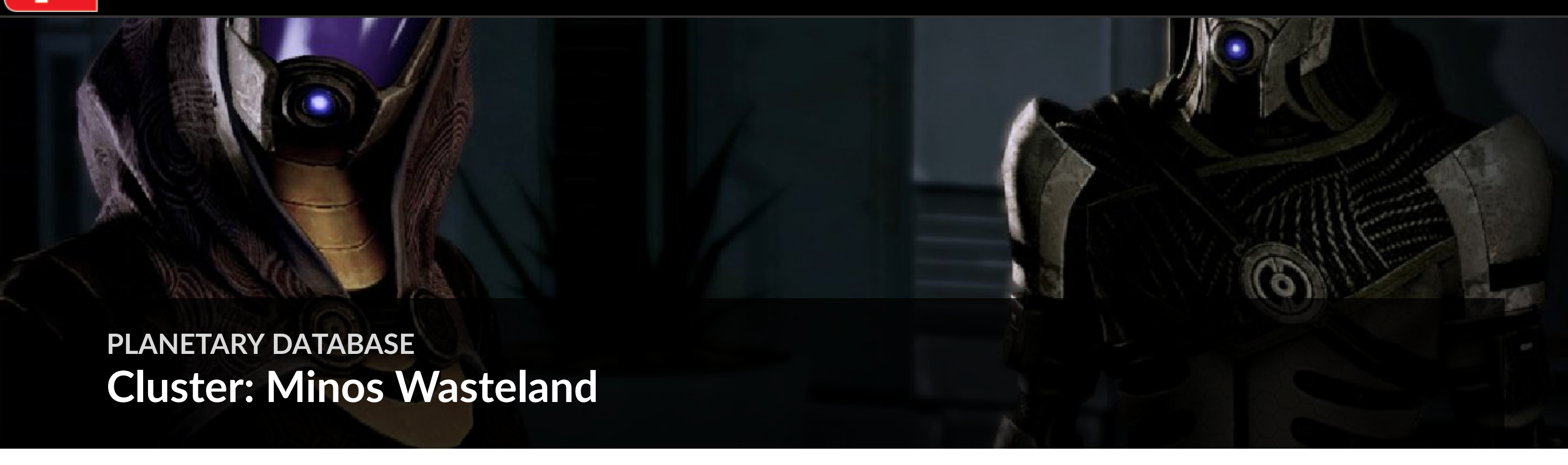
Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Population: 800; Orbital Distance: 0.72 AU; Orbital Period: 224.7 Earth Days; Radius: 6,052 Km; Day Length: 243 Earth Days; Atmospheric Pressure: 90 Earth Atmospheres; Surface Temperature: 465 Celsius; Surface Gravity: 0.88 G.

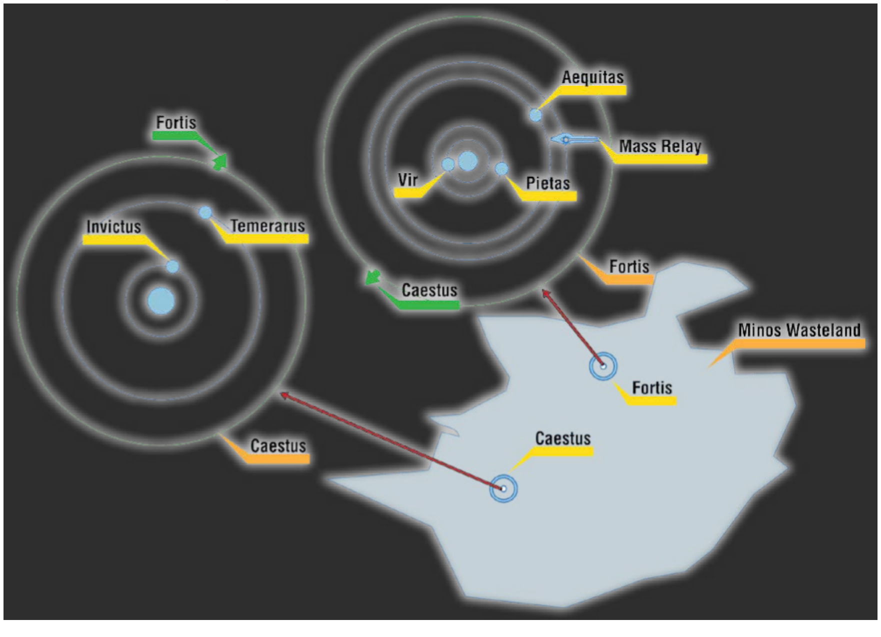
Description: With its molten temperatures, sulfuric acid clouds, and crushing carbon dioxide atmosphere, Venus has only a handful of aerostat research outposts.



PLANETARY DATABASE

Cluster: Minos Wasteland

Please click to enlarge



System	Planets, Planetoids, and Other Galactic Flotsam
Caestus	Invictus, Temerarus
Fortis	Vir, Pietas, Aequitas, Mass Relay

Related Mission	System	Planet
Special Assignment > N7: Abandoned Mine	Fortis	Aequitas

System: Caestus

Invictus

World Type: Garden

Richness: Rich

Element Zero: Moderate

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Colony Founded: 1939 CE; Population: 320,535,000 (est. 640,000,000 with illegals); Capital: Shastinasio; **Orbital Distance:** 1.3 AU; Orbital Period: 1.5 Earth Years; Radius: 7,260 Km; Day Length: 31.6 Earth Hours; Atmospheric Pressure: 1.15 Earth Atmospheres; Surface Temperature: 30 Celsius; Surface Gravity: 1.5 G.

Description: Home to dextro-amino-acid-based life, Invictus has temperate zones that were settled by a turian population that initially fell prey to a bewildering number of diseases.

Two decades after its first colony was founded its population had been reduced by half due to fatalities and a large colonist exodus.

But when the Primarchs considered ceding the planet to robo-mining interests, the turian statesman Shastina Emperus ambitiously declared that she would start her own colony and double its population within five years.

This effort succeeded, largely due to the colonies' location in deserts with a minimal number of pest species.

The image of Shastina's triumph in the frontier made for good political theater, and the turian population poured in. The planet's tropical belt still remains largely unexplored as its aggressive organic life still wreaks havoc on turian biology.

A "house in an Invictus jungle" is a modern turian phrase for an idea that seems like a good idea but only to the one who came up with it.

Invictus's atmosphere is primarily nitrogen and oxygen, and its surface crust varies but has high concentrations of alumina and silver.

Because it can support life easily, criminals from throughout the Terminus Systems hide out on Invictus. Its official population is estimated to be half the number of sapiens that are actually on the planet.

Temerarus

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 3.4 AU; Orbital Period: 6.3 Earth Years; Radius: 3,321 Km; Day Length: 66.4 Earth Hours; Atmospheric Pressure: 15.86 Earth Atmospheres; Surface Temperature: 131 Celsius; Surface Gravity: 0.2 G.

Description: Visible in Invictus's night sky is Temerarus, a planet named for the turian spirit said to have inspired the crew of their first manned moon launch.

A boiling hot rock planet, Temerarus is much hotter than its temperate neighbor due to a thick atmosphere rich in carbon dioxide and helium.

Its hot surface is largely composed of boron. Surrounded by a thick dust cloud, Temerarus is often struck by small meteors, making exploration dangerous.

System: Fortis

Aequitas

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 4.0 AU; Orbital Period: 8.0 Earth Years; Radius: 7,437 Km; Day Length: 51.6 Earth Hours; Atmospheric Pressure: 0.49 Earth Atmospheres; Surface Temperature: -85 Celsius; Surface Gravity: 1.6 G.

Description: Home to the famous Iron Canyons, Aequitas has reddish iron oxide dust (hematite) covering much of its surface and significant blue cobalt deposits that freckle the terrain.

Turian explorers have discovered hot springs in the polar ice caps, heated by magma in the planet's crust.

In a strange combination of science and hucksterism a small facility exports water from these springs, which is bottled and sold as having medicinal properties.

The funds are then used to maintain a research station, which has discovered some fossil evidence that Aequitas once harbored microscopic life, based on deoxyribonucleic acids in these springs.

Pietas

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.8 AU; Orbital Period: 2.4 Earth Years; Radius: 5,430 Km; Day Length: 26.5 Earth Hours; Atmospheric Pressure: 1.26 Earth Atmospheres; Surface Temperature: 21 Celsius; Surface Gravity: 0.7 G.

Description: Though Pietas has a combination of features that make terraforming a possibility, the rights to the planet have been tied up in Citadel Council courts for the past eight years.

The running joke is that by the time the Council finally gives the go-ahead to colonize the planet, Pietas will have evolved life of its own.

Home to comfortable temperatures and a mild atmosphere of mostly nitrogen and argon, Pietas could be habitable with the addition of oxygen-producing cyanobacteria.

Its crust is high in silicates and carbon, allowing for easy fabrication of construction materials. Smugglers, pirates, and other unregistered starships sometimes touch down on Pietas to lay low or make repairs.

Civilian travel is not advised.

Vir

World Type: Desert

Richness: Good

Element Zero: None

Iridium: Moderate

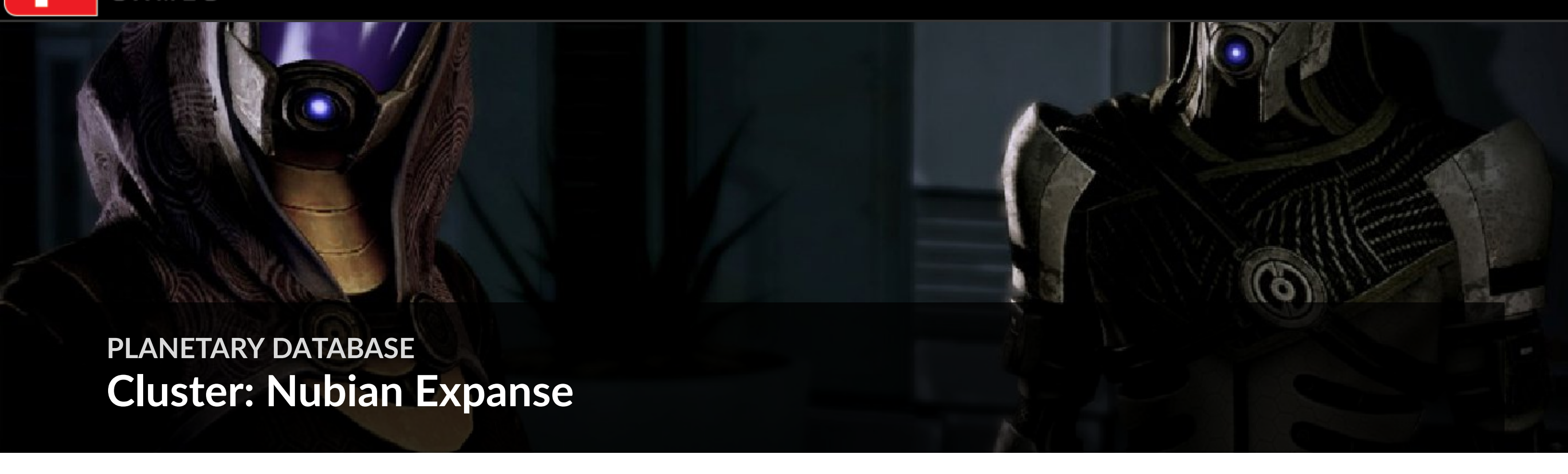
Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 8,162 Km; Day Length: 44.4 Earth Hours; Atmospheric Pressure: 106.22 Earth Atmospheres; Surface Temperature: 778 Celsius; Surface Gravity: 2.1 G.

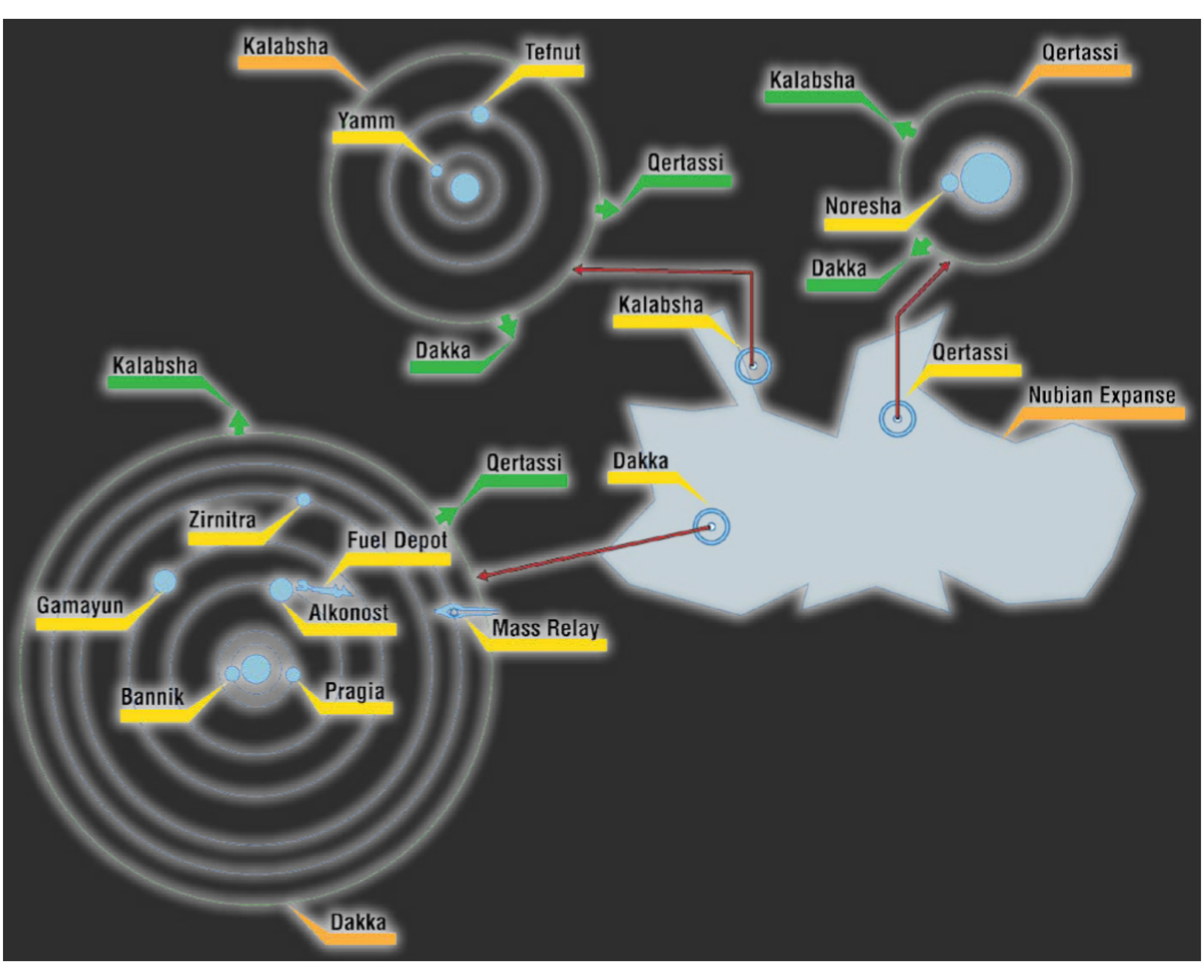
Description: A pressure-cooker planet with a thick, nitrogen-heavy atmosphere, Vir is largely ignored by the galactic community.

Probes have revealed a crust of nickel and scorched carbon, both of which can be found in abundance elsewhere at far lower temperatures.



PLANETARY DATABASE

Cluster: Nubian Expanse



System	Planets, Planetoids, and Other Galactic Flotsam
Dakka	Bannik, Pragia, Alkonost, Fuel Depot, Gamayun, Zirnitra, Mass Relay
Kalabsha	Yamm, Tefnut
Qertassi	Norehsa

Related Mission	System	Planet
Walkthrough Mission > Loyalty Mission: Jack: Subject Zero	Dakka	Pragia

System: Dakka †

Alkonost

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 2.47 AU; Orbital Period: 3.9 Earth Years; Radius: 17,946 Km; Day Length: 18.8 Earth Hours.

Description: Alkonost is a standard ice giant with a methane-ammonia atmosphere. It has an unusually strong magnetic field, which is occasionally useful when ships need to discharge their drives.

Bannik

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Rich

Orbital Distance: 0.73 AU; Orbital Period: 0.6 Earth Years; Radius: 7,963 Km; Day Length: 54.8 Earth Hours; Atmospheric Pressure: 65.4 Earth Atmospheres; Surface Temperature: 599 Celsius; Surface Gravity: 1.6 G.

Description: Bannik is a large, superterrestrial “hothouse” with a crushing carbon dioxide atmosphere. A high average density of over 7 grams per cubic centimeter indicates that Bannik is a mineralogical treasure trove.

If only there were some way to safely reach its seas of molten metal and lodes of radioactive elements. The planet’s mass is so great that trace amounts of helium and molecular hydrogen can be found in the atmosphere.

Gamayun

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 5.19 AU; Orbital Period: 11.8 Earth Years; Radius: 50,875 Km; Day Length: 65.6 Earth Hours.

Description: Gamayun is a hydrogen-helium gas giant with six large, icy moons. The outermost one, Gigula, is of note for a well-preserved wreckage of an ancient starship that was recovered by a turian military surveyor.

Little information has been released to the public on the vessel, aside from a scholarly paper regarding how the internal layout suggests a horizontally oriented race.

Pragia

World Type: Garden

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Orbital Distance: 1.3 AU; Orbital Period: 1.5 Earth Years; Radius: 5,137 Km; Day Length: 29.6 Earth Hours; Atmospheric Pressure: 0.84 Earth Atmospheres; Surface Temperature: 54 Celsius; Surface Gravity: 0.87 G.

Description: The jungle-planet Pragia is overrun by choking hypergrowth caused by industrially mutated plant species.

This, combined with its relative isolation and lack of population, has made Pragia an occasional base of operations for drug runners, weapons smugglers, pirates, mercenaries, terrorists, and intelligence agents seeking secrecy.

Sustained habitation on Pragia is extremely difficult; mutant and even poisonous plant life can overgrow colonies in days instead of years.

Zirnitra

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 7.78 AU; Orbital Period: 21.8 Earth Years; Radius: 2,683 Km; Day Length: 44.9 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -158 Celsius; Surface Gravity: 0.16 G.

Description: Cold, distant Zirnitra has an extremely low density and is thought to be mainly ice around a small rocky core. It has little to recommend it.

System: Kalabsha

Tefnut

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Population: 33,810 spread across five space stations; **Orbital Distance:** 4.1 AU; Orbital Period: 8.3 Earth Years; Radius: 57,010 Km; Day Length: 8.8 Earth Hours.

Description: A hydrogen-helium gas giant, Tefnut is home to a helium-3 collection and the refueling facility nearest to the Nubian Expanse’s mass relay.

As such it is a major gateway to the Verge and Terminus Systems and has become famous for its hospitality industry.

Tefnut’s motto is known throughout the galaxy: “Like home, only better.”

Visitors here can stay at expansive resort stations, watch locally produced entertainment, buy mind-affecting substances not welcome in Citadel space, and rent companionship.

Resources are shipped in from Yamm at substantial discounts, allowing the small space stations to have surprising luxuries, such as edible arthropods and large amounts of fresh water.

Yamm

World Type: Post-Garden

Richness: Moderate

Element Zero: Moderate

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Colony Founded: 2170 CE; Population: 488,504; Capital: New Karnak; **Orbital Distance:** 2.0 AU; Orbital Period: 2.8 Earth Years; Radius: 6,501 Km; Day Length: 69.6 Earth Hours; Atmospheric Pressure: 1.8 Earth Atmospheres; Surface Temperature: 34 Celsius (temperate zone); Surface Gravity: 1.1 G.

Description: With over 90 percent of its surface covered in oceans, Yamm is a habitable nitrogen-oxygen world, but its extremes can be quite hostile to sapient life.

The heat from its extremely long days reaches dangerous levels ranging from 24 Celsius at night to 53 in the afternoon in the temperate zones.

Hurricanes run unchecked across the oceans, with winds reaching up to 250 kilometers per hour.

While there are some arthropod-like animals, the predominant forms of life are various kinds of toxic algae blooms that stretch hundreds of kilometers across.

However, other biohydrocarbon algae blooms are suitable for use as biofuel, and farming the “green gold” forms the backbone of Yamm’s economy.

System: Qertassi

Norehsa

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

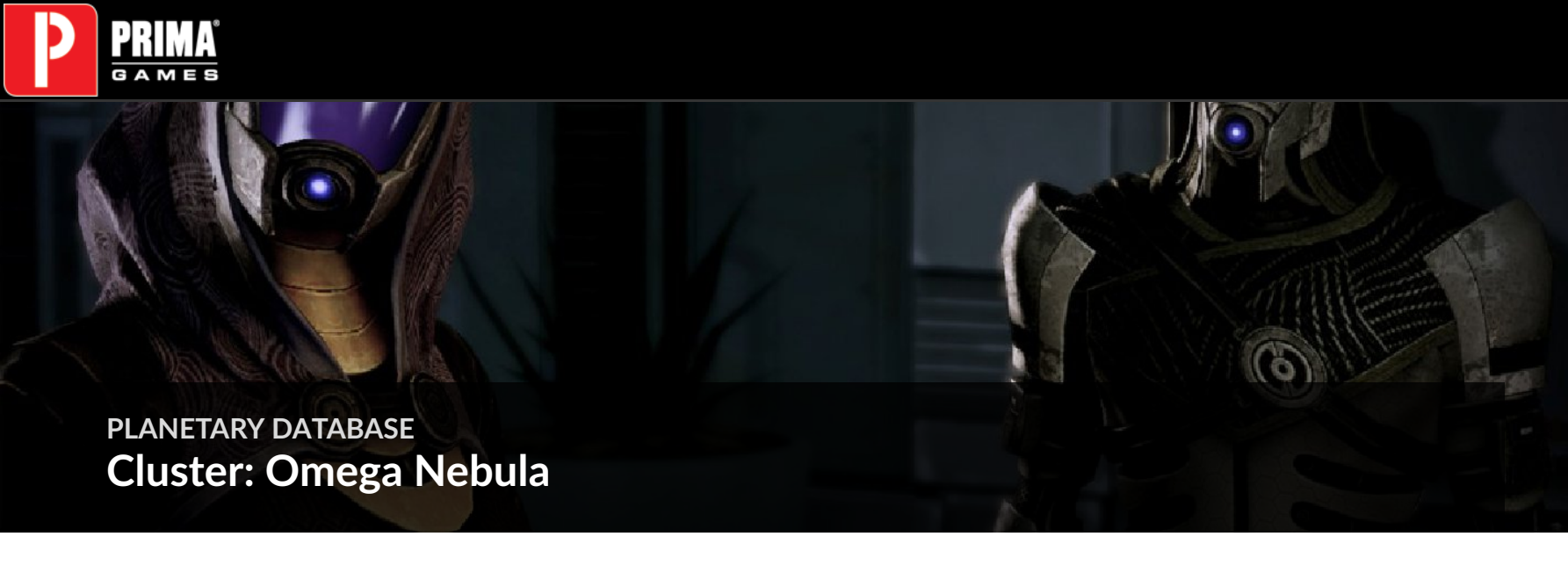
Platinum: Moderate

Palladium: Poor

Orbital Distance: 6.17 AU; Orbital Period: 2.4 Earth Years; Radius: 42,214 Km; Day Length: 19.2 Earth Hours.

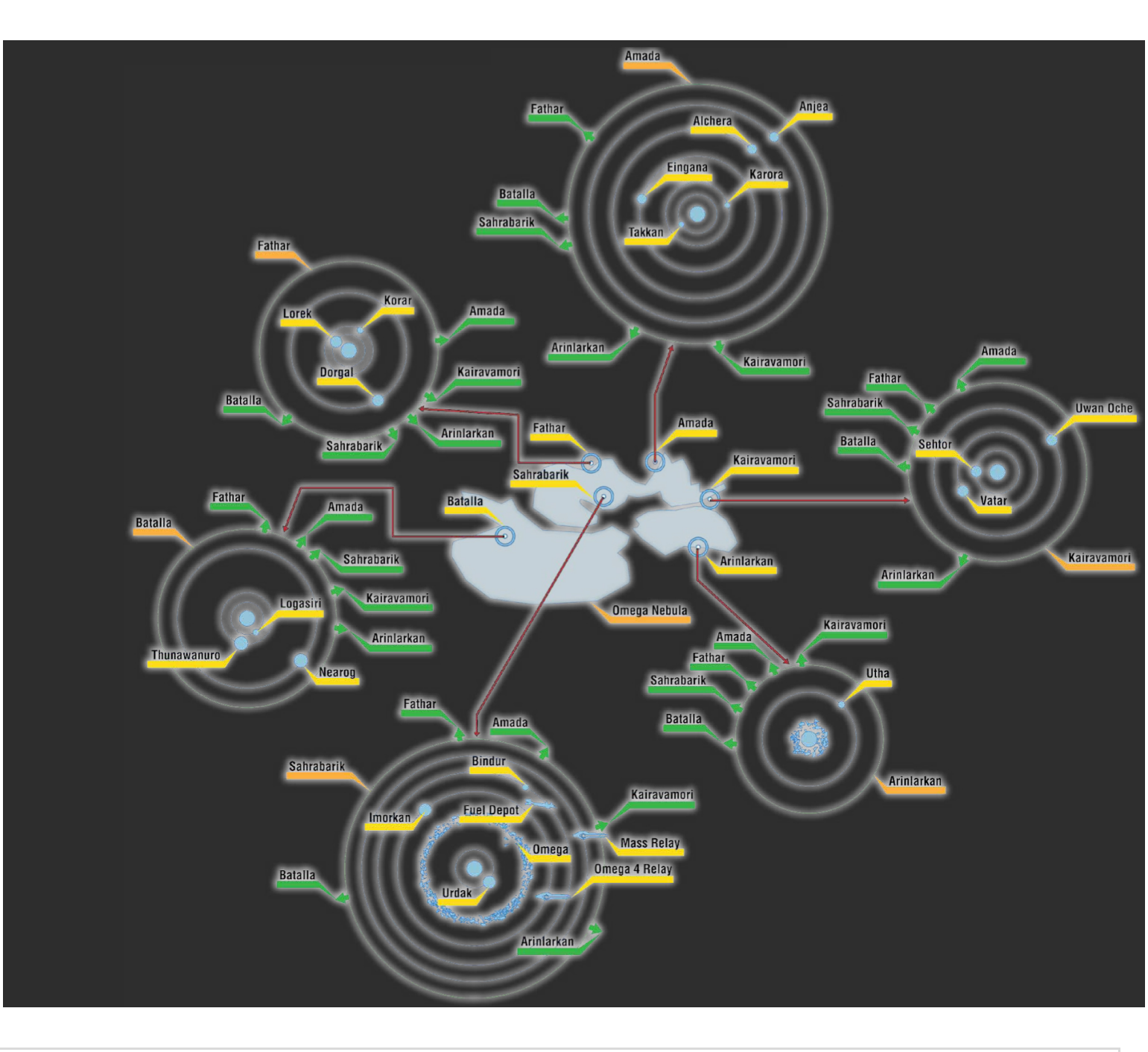
Description: Norehsa is an unremarkable methane-ammonia ice giant with a small family of icy moons.

It is likely that the Qertassi system had additional worlds earlier in its history, but these have been swallowed by the aging giant star. Qertassi is an elderly metal-poor Population II star broadly similar to Arcturus.



PLANETARY DATABASE

Cluster: Omega Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Amada	Takkan, Karora, Eingana, Alchera, Anjea
Arinlarkan	Asteroid Belt, MSV *Strontium Mule* , Utha
Batalla	Logasiri, Thunawanuro, Nearog
Fathar	Lorek, Korar, Dorgal
Kairavamori	Sehtor, Vatar, Uwan Oche
Sahrabarik	Urdak, Asteroid Belt, Omega, Imorkan, Fuel Depot, Omega 4 Relay, Bindur, Mass Relay

Related Mission	System	Planet
Walkthrough Mission > Dossier: Archangel	Sahrabarik	Omega
Walkthrough Mission > Dossier: The Professor	Sahrabarik	Omega
Walkthrough Mission > Dossier: The Veteran	Sahrabarik	Omega
Special Assignment > N7: Lost Operative	Fathar	Lorek
Special Assignment > N7: Blue Suns > MSV *Strontium Mule*	Arinlarkan	MSV Strontium Mule
Special Assignment > N7: *Normandy* Crash Site	Amada	Alchera
Special Assignment > Omega > Batarian Bartender	Sahrabarik	Omega
Special Assignment > Omega > Datapad Recovered (Dossier: Archangel)	Sahrabarik	Omega
Special Assignment > Omega > Missing Assistant (Dossier: The Professor)	Sahrabarik	Omega
Special Assignment > Omega > Packages for Ish	Sahrabarik	Omega
Special Assignment > Omega > Struggling Quarian	Sahrabarik	Omega
Special Assignment > Omega > The Patriarch	Sahrabarik	Omega

System: Amada

Alchera

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 9.5 AU; Orbital Period: 29.4 Earth Years; Radius: 9,229 Km; Day Length: 59.2 Earth Hours.

Description: Alchera's crust is composed of carbon and water-ice. While low in density, its large size allows it to retain a thick atmosphere of methane and ammonia.

It is believed that if Alchera had acquired a bit more mass when the Amada star system formed, it would have formed the core of a second outer-system gas giant. Alchera has three moons: Uluru, Wandjina, and Baiame.

Anjea

World Type: Ice Giant

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 15.3 AU; Orbital Period: 60 Earth Years; Radius: 23,120 Km; Day Length: 17.4 Earth Hours.

Description: Anjea is a typical ammonia-methane ice giant. Traces of chlorine in the atmosphere give it a distinct green tint.

Penetrating scans have revealed large numbers of hollow, unpowered objects with dimensions of 3.14 by 12.56 by 28.26 circulating in the equatorial cloud bands.

These objects appear to have sails or wings attached, allowing them to be borne aloft by Anjea's winds.

While they are too deep to be reached for study, popular conjecture in zenoarchaeological circles holds that they are "coffins" of an ancient race who laid their dead to rest in the gas giant.

Eingana

World Type: Desert

Richness: Rich

Element Zero: Moderate

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 5.3 AU; Orbital Period: 12.2 Earth Years; Radius: 5,733 Km; Day Length: 20.8 Earth Hours; Atmospheric Pressure: 0.84 Earth Atmospheres; Surface Temperature: 36 Celsius; Surface Gravity: 0.86 G.

Description: Eingana is a hot, beautiful, and deadly world, covered with the debris of ancient starships. Approximately 127,000 years ago, a series of battles were fought over it by two organic species, the thoi'han and the inusannon.

Although no records of the conflict remain, most historians agree that both races wanted to colonise Eingana, and neither was willing to share.

The two lost hundreds of ships in a series of battles over Eingana and its moon, Barraiya; many of these were eventually pulled in by the planet's gravity well.

The mass effect drive cores of these ships broke apart, dumping refined element zero over large stretches of the landscape. This poisoned the environment and a wave of extinctions followed.

Many of the animal species that remained showed a tendency to develop biotic powers. As the ecology of Eingana is energetic and aggressive, this makes colonization a deadly peril.

Karora

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Poor

Orbital Distance: 2.4 AU; Orbital Period: 2.9 Earth Years; Radius: 2,446 Km; Day Length: 63.6 Earth Hours; Atmospheric Pressure: 0.14 Earth Atmospheres; Surface Temperature: 99 Celsius; Surface Gravity: 0.28 G.

Description: Karora is essentially a great rock in space, tidally locked to Amada. Its only notable feature is a chain of craters sticking across the Northern Hemisphere, thought to be the result of impacts by a swarm of meteors.

Karora's low density suggests it contains no mineral wealth beyond common light metals. It maintains a tenuous atmosphere of krypton and xenon.

Takkan

World Type: Desert

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.2 AU; Orbital Period: 1 Earth Years; Radius: 4,312 Km; Day Length: 45.8 Earth Hours; Atmospheric Pressure: 0.49 Earth Atmospheres; Surface Temperature: 286 Celsius; Surface Gravity: 0.5 G.

Description: Orbiting closest to the F-class star Amada, Takkan is a blistering, sun-blasted hell. Neither its carbon dioxide nor its weak magnetic field provides any protection from the star's harsh radiation.

Fortunately, Takkan has few significant resources, and is notable only for an unusual purple desert in the Southern Hemisphere, thought to be the result of eroded spessartite.

System: Arinlarkan

MSV *Strontium Mule*

World Type: Cargo Freighter

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: Detecting a derelict freighter that has sustained heavy damage. Blue Suns communications detected aboard the ship.

Utha

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 4.0 AU; Orbital Period: 6.1 Earth Years; Radius: 6,050 Km; Day Length: 49.4 Earth Hours; Atmospheric Pressure: 1.2 Earth Atmospheres; Surface Temperature: 40 Celsius. Surface Gravity: 0.8 G.

Description: Punished with UV and gamma radiation from the Class F star it orbits, Utha is no one's first choice for a planet to land on.

Covered in seawater, Utha has a hydrosphere and ozone layer similar to Earth's, but that simply isn't enough to ward off the life-killing radiation.

Its nitrogen-rich oxygen-poor atmosphere goes unchanged by the few proteins that have managed to form in the ocean depths. Utha, however, has served as a way station for slaves escaping their batarian masters.

What little land it has is tectonically stable, and its considerable radiation belt and electrical storms grant cover from many common types of sensors.

Fleeing ships typically hide on Utha long enough to discharge their drive cores and stock up on deuterium before trying to make it to the cluster's mass relay.

System: Batalla

Logasiri

World Type: Desert

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Rich

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 5,017 Km; Day Length: 49.7 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: 56 Celsius; Surface Gravity: 0.5 G.

Description: A step above a carbonaceous asteroid, Logasiri is a planet with a carbon-heavy crust and a trace atmosphere of CO2 and helium.

Its surface is cool enough to have liquid water, but it is rapidly drying out as it has lost the critical mass to have a self-sustaining hydrologic cycle.

Nevertheless, the batarians have colonized the world, forcing slaves to work in their mines and agri-habitats. The labor is hot, endless, and backbreaking, even in the low-G environment.

Every horror story told by slaves elsewhere in the cluster seems to be topped by one from Logasiri.

The most famous is that of the slaver Silparon, who worked to death 420 slaves over the course of a galactic standard year and ground up their bodies for compost in his greenhouses.

He was eventually poisoned by his wife, but his shadow—and his business model—still hangs over the miserable planet.

Nearog

World Type: Giant Ice

Richness: Moderate

Element Zero: Moderate

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.8 AU; Orbital Period: 11.8 Earth Years; Radius: 19,976 Km; Day Length: 16.5 Earth Hours.

Description: Nearog is a hydrogen-methane gas giant whose moons were once home to Essul, a batarian warlord who terrorized the Terminus Systems.

Attempting to unite a pirate army under his banner, he successfully conducted a rapid blitz against 11 habitable planets.

Fortunately for the rest of the galaxy, Essul's crimes caught the attention of the Spectres, who deduced his hidden location and assassinated him. Essul's empire, built on a hyperextended army, soon came crashing down.

His lost stockpiles of element zero have become something of a legend, and foolish spacers have spent countless amounts of time and money searching the Batalla system, convinced they will be the ones that finally strike it rich.

Thunawanuro

World Type: Garden

Richness: Good

Element Zero: Rich

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Population: 3,769,400; Colony Founded: 2035 CE; Capital: Nurhemathun; Orbital Distance: 1.1 AU; Orbital Period: 1.3 Earth Years; Radius: 11,993 Km; Day Length: 51.7 Earth Hours; Atmospheric Pressure: 2.86 Earth Atmospheres; Surface Temperature: 32 Celsius; Surface Gravity: 6.7 G.

Description: A strange island of peace in the lawless Terminus Systems, Thunawanuro is a planet of crushing gravity but abundant life.

As its ponderous name indicates, it was colonized by the elcor, who have several booming industries on the planet.

Hydroelectric dams and biofuels from tough woody algae provide much of the planet's energy. Mines export uranium, thorium, and gold taken to space with generous use of mass effect fields.

Of course, pirates target the elcor's shipping as soon as it leaves orbit, but the elcor's deals with mercenary companies keep away all but the most foolhardy of attackers.

System: Fathar

Dorgal

World Type: Ocean/ice

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 0.54 AU; Orbital Period: 0.7 Earth Years; Radius: 3,521 Km; Day Length: 51.4 Earth Hours; Atmospheric Pressure: 0.43 Earth Atmospheres; Surface Temperature: -88 Celsius; Surface Gravity: 0.44 G.

Description: The surface of Dorgal is an ethane-soaked mush. The planet hovers near the boiling point of the hydrocarbon and supports a diverse if simple and slow-moving carbon-based ecology.

The planet's gravity is strong enough to retain an atmosphere of molecular nitrogen and carbon monoxide, but the methane that dominated billions of years ago has long since been lost.

Korar

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Population: 2,400; Orbital Distance: 0.32 AU; Orbital Period: 0.3 Earth Years; Radius: 1,919 Km; Atmospheric Pressure: Trace; Surface Temperature: -40 Celsius; Surface Gravity: 0.19 G.

Description: Korar is a small, lifeless rock blessed with significant deposits of thorium, which is used in radiation shielding and the manufacture of spaceframe alloys.

A few miners eke out an existence on the surface, selling their ore at Lorek and praying that the intermittent raids by the Terminus pirate clans will pass their homestead by.

There have been no children born on Korar since the infamous pirate raid of 2047, when every child on the planet was rounded up and taken as a slave. Any couple finding themselves pregnant preemptively moves offworld.

Lorek

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Colony Founded: 1,764; Population: 4,700,000; Capital: Jalnor; Orbital Distance: 0.2 AU; Orbital Period: 59.6 Earth Days; Radius: 6,754 Km; Atmospheric Pressure: 0.4 Earth Atmospheres; Surface Temperature: 40 Celsius; Surface Gravity: 0.6 G.

Description: Lorek is an extremely rare example of a habitable world circling a red dwarf star. Originally an independent asari colony named Esan, it was annexed by the Batarian Hegemony in 1913, causing a minor galactic incident.

Despite several attempts, the local Terminus warlords have never been able to take Lorek for themselves. Lorek is a low-density world composed of rock, light metals, and a water-based crust.

It is tidally locked to Fathar with a sunward "hot pole" and shadowed "cold pole."

Water on the sunward side evaporates quickly, traveling over the islands of the habitable terminator zone in the form of massive fast-moving thunderstorms and finally settling as snow on the frozen dark side.

There are fears that the buildup of ice cap mass on the far side may cause axial reorientation over the course of several million years, but batarian officials dismiss the idea as an irresponsible theory disseminated by counter-hegemonist subversives.

System: Kairavamori

Sehtor

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.7 AU; Orbital Period: 0.7 Earth Years; Radius: 5,810 Km; Day Length: 47.8 Earth Hours; Atmospheric Pressure: 47.73 Earth Atmospheres; Surface Temperature: 470 Celsius; Surface Gravity: 0.8 G.

Description: A rocky planet with a crushing atmosphere, Sehtor has been scanned from orbit but largely left unexplored due to its sweltering conditions.

Its atmosphere contains nitrogen but also an unusually high percentage of ethane, which can coalesce in pockets near the surface.

The alumina-heavy crust of the planet can reach glowing-hot temperatures during the daytime, reaching the ethane's auto-ignition temperature and creating pockets of flame across the landscape.

For this reason extra-vehicular activities are discouraged on Sehtor, and no company has been willing to invest in exploration.

Uwan Oche

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 2.7 AU; Orbital Period: 5.0 Earth Years; Radius: 6,529 Km; Day Length: 57.5 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -126 Celsius; Surface Gravity: 1.1 G.

Description: Uwan Oche ("Uwan Prime") is a stony planet encased in ice under a methane-heavy sky.

Named for the Uwan Consortium, the batarian manufacturing firm that financed its exploration, Uwan Oche's crust provides much of the boron allotropes used in omni-gel throughout the Terminus Systems.

The area has naturally become a haven for pirates, who attempt to steal the refined gel or its ingredients as soon as the cargo ships leave the atmosphere.

Vatar

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.4 AU; Orbital Period: 1.9 Earth Years; Radius: 6,352 Km; Day Length: 18.0 Earth Hours; Atmospheric Pressure: 0.77 Earth Atmospheres; Surface Temperature: -35 Celsius; Surface Gravity: 1.0 G.

Description: Located within the life zone of a dimming orange sun, Vatar would be habitable except for its carbon-dioxide atmosphere and an icy surface that kills most oxygen-producing bacteria.

Nonetheless, mercenary companies and slavers have numerous strongholds on the planet, out of reach of any galactic authority.

TRAVEL ADVISORY: A statistically significant number of distress signals have originated within the 1-million-kilometer mark of Vatar. Civilian travel is not advised.

System: Sahrabarik †

Bindur

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 6.12 AU; Orbital Period: 27.7 Earth Years; Radius: 4,907 Km; Day Length: 53.3 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -224 Celsius; Surface Gravity: 0.55 G.

Description: If it were closer to Sahrabarik, Bindur would have an atmosphere of carbon dioxide and ethane. In the deep cold of the outer solar system, however, both elements have long since frozen to the ground.

Imorkan

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 3.4 AU; Orbital Period: 11.5 Earth Years; Radius: 53,491 Km; Day Length: 18.7 Earth Hours.

Description: A standard methane-ammonia gas giant, Imorkan is the main source of helium-3 fuel for ships coming to or from Omega. Most of its fueling stations are run by criminal cartels that engage in cutthroat (sometimes literally) pricing wars.

Imorkan is also widely known for its layover stations, where pirates in a hurry can find fuel, ammunition, intoxicants, gambling, and sexual companionship at any hour.

Omega

World Type: Asteroid Husk (Space Station)

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable Population: 7.8 million; Orbital Distance: 2.43 AU; Orbital Period: 6.9 Earth Years; Total Length: 44.7 Km.

Description: Built in the mined-out husk of a metallic asteroid, Omega has been a haven for criminals, terrorists, and malcontents for thousands of years.

At times the station has lain idle and abandoned for centuries, only to be reactivated by a new group of outlaws seeking a fresh start.

The space station's original elegant design has given way to haphazard expansion by scrabbling factions of every species.

There is no central government or unifying authority on Omega, and nobody can recall a time there ever was one.

Omega 4 Relay

World Type: Mass Relay

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: The Omega 4 relay is surrounded by hazard beacons and automated warnings. Over the last thousand years many ships have attempted to pass through it, but none have returned.

The only ones to pass freely back and forth through the relay are the mysterious Collectors. There are many theories as to why ships never return from Omega 4.

Some say there is a black hole at the far end; others (mostly the impoverished underclass of Omega) believe there is some form of earthly paradise.

Most, however, simply think that the Collectors capture or destroy those passing through the relay.

Urdak

World Type: Brown Dwarf

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.8 AU; Orbital Period: 1.3 Earth Years; Radius: 72,512 Km; Day Length: 19.2 Earth Hours.

Description: Urdak is a close-orbiting brown dwarf; most red-brown dwarf binary systems have an average separation of 8 AU.

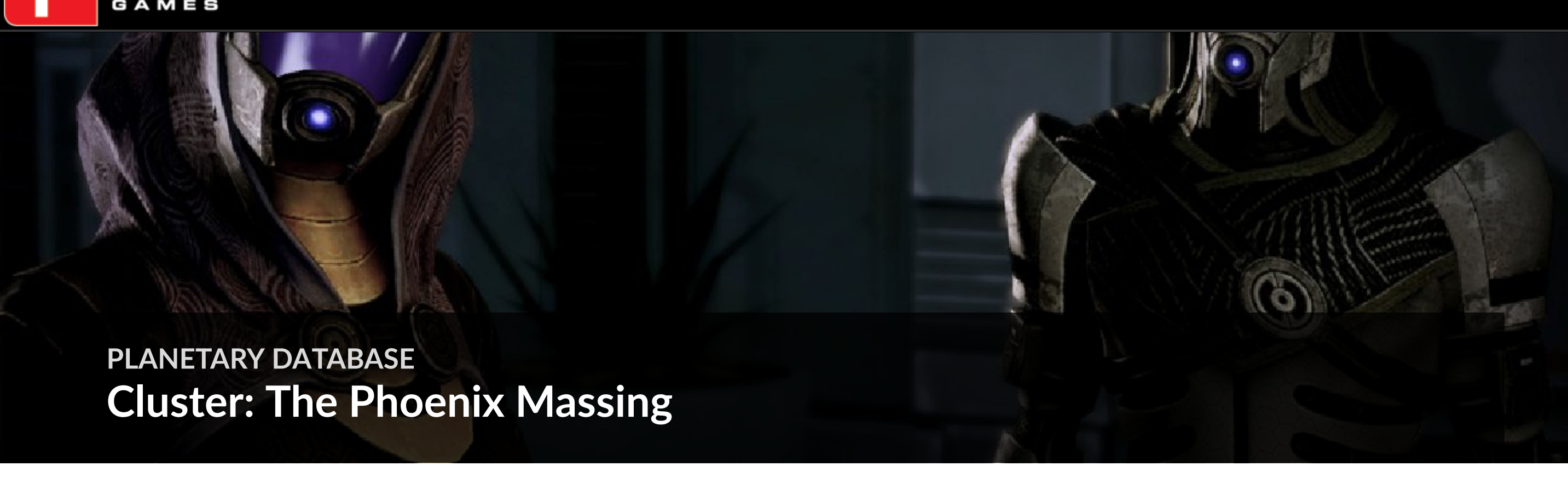
The Sahrabarik system is about 12 billion years old, and it has long since used up the deuterium used to fuel fusion, so Urdak is not luminous like some brown dwarfs are.

Urdak is a class L brown dwarf with a relatively low temperature of 1,300 degrees Celsius, but its heat and gravity have made it unpopular for development.

There are rumors that the heads of several of Omega's crime syndicates maintain private residences on various moons.

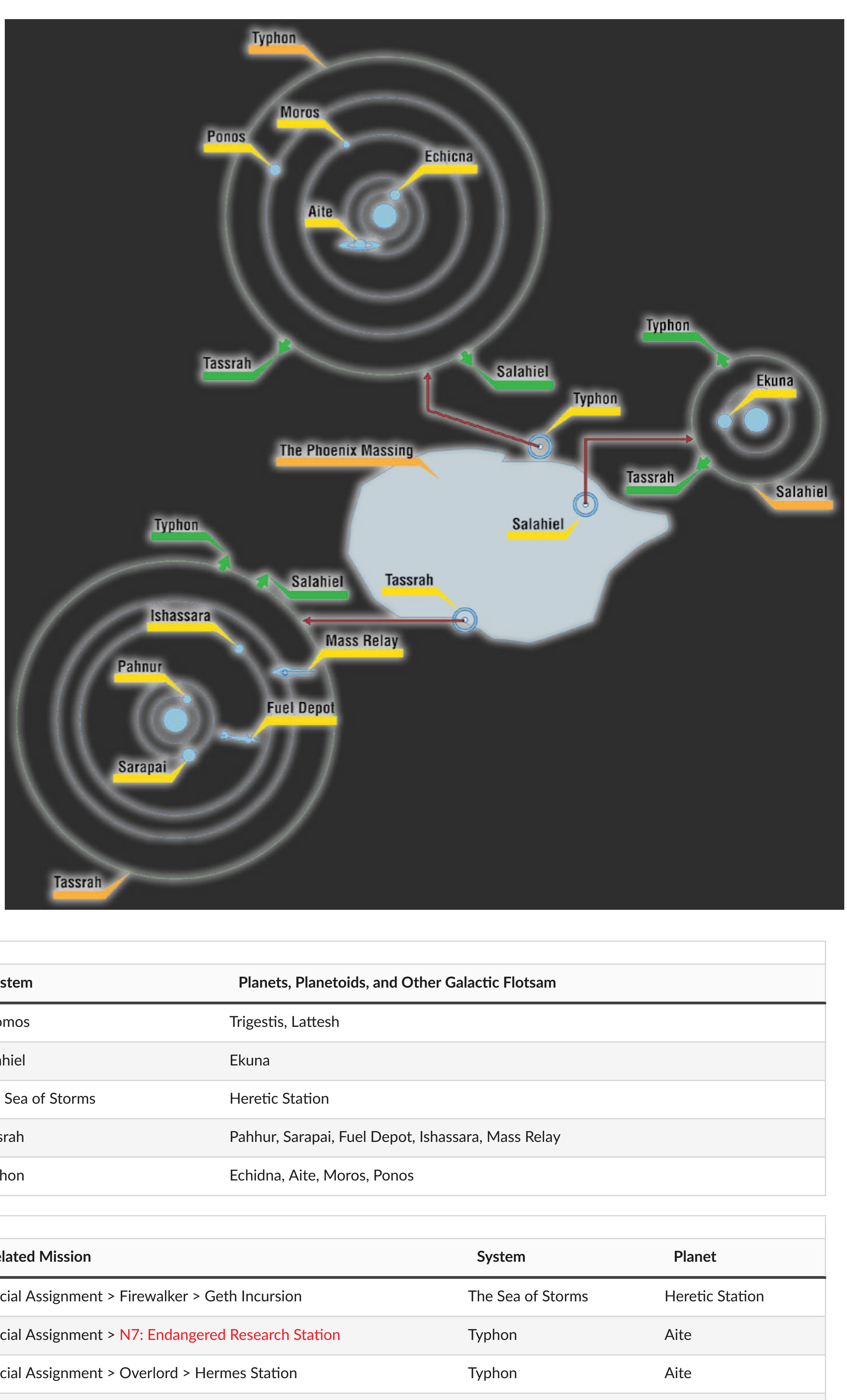
Whatever the truth of the matter, battles between syndicate vessels are often observed around the ring plane.

News outlets on Omega maintain satellites at Urdak's Lagrange points for real-time coverage of these battles, which garner high viewer ratings.



PLANETARY DATABASE

Cluster: The Phoenix Massing



System	Planets, Planetoids, and Other Galactic Flotsam
Chomos	Trigestis, Lattesh
Salahiel	Ekuna
The Sea of Storms	Heretic Station
Tassrah	Pahhur, Sarapai, Fuel Depot, Ishassara, Mass Relay
Typhon	Echidna, Aite, Moros, Ponos

Related Mission	System	Planet
Special Assignment > Firewalker > Geth Incursion	The Sea of Storms	Heretic Station
Special Assignment > N7: Endangered Research Station	Typhon	Aite
Special Assignment > Overlord > Hermes Station	Typhon	Aite
Special Assignment > Overlord > Prometheus Station	Typhon	Aite
Special Assignment > Overlord > Vulcan Station	Typhon	Aite

System: Chomos

Lattesh

World Type: Desert

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 2.2 AU; Orbital Period: 5.2 Earth Years; Radius: 5,500 Km; Day Length: 35.7 Earth Hours; Atmospheric Pressure: 1.3 Earth Atmospheres; Surface Temp: -35 (mean), -53 (with shroud) Celsius; Surface Gravity: 0.7 G.

Description: Lattesh (translated from a salarian dialect as "it's a still winter") has an almost habitable temperature and abundant water but shows no signs of life.

Regular supervolcanic eruptions in the southern hemisphere have shrouded the sun and led to a climate even more bone-chilling than usual.

Trigestis

World Type: Ice Giant

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.9 AU; Orbital Period: 0.9 Earth Years; Radius: 59,051 Km; Day Length: 16.0 Earth Hours.

Description: Trigestis is a gas giant, named for the first salarian astronomer to predict planets' occumences mathematically rather than through direct observation. It has a faint ring system and three moons: Sidacha, Norem, and Bestia.

High-altitude clouds can be seen casting shadows on Trigestis's lower atmosphere, and ammonia gives it an azure color. The planet is believed to be an extrasolar capture.

System: Salahiel

Ekuna

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Colony Founded: 2103 CE; Population: 221,256,200; Capital: Bel Shadii (elcor: Durawunafon); **Orbital Distance:** 1.6 AU; Orbital Period: 2.3 Earth Years; Radius: 10,206 Km; Day Length: 36.4 Earth Hours; Atmospheric Pressure: 1.4 Earth Atmospheres; Surface Temperature: -37 Celsius (equator mean temperature 15 Celsius); Surface Gravity: 4.1 G.

Description: First discovered by the quarians at the turn of the century, Ekuna is habitable but a second-tier choice for most species.

Circling an orange sun, Ekuna averages below freezing temperatures.This led development firms to colonize at the planet's equator, where the climate is tolerable for agriculture.

The quarians, seeking a homeworld of their own, petitioned the Citadel Council for the right to take over Ekuna, but they had already settled a few hundred thousand quarians on the planet before approaching the Council.

Seeing this occupation as an illegal act, the Council turned a deaf ear to quarian pleas and gave the world to the elcor, who could withstand the high gravity of the world far better.

The quarians squatting on the planet were given one galactic standard month to leave, at which point their colonies would be bombarded. The junk left behind by the fleeing quarians clogs up portions of the landscape to this day.

Non-elcor visitors to Ekuna are advised to use personal or vehicular mass effect fields to lighten the pressure, as the surface gravity will otherwise cause health and mechanical problems.

System: The Sea of Storms

Heretic Station

World Type: Space Station

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Approximately 6.6 million copies of geth software are stored in the station, the majority of which are kept bodiless in servers and downloaded to legged platforms when needed.

The station's "population" of legged platforms is approximately 2.4 million.

Total Length: 20.5 Km; Total Width: 11.3 Km; Total Height: 11.3 Km; Exterior Armor Thickness: 8 M; Gross Weight: 1.55 Billion Metric Tons; Population: 6.6 Million Copies; 2.4 Million Platforms (1 million of which are in storage).

Description: Once called Haratar by the quarians, this space station was stripped of its useful technology by the fleeing Migrant Fleet when they left the Perseus Veil 300 years ago.

Little more than a cold metal superstructure floating in the void, the station was removed from star charts by 2050 CE.

cans indicate the station was reconstructed and upgraded in a massive effort that must have taken at least 10 years, implying that there may have been some geth outside the Veil before their infamous attack on Eden Prime.

Needing little but a fuel source it could have been hidden here for much longer without attracting attention from the barren worlds around Tassrah or the clueless elcor in the Salahiel system.

Heretic Station, as Legion refers to it, is home to a geth data core capable of broadcasting vast distances through tightbeam projection.

System: Tassrah †

Ishassara

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Moderate

Orbital Distance: 3.8 AU; Orbital Period: 5.7 Earth Years; Radius: 22,769 Km; Day Length: 14.0 Earth Hours.

Description: A gas giant, Ishassara is composed mostly of hydrogen and nitrogen. Its orbit in recent years has taken it close to the mass relay in this system, making it a popular stop for "scoop ships" to refuel the hydrogen in their thrusters before moving on.

Pahhur

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.6 AU; Orbital Period: 0.4 Earth Years; Radius: 10,560 Km; Day Length: 46.0 Earth Hours; Atmospheric Pressure: 90.59 Earth Atmospheres; Surface Temperature: 1,445 Celsius; Surface Gravity: 4.6 G.

Description: By normal standards a large rock planet, Pahhur (which means "fiery") is constantly scorched by the white bright giant it orbits.

A dense atmosphere featuring hydrogen, helium, and clouds of vaporized magnesium floats over its iron-rich core, making for a truly hellish landscape. Its spectacular temperature prevents any practical exploitation.

Sarapai

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.7 AU; Orbital Period: 1.7 Earth Years; Radius: 6,016 Km; Day Length: 60.8 Earth Hours; Atmospheric Pressure: 118.08 Earth Atmospheres; Surface Temperature: 1,271 Celsius; Surface Gravity: 0.9 G.

Description: Sarapai (which means "ever upward") is the second planet orbiting the white star Tassrah. Sarapai's pressure-cooker atmosphere of carbon dioxide and ethane serves as a greenhouse to an already boiling-hot surface.

Cobalt compounds are frequently found on its crust, giving spectacular blue tinges to its land. Scans from orbital probes indicate its crust contains deposits of platinum likely to be as unexploited as those on its sister planet Pahhur.

System: Typhon

Aite

World Type: Garden

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Colony Founded: 2104; Population: 1,540,000; Capital: Adrasteia (disputed); Orbital Distance: 1.4 AU; Orbital Period: 1.7 Earth Years; Radius: 5,941 Km; Day Length: 24.9 Earth Hours; Atmospheric Pressure: 0.6 Earth Atmospheres; Surface Temp: 20 Celsius; Surface Gravity: 0.88 G.

Description: Aite is an Earth-like world with a variety of habitable land ranging from deserts to jungles to tundra. It also possesses faint rings, an unusual feature for a non-giant planet.

The rings contain rocks up to a meter in length and a wide dust cloud that stretches nearly 23,000 kilometers from the center of the planet.

This impressive celestial phenomenon, however, is dwarfed by the fact that Aite's largest moon, Litae, is in an unstable orbit and is predicted to impact the planet within the next two centuries.

Knowing that any Aitean venture is living on borrowed time, colonial population and investment have been orders of magnitude less than other garden worlds.

Echidna

World Type: Pegasid

Richness: Good

Element Zero: Moderate

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.2 AU; Orbital Period: 0.1 Earth Years; Radius: 23,307 Km; Day Length: 14.7 Earth Hours.

Description: A so-called "hot Neptune" planet, Echidna rapidly orbits the star Typhon at a nose-to-nose distance, much like a Pegasid, or "hot Jupiter."

Also like the Pegasids, it is believed to have formed farther out and gradually migrated to its present position.

Its core is higher in rock content than Sol's Neptune, the consequence of attracting asteroids and other debris as it journeyed through its solar system.

Moros

World Type: Rock

Richness: Rich

Element Zero: Poor

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Colony Founded: 2150; Population: 27,800; Orbital Distance: 2.9 AU; Orbital Period: 4.9 Earth Years; Radius: 4,025 Km; Day Length: 60.7 Earth Hours; Atmospheric Pressure: 0.16 Earth Atmospheres; Surface Temp: −73 Celsius; Surface Gravity: 0.35 G.

Description: Moros is a small rock planet with a thin nitrogen and carbon monoxide atmosphere.

Each city-state of Aite claims the rights to exploit the planet for its heavy metal deposits; individual city-state governments maintain three small habitats on Moros, as far away from one another as possible.

Nevertheless, the planet's wars have extended here, and the habitats infrequently send commando teams to assault each other in small-unit actions.

TRAVEL ADVISORY: The inhabitants of Moros have set large numbers of antipersonnel and antivehicular mines at common choke points across the planet. Records of the mines' locations are extremely unreliable. Civilian travel is not advised.

Ponos

World Type: Jovian Giant

Richness: Good

Element Zero: None

Iridium: Moderate

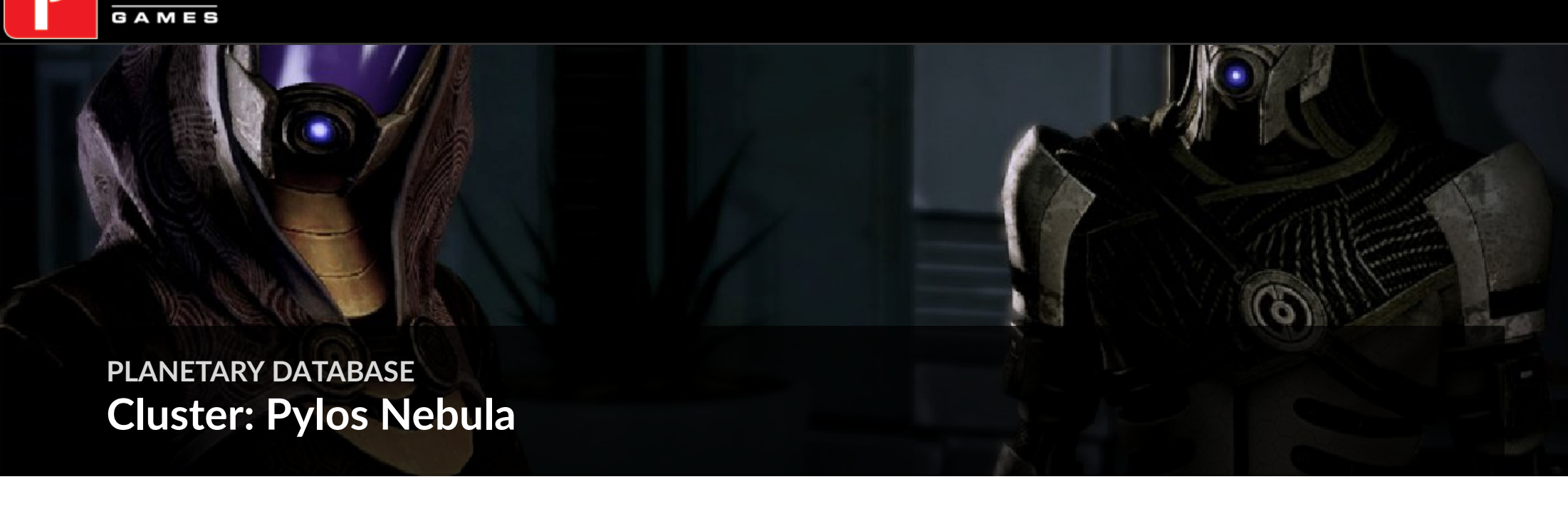
Platinum: Moderate

Palladium: Moderate

Orbital Distance: 5.8 AU; Orbital Period: 14.0 Earth Years; Radius: 69,740 Km; Day Length: 14.4 Earth Hours.

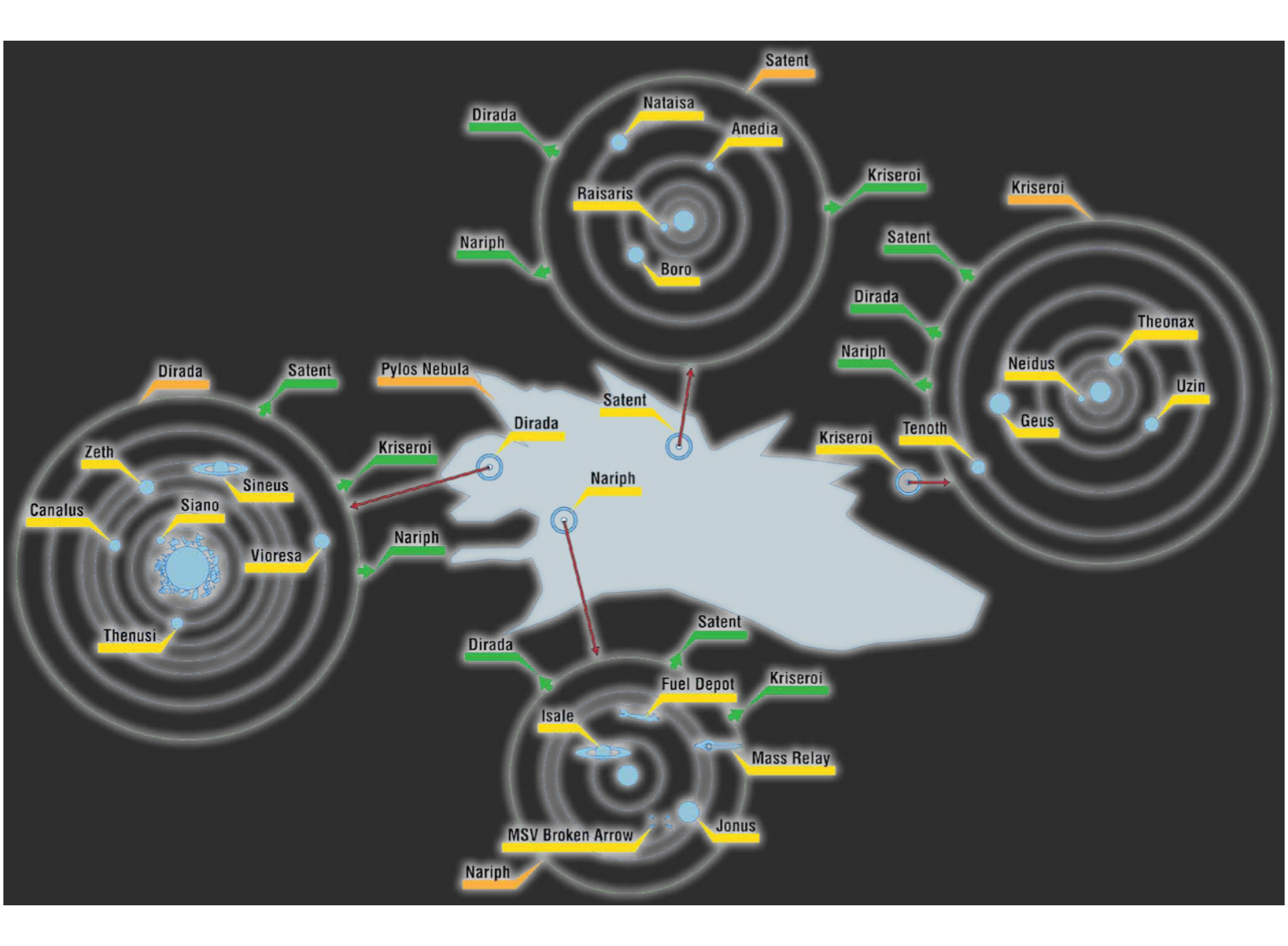
Description: Ponos is a typical hydrogen-helium gas giant. Its once-vital helium-3 refining machinery in orbit around the planet was destroyed in one of Aite's many wars, and Aite's extraplanetary trade suffered severely as a result.

The dictators of Aite are not pleased with this situation, but they consider it a bad strategic move to be the first to start work on a refinery before eliminating any chance of other nations (or planets) seizing it.



PLANETARY DATABASE

Cluster: Pylos Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Dirada	Asteroid Belt, Siano, Thenusi, Canalus, Zeth, Sineus, Vioresa
Kriseroi	Neidus, Theonax, Uzin, Geus, Tenoth
Nariph	Isale, Fuel Depot, MSV *Broken Arrow* , Jonus, Mass Relay
Satent	Rescel, Raisaris, Anedia, Boro, Nataisa

Related Mission	System	Planet
Special Assignment > N7: Anomalous Weather Detected	-	-
Special Assignment > N7: Imminent Ship Crash	-	-

System: Dirada

Canalus

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 46.3 AU; Orbital Period: 176.8 Earth Years; Radius: 4,618 Km; Day Length: 9.8 Earth Hours; Atmospheric Pressure: 0.83 Earth Atmospheres; Surface Temperature: 99 Celsius; Surface Gravity: 0.85 G.

Description: Canalus is smaller than Earth but has unusually high density. The high level of tectonic activity indicates that the density is caused by an abundance of radioactive materials in the core.

These, combined with the planet's unusually high rate of spin, raise the planet's internal temperature and cause volcanism.

While several companies performed mineral assays in the late 2170s, the world's geological instability precluded development.

Siano

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 12.9 AU; Orbital Period: 26 Earth Years; Radius: 4,925 Km; Day Length: 26 Earth Years; Atmospheric Pressure: Trace; Surface Temperature: 79 Celsius; Surface Gravity: 0.47 G.

Description: Siano, named for an ancient asari philosopher known for being a contrarian, orbits Dirada at a retrograde. It is believed to be an object that fell into the system millions of years ago from parts unknown.

The outermost of Dirada's two inner Asteroid Belts is thought to have been a small planetoid that was broken up by Siano's passage into the system.

Siano is formed of low-density rock and is tidally locked to Dirada; the same hemisphere always faces the star.

There is evidence that a complex of artificial structures once existed in the north of the sunward-facing hemisphere, but they have been badly degraded by millennia of heat and radiation.

Several bunkers of radioactive waste, apparently by-products of primitive fission plants, have been discovered on the far side.

Sineus

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 138.9 AU; Orbital Period: 919.2 Earth Years; Radius: 63,748 Km; Day Length: 16.4 Earth Hours.

Description: A standard hydrogen-helium gas giant, Sineus has more than 80 moons.

Thenusi

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 25.7 AU; Orbital Period: 73.1 Earth Years; Radius: 3,602 Km; Day Length: 73.1 Earth Years; Atmospheric Pressure: Trace; Surface Temperature: -10 Celsius; Surface Gravity: 0.33 G.

Description: Thenusi is a small barren rock. Though there is evidence that it once had an atmosphere of carbon dioxide, only trace amounts of krypton and xenon remain. Like Siano it is tidally locked to Dirada.

Vioresa

World Type: Giant Ice

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 222.2 AU; Orbital Period: 1,860.4 Earth Years; Radius: 26,566 Km; Day Length: 12.7 Earth Hours.

Description: With an orbital period nearly two millennia long, the cold and distant Vioresa was actually missed in the initial asari survey of the system.

Only a follow-up mineral assay sent to Canalus by a volus mining concern noticed its subtle movement across the stars. Vioresa is a methane-ammonia ice giant circled by a retinue of deep-frozen moons.

Its remoteness makes it a popular drive discharge point for pirates working the Pylos Nebula cluster. In the last two years several dozen ships have disappeared while passing through the Dirada system.

As Pylos is currently unclaimed by any sovereign power, Council naval patrols are few and far between. Thus far none of the pirates responsible have been apprehended.

Zeth

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 69.5 AU; Orbital Period: 325.2 Earth Years; Radius: 60,327 Km; Day Length: 14.8 Earth Hours.

Description: Zeth is a common hydrogen-helium gas giant. An abundance of sulfur in the upper atmosphere gives it a distinct yellow color.

System: Kriseroi

Geus

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.64 AU; Orbital Period: 0.9 Earth Years; Radius: 33,036 Km; Day Length: 9.9 Earth Hours.

Description: Geus is a methane-ammonia gas giant very similar to its near-twin, Uzin. It presents a nearly featureless robin's-egg-blue face to the universe.

Neidus

World Type: Post-Garden

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.1 AU; Orbital Period: 0.1 Earth Years; Radius: 4,875 Km; Day Length: 0.1 Earth Years; Atmospheric Pressure: 0.84 Earth Atmospheres; Surface Temperature: 2 Celsius; Surface Gravity: 0.87 G.

Description: Neidus lies improbably close to the red dwarf Kriseroi. This allows it to approach habitability though it is quite frigid.

It is tidally locked, with a "hot pole" and a "cold pole." Along the terminator the temperature averages just above freezing.

On the lee side the temperatures are well below freezing. Neidus has developed a limited native ecology. Much of it clusters permanently attached around geothermal vents. There are, however, more advanced forms of life.

Several arthropodal herbivore species wander back and forth across the terminator because they require nutrients available in both environments for sustenance.

More dangerous are the omnivorous predator species that devour the arthropods. Most animal life on Neidus has limited vision but a finely developed thermal sense.

Tenoth

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 1.86 AU; Orbital Period: 2.6 Earth Years; Radius: 1,411 Km; Day Length: 17.9 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -220 Celsius; Surface Gravity: .09 G.

Description: Tenoth is little more than a glorified "ice dwarf" that has drifted inwards from Kriseroi's Oort Cloud over the millennia.

Its extremely elliptical orbit is ultimately unstable. Computer projections suggest it will impact the atmosphere of Geus in a few billion years.

Theonax

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 0.18 AU; Orbital Period: 0.1 Earth Years; Radius: 10,442 Km; Day Length: 69.9 Earth Hours; Atmospheric Pressure: 1.3 Earth Atmospheres; Surface Temperature: -70 Celsius; Surface Gravity: 1.3 G.

Description: Theonax's surface is covered by water and ammonia-hydrate ices, which are constantly repaved by cryovolcanic processes.

The world's size and density suggest the core contains heavier elements and retains much of the heat of the system's formation.

Uzin

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 0.31 AU; Orbital Period: 0.3 Earth Years; Radius: 31,982 Km; Day Length: 15.2 Earth Hours.

Description: A typical methane-ammonia ice giant, Uzin has 37 moons of various sizes. Chithess, one of the largest, orbits at a retrograde, suggesting it was a planetesimal that was captured by the gas giant gravity well.

The planet itself is believed to be an extrasolar capture as well, though millions of years before Chithess came on the scene.

Evidence collected by planetary geologists suggest that Chithess was for many centuries a water-world heated by tidal flexing as its orbit circularized around Uzin.

The planetary ocean, once hundreds of kilometers deep, must now be frozen solid. Some have recommended drilling test bores to see if life ever developed in Uzin's seas, but the question is considered academic.

System: Nariph †

Isale

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.5 AU; Orbital Period: 0.6 Earth Years; Radius: 64,005 Km; Day Length: 17.7 Earth Hours.

Description: Isale is a standard hydrogen-helium gas giant. Though gas giants are known for their powerful magnetic fields, Isale's field is stronger than current models predict.

Within the "frost line" of its solar system, where gas giants do not usually form, Isale is believed to have once been extrasolar.

Jonus

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.65 AU; Orbital Period: 1 Earth Year; Radius: 20,312 Km; Day Length: 15.1 Earth Hours.

Description: Jonus, a methane-ammonia ice giant, is being developed as a Fuel Depot serving the Pylos Cluster.

Eldfell-Ashland Energy has established a base on one of its moons to crack ice into hydrogen and oxygen and skim helium-3 from its atmosphere.

Jonus is also believed to be an extrasolar planet captured by its star. From orbit, Normandy's sensors can pick out a hand-painted sign some waggish employee has left outside the complex: "Last chance fuel for 100 light years."

MSV *Broken Arrow*

World Type: Cruiser

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: This cruiser is barreling at high speed across the solar system. Its trajectory will take it directly to the fuel infrastructure on Jonus.

System: Satent

Anedia

World Type: Ocean/Ice

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Orbital Distance: 1.14 AU; Orbital Period: 1.4 Earth Years; Radius: 2,949 Km; Day Length: 38.6 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -41 Celsius; Surface Gravity: 0.19 G.

Description: Anedia is a small ice body with very low density; its mass is only 4 percent that of Earth. It appears to be composed mainly of carbon and water ice, but over the millennia it has accrued a trace atmosphere of krypton and xenon.

While Anedia's gravity is weak enough that a cruiser could land on it safely, there is no particular reason one would want to. Pirates have been known to land to recover ice for cracking into hydrogen and oxygen.

One area in the southern hemisphere, the so-called "Anedian Scrapes," is so frequently used for this purpose that higher-albedo raw ice can be easily seen from orbit.

Boro

World Type: Ocean/Ice

Richness: Rich

Element Zero: Rich

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Colony Founded: 2180; Population: 1,617; Capital: Yila; **Orbital Distance:** 2.1 AU; Orbital Period: 3.4 Earth Years; Radius: 10,573 Km; Day Length: 31.0 Earth Hours; Atmospheric Pressure: 1.6 Earth Atmospheres; Surface Temperature: -57 Celsius; Surface Gravity: 1.66 G.

Description: Boro is a young volus colony world settled in defiance of a threat by Terminus pirate groups. The pirates, who can't use the world themselves, have "suggested" that the volus "hire" them to protect the colony.

The volus responded by requesting military protection from their turian allies. Although uncomfortably hot by volus standards, Boro has the rare combination of high pressure and ammonia, an ecology the volus require. Development of the colony is proceeding rapidly.

Nataisa

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.1 AU; Orbital Period: 8.3 Earth Years; Radius: 23,623 Km; Day Length: 8.9 Earth Hours.

Description: An unremarkable methane-ammonia gas giant, Nataisa would be of no consequence if it weren't the only approachable gas giant in the Satent system.

Boro's volus colony has set up a few automated ice cracking stations around the planet, and Narhu Combine has been contracted to set up a helium-3 extraction facility.

Construction has lagged due to the CEO's arrest in a kickback scandal that reaches to the highest levels of the Vol Ministry of the Frontier.

Raisaris

World Type: Rock

Richness: Rich

Element Zero: Rich

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 3,790 Km; Day Length: 66.3 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: 56 Celsius; Surface Gravity: 0.24 G.

Description: An airless rock of mixed light ores, Raisaris is only of note for the Teryinu impact crater. It was a relatively recent asteroid strike (within the last million years), and the core of the object was partly composed of element zero.

It struck at a low enough velocity that the eezo remained near the surface. Over the years many pirates and "wildcat" miners have attempted to extract the ore.

It is believed that the Teryinu debris originated in the pulsar system AAP34211+19. The supernova that formed the pulsar also created the red emission nebula that human spacers have unofficially named the Sakura Nebula.

Rescel

World Type: Giant Pegasid

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Moderate

Orbital Distance: 0.02 AU; Orbital Period: 4.56 Earth Days; Radius: 69,155 Km; Day Length: 4.56 Earth Days.

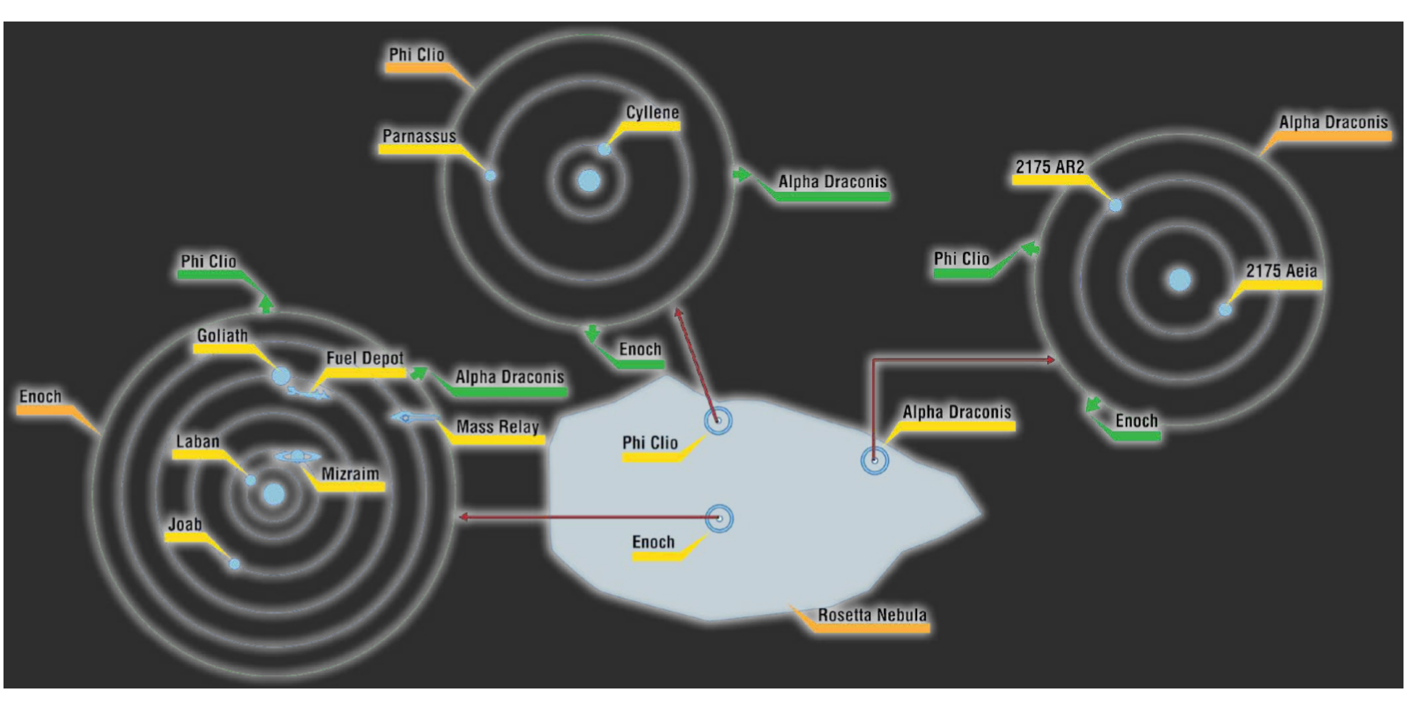
Description: Rescel is a massive "hot Jupiter" gas giant that whips around the star Satent once every four and a half days. Like most planets of its type it migrated inwards from its initial position in the system (thought to be around 0.3 AU).

Rescel is one of the few close-orbiting gas giants to show a marked temperature difference in its sun-facing and dark-side hemispheres.

The atmosphere absorbs and re-radiates Satent's heat too quickly for winds to carry the heat to the dark side. There is a temperature difference of over 1,000 degrees between the gas giant's "hot" and "cold" poles.

PLANETARY DATABASE

Cluster: Rosetta Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Alpha Draconis	2175 Aeia, 2175 AR2
Enoch	Laban, Mizraim, Joab, Fuel Depot, Goliath, Mass Relay
Phi Clio	Cyllene, Parnassus

Related Mission	System	Planet
Walkthrough Mission > Loyalty Mission: Jacob: The Gift of Greatness	Alpha Draconis	2175 Aeia
Special Assignment > N7: Blue Suns > Archeological Dig Site	Enoch	Joab
Special Assignment > N7: Mining the Canyon	Talava	Taitus

System: Alpha Draconis

2175 Aeia

World Type: Garden

Richness: Rich

Element Zero: Moderate

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 4.5 AU; Orbital Period: 7.3 Earth Years; Radius: 6,521 Km; Day Length: 31.6 Earth Hours; Atmospheric Pressure: 0.72 Earth Atmospheres; Surface Temperature: 16 Celsius; Surface Gravity: 1.1 G.

Description: Named after an asari scientist, this remote planet appears to have been on the list of forbidden mass relays that led to uncharted space.

The little data available comes from one far-off probe flyby that reports two planets orbiting a white dwarf star. Your own scans yield far more interesting results.

The planet is within the habitable zone of the star. It has oceans of liquid water and a thin nitrogen-oxygen atmosphere consistent with carbon-based plant life. It is possible this is an as-yet-unexplored garden world.

2175 AR2

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Moderate

Orbital Distance: 9.3 AU; Orbital Period: 28.4 Earth Years; Radius: 62,775 Km; Day Length: 14.0 Earth Hours.

Description: Still formally unnamed, this planet is a hydrogen-helium gas giant with 21 moon-sized objects.

System: Enoch †

Goliath

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.8 AU; Orbital Period: 10.5 Earth Years; Radius: 74,985 Km; Day Length: 14.1 Earth Hours.

Description: A hydrogen-helium gas giant, Goliath's orbit takes it near the system's mass relay, a useful event for drive core discharges and automated helium-3 refueling platforms.

Unfortunately, its orbit is currently taking it away from the relay, and it will continue this inconvenience for the next three galactic standard years.

Joab

World Type: Post-Garden

Richness: Good

Element Zero: Rich

Iridium: Moderate

Platinum: Rich

Palladium: Poor

Population: 21,553,000; Colony Founded: 2171; Capital: New Jericho; **Orbital Distance:** 2.3 AU; Orbital Period: 3.5 Earth Years; Radius: 6,709 Km; Day Length: 25.6 Earth Hours; Atmospheric Pressure: 2.18 Earth Atmospheres; Surface Temperature: 14 Celsius; Surface Gravity: 1.2 G.

Description: Joab is a two-mooned habitable planet that is most well known for its mass extinction event. Thousands of years ago Joab was home to a primate-like spacefaring civilization as well as abundant flora and fauna.

However, this can only be deduced from time capsules put into the ground well outside habitation centers—all cities and detectable dwellings were targeted in a massive orbital bombardment that turned them into vapor.

The resulting dust shroud killed all photosynthetic life and all fauna dependent on it.

Today, humans have recolonized the planet and are rapidly introducing their own species, beginning with cyanobacteria and heterotrophic bacteria, to bring a suitable level of oxygen and nitrogen for respiration.

TRAVEL ADVISORY: Atmospheric pressure at sea level on Joab is double that of Earth. Visitors with upper-respiratory infections, emphysema, cancer, or a history of thoracic surgery should consult their physician before landing on Joab.

Laban

World Type: Desert

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 7,658 Km; Day Length: 24.3 Earth Hours; Atmospheric Pressure: 14.91 Earth Atmospheres; Surface Temperature: 384 Celsius; Surface Gravity: 1.8 G.

Description: Laban is a desert world with sea upon sea of scorching hot iron oxide wearing away marbleized cliffs. Its atmosphere is thick and layered with significant levels of oxygen trapped under an upper helium layer.

Initially, surveyors detected traces of iridium from orbit, only to find a surprising archaeological discovery—the iridium came from bunkers on the surface that were blown apart by a dreadnought-class weapon.

The logical conclusion was that the civilization on Joab had reached Laban and its outposts here were destroyed to make their extermination complete.

Mizraim

World Type: Giant Ice

Richness: Good

Element Zero: Rich

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 1.2 AU; Orbital Period: 1.3 Earth Years; Radius: 17,932 Km; Day Length: 10.9 Earth Hours; Atmospheric Pressure: 1.9 Earth Atmospheres.

Description: A small gas giant, Mizraim is primarily hydrogen and methane around a rocky core.

There is no remaining trace of the civilization from Joab on Mizraim itself, but debris orbiting the planet indicates that artificial satellites were once in place before being destroyed.

System: Phi Clio

Cyllene

World Type: Giant Jovian

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.5 AU; Orbital Period: 0.4 Earth Years; Radius: 38,920 Km; Day Length: 12.8 Earth Hours.

Description: A mid-sized hydrogen-helium gas giant, Cyllene has an automated helium-3 refueling station, indicating that this remote system was once inhabited.

Its distance from the mass relay and archaic design of the fuel station suggest that this system was mapped by someone who did not go through the relay but discovered it in independent FTL exploration.

Cyllene is within the "frost line" of its parent star, where gas giants do not normally form. For this reason Cyllene is believed to be an extrasolar capture.

Parnassus

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

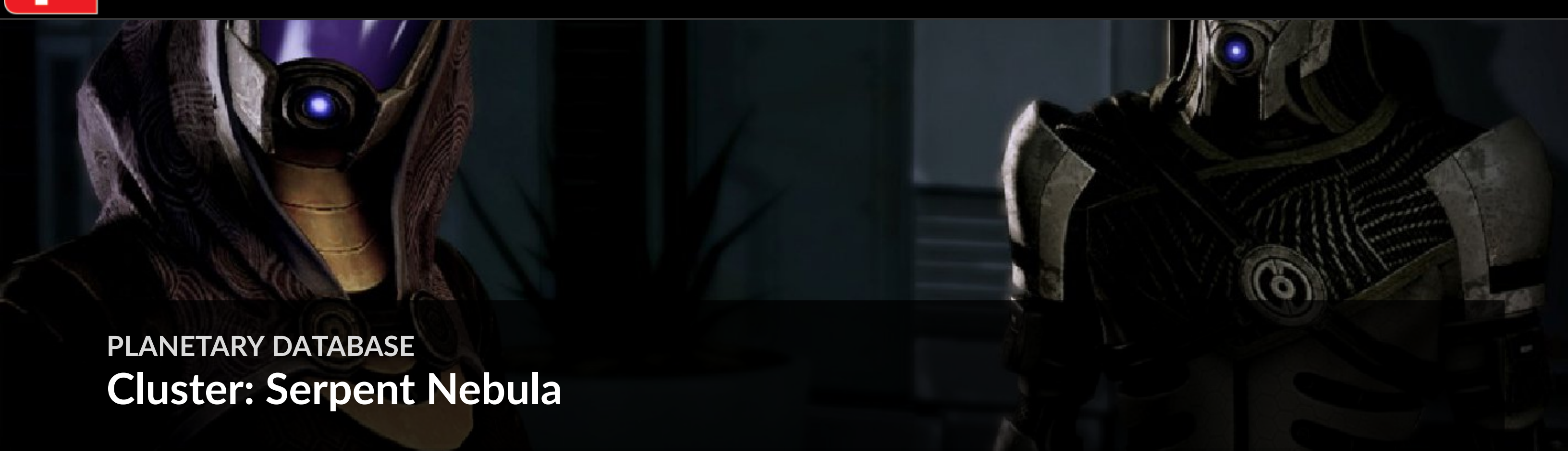
Palladium: Poor

Orbital Distance: 1.1 AU; Orbital Period: 1.2 Earth Years; Radius: 5,850 Km; Day Length: 50.2 Earth Hours; Atmospheric Pressure: 4.71 Earth Atmospheres; Surface Temperature: 158 Celsius; Surface Gravity: 0.8 G.

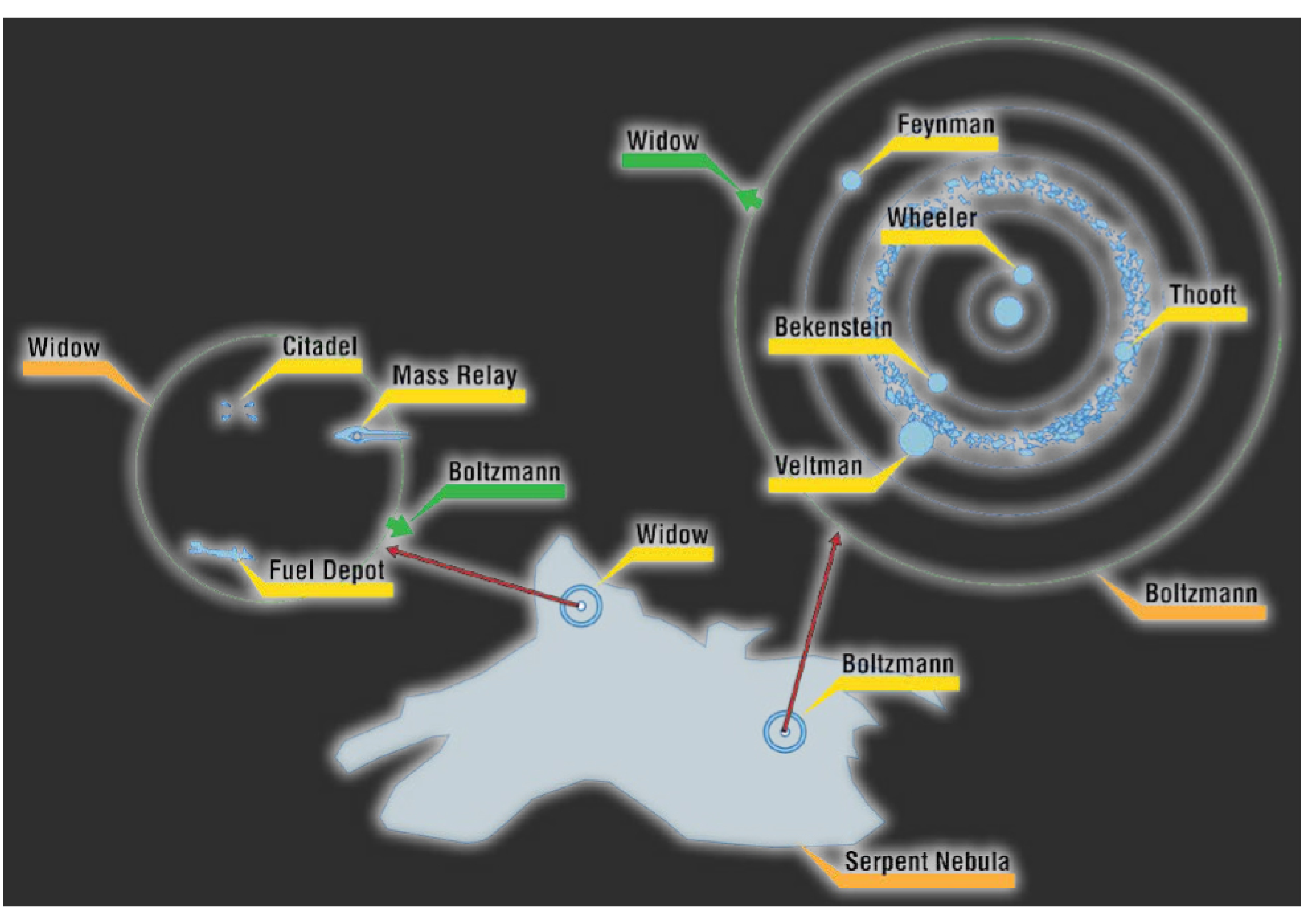
Description: A boiling hot rock planet with extreme tectonic activity, Parnassus is home to many volcanic mountains.

Surface scans reveal several geothermal and solar power stations tapping the planet's abundant energy.

There is no history of the planet or its government in Citadel Council records. Given its proximity to a mapped and recorded planet like Cyllene, someone must have deleted Parnassus from the database.



Cluster: Serpent Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Boltzmann	Wheeler, Bekenstein, Asteroid Belt, Thooft, Veltman, Feynman
Widow	Citadel, Fuel Depot, Mass Relay

Related Mission	System	Planet
Walkthrough Mission > Dossier: The Master Thief	Widow	Citadel
Walkthrough Mission > Loyalty Mission: Garrus: Eye for an Eye	Widow	Citadel
Walkthrough Mission > Loyalty Mission: Thane: Sins of the Father	Widow	Citadel
Special Assignment > Citadel > Captain Bailey	Widow	Citadel
Special Assignment > Citadel > The Council	Widow	Citadel
Special Assignment > Citadel > Crime in Progress	Widow	Citadel
Special Assignment > Citadel > Found Forged ID (Garrus: Eye for an Eye)	Widow	Citadel
Special Assignment > Citadel > False Positives (Thane: Sins of the Father)	Widow	Citadel
Special Assignment > Citadel > Krogan Sushi	Widow	Citadel

System: Boltzmann

Bekenstein

World Type: Garden

Richness: Depleted

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.8 AU; Orbital Period: 2.4 Earth Years; Radius: 6,050 Km; Day Length: 21.3 Earth Hours; Atmospheric Pressure: 1.17 Earth Atmospheres; Surface Temp: 43 (mean) 25 (habitable zone) Celsius; Surface Gravity: 0.9 G.

Description: Bekenstein was the recipient of the first wave of Earth's colonization efforts. Its founders had a decidedly less agrarian plan than Eden Prime.

The mission of Bekenstein's first colony was to become Earth's first off-planet manufacturing base, ingratiating humanity into galactic culture by producing needed goods.

Meeting with mixed success for the first generation, Bekenstein then leapfrogged its competition by producing high-grade luxury goods that were sent straight to nearby markets via the Citadel.

Today, Bekenstein is known as "the humans' Illium"—a place where new-money tycoons flaunt their wealth and the have-nots are rarely spoken of.

Feynman

World Type: Jovian Giant

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Colony Founded: 2158; Population: 5,425,000; Capital: Milgrom; **Orbital Distance:** 15.2 AU; Orbital Period: 59.4 Earth Years; Radius: 40,196 Km; Day Length: 16.9 Earth Hours.

Description: A hydrogen-methane gas giant, Feynman is of far less interest to the colonists of Bekenstein than its moons.

All 24 are under heavy development by three rival firms: Hoshichiri Heavy Industries, Guanghui Solutions, and the Dynamis Corporation.

These three firms are under ironclad contracts to sell their raw materials exclusively to corporations based on or orbiting around Bekenstein, a situation which has led to heavy investment on Bekenstein from manufacturing corporations looking to get a piece of the action.

Feynman itself has been relatively untouched by the mining concerns as its strong magnetosphere and great dark storm cells create a barrier to all but the newest generation of scanners.

Thooft

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Orbital Distance: 3.6 AU; Orbital Period: 6.8 Earth Years; Radius: 3,247 Km; Day Length: 34.2 Earth Hours; Atmospheric Pressure: 1.88 Earth Atmospheres; Surface Temp: −5 Celsius; Surface Gravity: 0.2 G.

Description: Technically named T'hooft (Dutch for "the head"), Thooft is a dwarf planet with a moderate carbon dioxide atmosphere and rich deposits of periclase.

Originally put on the star charts when a human scout ship needed to discharge its drive core and wasn't able to reach the system's gas giants in time, Thooft has seen some development by Hoshichiri Heavy Industries.

Periclase from the asteroid can be found in common industrial products, such as industrial cable insulation and fire-resistant prefab housing walls.

Veltman

World Type: Jovian Giant

Richness: Poor

Element Zero: None

Iridium: Moderate

Platinum: Poor

Palladium: Poor

Orbital Distance: 7.1 AU; Orbital Period: 19.0 Earth Years; Radius: 61,755 Km; Day Length: 14.0 Earth Hours.

Description: A hydrogen-helium gas giant, Veltman is home to the koshiroten, enormous storm cells that appear as whitish spots and are visible as far away as Bekenstein.

As with most other colonized gas giants, Veltman's orbital space sports a variety of helium-3 refueling stations for merchant vessels.

Of particular note among the orbital stations is the Dynamis Corporation's facility for manufacturing metastable metallic hydrogen, despite the risks involved in manipulating the powerful mass effect fields needed to do so.

Citadel warships, which use the substance in their thrusters, can frequently be seen docking at Veltman as a result. This makes the Boltzmann system one of the most heavily patrolled in Citadel space.

Wheeler

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Rich

Platinum: Poor

Palladium: Poor

Orbital Distance: 0.85 AU; Orbital Period: 0.8 Earth Years; Radius: 7,894 Km; Day Length: 60.5 Earth Hours; Atmospheric Pressure: 2.35 Earth Atmospheres; Surface Temp: 165 Celsius; Surface Gravity: 1.9 G.

Description: Wheeler is a sizable rock planet. Its atmosphere is a hostile mix of hydrogen and carbon monoxide, which poses little hazard to remote robo-mining.

Modern equipment can easily tolerate the planet's temperatures and gravity. Wheeler's crust is rich in bauxite and other light metals used in fabricators the galaxy over.

System: Widow

Citadel

World Type: Space Station

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

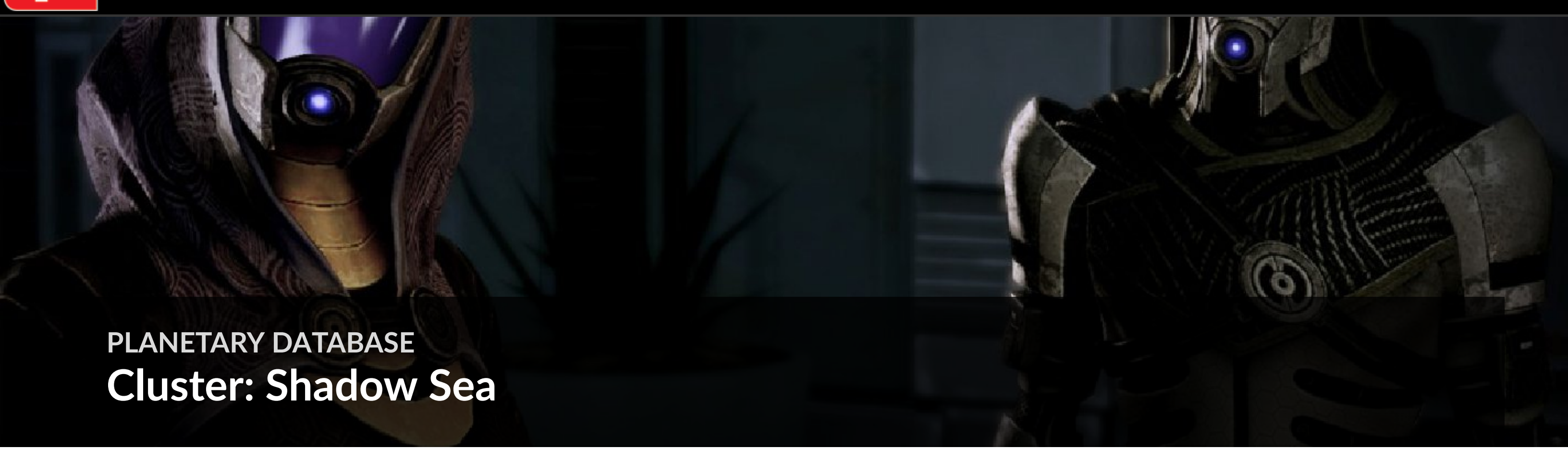
Platinum: Not Minable

Palladium: Not Minable

Total Length (Open): 44.7 Km; Diameter (Open): 12.8 Km; Population: 13.2 million (not including keepers); Gross weight: 7.11 billion metric tons.

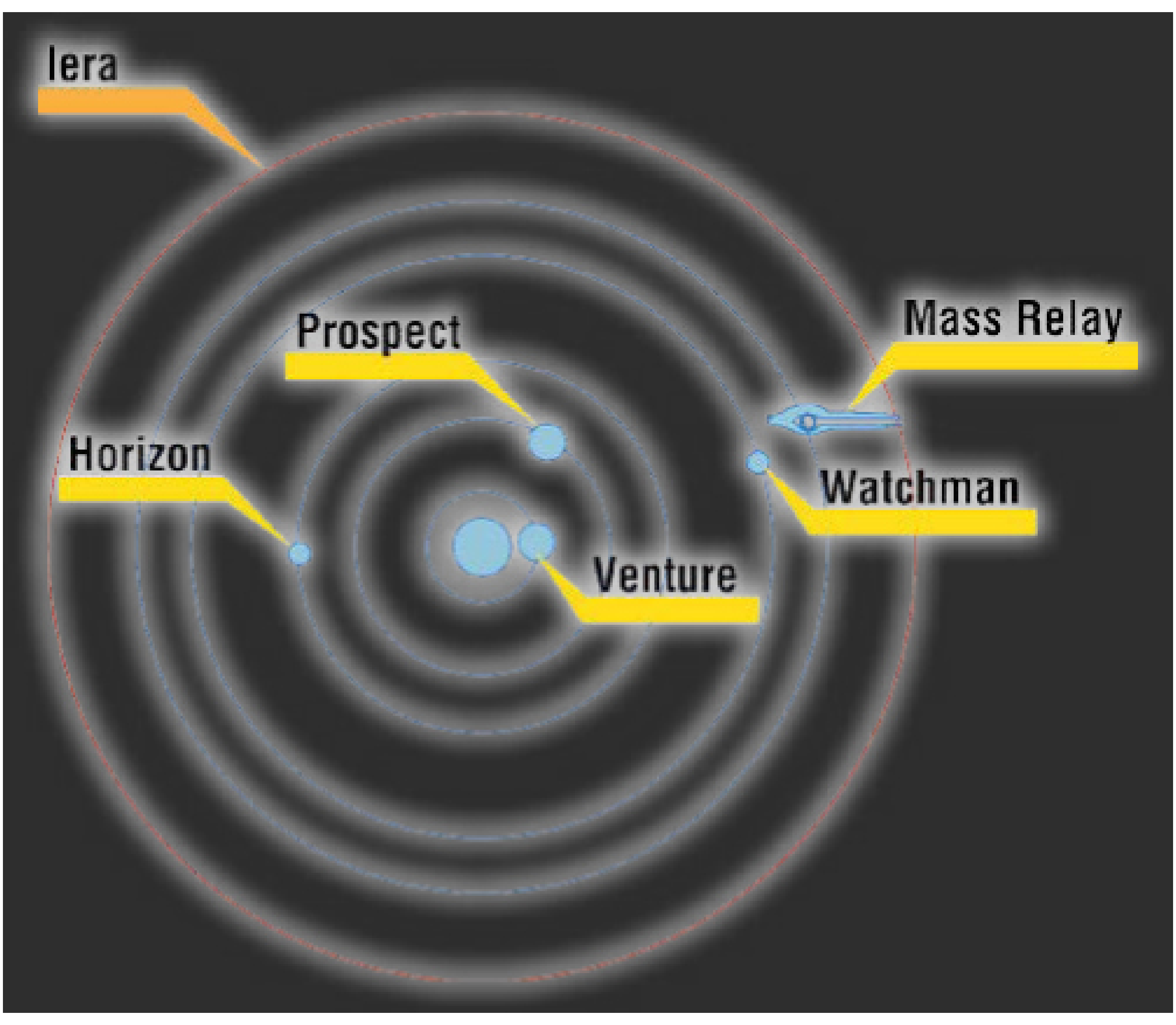
Description: Supposedly constructed by the long-extinct Protheans, this colossal deep-space station serves as the capital of the Citadel Council.

Gravity is simulated through rotation, and is a comfortable 1.02 standard Gs on the wards and a light 0.3 standard Gs on the Presidium Ring.



PLANETARY DATABASE

Cluster: Shadow Sea



System	Planets, Planetoids, and Other Galactic Flotsam
Iera	Venture, Prospect, Horizon, Watchman, Mass Relay

Related Mission	System	Planet
Walkthrough Mission > Horizon	Iera	Horizon

System: Iera

Horizon

World Type: Garden

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Population: 654,390; Colony Founded: 2168; Capital: Discovery; Orbital Distance: 2.1 AU; Orbital Period: 3.0 Earth Years; Radius: 5,402 Km; Day Length: 37.8 Earth Hours; Atmospheric Pressure: 1.68 Earth Atmospheres; Surface Temperature: 13 Celsius; Surface Gravity: 0.7 G.

Description: A temperate world that has hit the "sweet spot" for carbon-based life, Horizon has a nitrogen-oxygen atmosphere maintained by abundant indigenous photosynthetic plants and bacteria.

While the native plants are not very palatable to humans, the soil conditions are such that a handful of introduced Earth species have flourished, and the colonists must take strict care to prevent ecological disasters.

Genetically engineered "terminator seeds" that grow nutritious but sterile crops to minimize outbreaks are the rule rather than the exception.

Animals on Horizon appear to be exploding in diversity similar to during Earth's Cambrian period. Large flying insect analogs take advantage of the thicker-than-Earth atmosphere and low gravity to grow enormous.

Microbial life has proven relatively benign; a series of vaccinations for the most virulent strains of soil-borne diseases is all that is required for a visit.

Prospect

World Type: Giant Jovian

Richness: Poor

Element Zero: Poor

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.2 AU; Orbital Period: 1.3 Earth Years; Radius: 45,277 Km; Day Length: 18.1 Earth Hours.

Description: Prospect is a hydrogen-nitrogen gas giant with 13 known moons, most of which seemed to have dense heavy metal deposits on first scan, starting a resource rush by the colonists from nearby Horizon.

In a tragic turn of events, a galactic uranium surplus drove half the mining firms out of business, and the surfaces of some moons are littered with the bodies of executives who committed suicide by airlock.

Today's mining corporations have reached a much more palatable equilibrium and hold more diversified and sustainable portfolios.

Prospect is within the "frost line" of its solar system, where ice giants do not normally form. For this reason it is believed to have been an extrasolar capture.

Venture

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.7 AU; Orbital Period: 0.6 Earth Years; Radius: 10,659 Km; Day Length: 26.1 Earth Hours; Atmospheric Pressure: 21.76 Earth Atmospheres; Surface Temperature: 398 Celsius; Surface Gravity: 2.9 G .

Description: A pressure-cooker of a planet, Venture has a thick nitrogen-based atmosphere that is also the source of wealth for a small colonist industry.

While Venture's high temperatures are brutal, the primordial soup is not as acidic as on other hothouse planets, and xenon can be readily collected and isolated from the lower troposphere by recovery bots.

This xenon is then sold for use in ion drives and some electric lights. Venture's gravity is relatively low for a planet of its size, making the recovery more economical than would otherwise be expected.

Watchman

World Type: Rock

Richness: Moderate

Element Zero: None

Iridium: Rich

Platinum: Poor

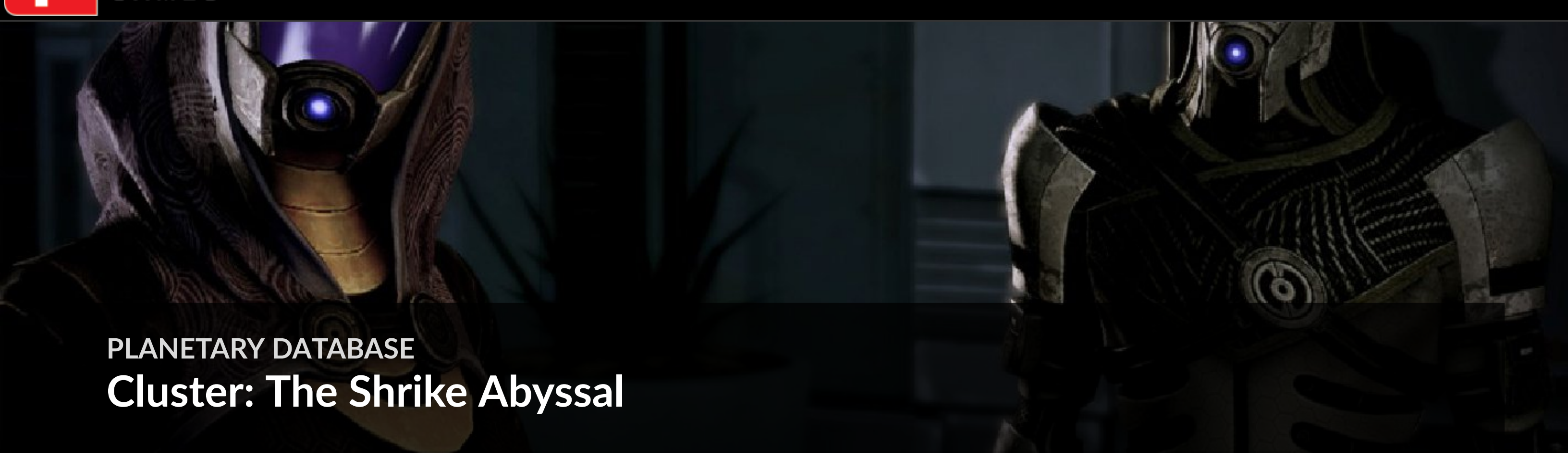
Palladium: Poor

Orbital Distance: 4.1 AU; Orbital Period: 8.3 Earth Years; Radius: 5,728 Km; Day Length: 28.6 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -116 Celsius; Surface Gravity: 0.8 G.

Description: Perched on the outer edge of Iera's small solar system, Watchman is a mid-sized rock and ice planet that has picked up a dozen moon-sized objects.

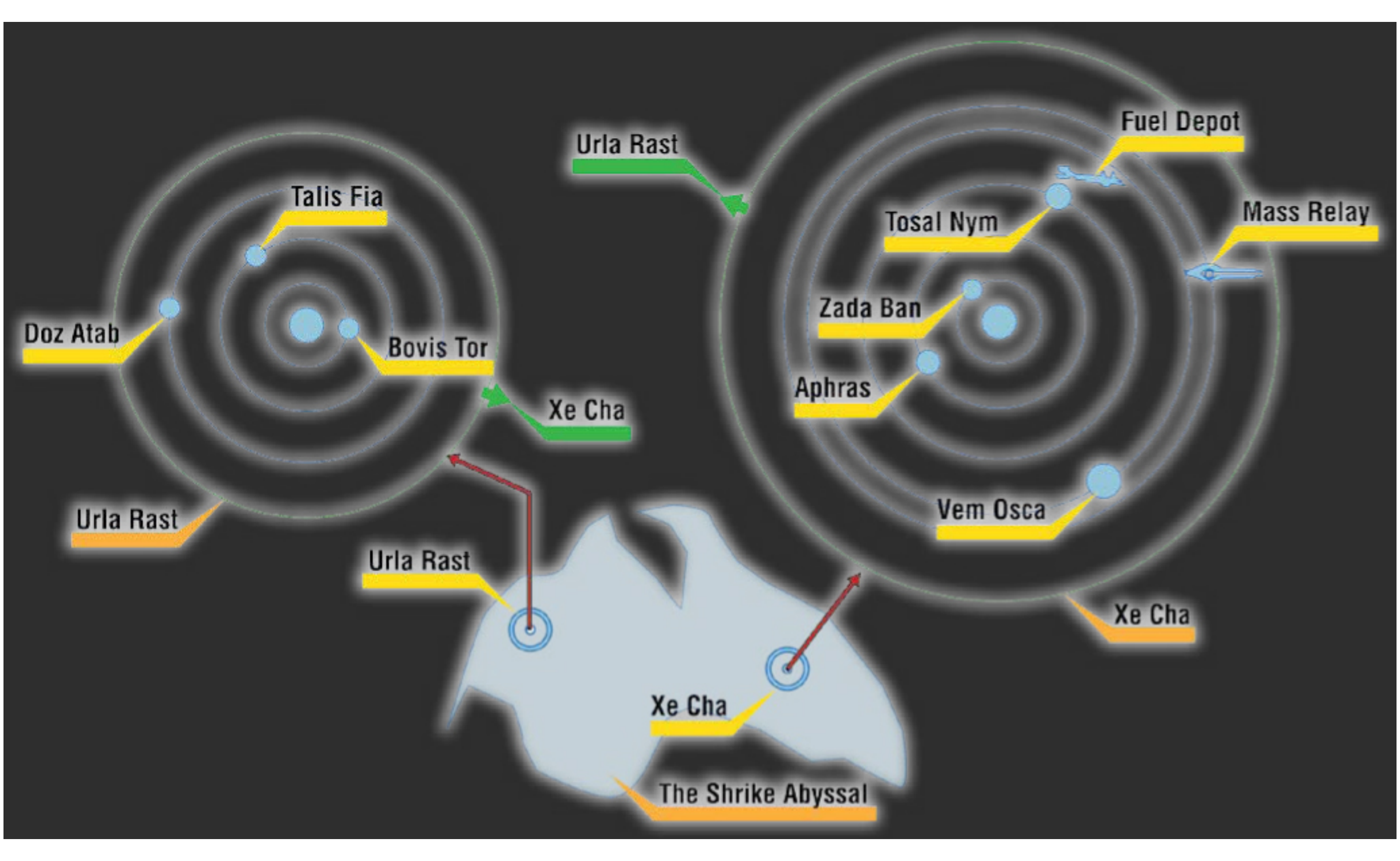
Its nitrogen-oxygen atmosphere is too thin to support life, with solid ice covering its calcium-heavy rocky core.

Footprints of the first surveying teams to come to the planet can still be seen on its practically airless surface. The planet, devoid of valuable resources, has seen few visitors since.



PLANETARY DATABASE

Cluster: The Shrike Abyssal



System	Planets, Planetoids, and Other Galactic Flotsam
Urla Rast	Bovis Tor, Talis Fia, Doz Atab
Xe Cha	Zada Ban, Aphras, Tosal Nym, Fuel Depot, Vem Osca, Mass Relay

Related Mission	System	Planet
Additional Mission > Firewalker > Volcano Station	Yakawa	Karumto
Special Assignment > N7: Blood Pack > Blood Pack Base	Xe Cha	Zada Ban
Special Assignment > N7: Mining the Canyon	Talava	Taitus

System: Urla Rast

Bovis Tor

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Rich

Orbital Distance: 0.7 AU; Orbital Period: 0.6 Earth Years; Radius: 7,307 Km; Day Length: 33.5 Earth Hours; Atmospheric Pressure: 8.39 Earth Atmospheres; Surface Temperature: 253 Celsius; Surface Gravity: 1.6 G.

Description: Named "the shining sea" in an old volus language, Bovis Tor is so named for its boiling surface rich in glowing-hot alumina flecked with dark ridges of carbon.

Its thick atmosphere of nitrogen and oxygen is no indicator of life since the temperatures are simply too high.

Doz Atab

World Type: Giant Ice

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 3.1 AU; Orbital Period: 5.5 Earth Years; Radius: 47,428 Km; Day Length: 10.3 Earth Hours.

Description: An ice giant, Doz Atab ("sky warden") has a bluish tinge from its hydrogen-methane atmosphere. Its axial tilt causes its seasons to vary wildly in temperature.

Rosh

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Moderate

Platinum: Rich

Palladium: Moderate

Colony Founded: 2175 CE; Population: 2250; Capital: Suu Piz; **Orbital Distance:** 6.9 AU; Orbital Period: 18.2 Earth Years; Radius: 1,360 Km; Day Length: 67.4 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -147 Celsius; Surface Gravity: 0.3 G.

Description: A recently colonized asteroid large enough to be considered a dwarf planet, Rosh is mined for its platinum deposits for use in hydrogen fuel cells.

With wide open spaces and few restrictions on construction or immigration, Rosh is like much of the Terminus Systems—a good place to build a habitat and get lost for a few decades.

Talis Fia

World Type: Garden

Richness: Good

Element Zero: Moderate

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Colony Founded: 385 CE; Population: 3,800,000,000; Capital: Usra Dao; **Orbital Distance:** 1.6 AU; Orbital Period: 2.0 Earth Years; Radius: 7,550 Km; Day Length: 33.8 Earth Hours; Atmospheric Pressure: 6.15 Earth Atmospheres; Surface Temperature: -25 Celsius; Surface Gravity: 1.7 G.

Description: Talis Fia is a planet capable of supporting life—if that life happens to breathe ammonia.

Discovered by asari explorers, the planet was used as a bargaining chip by the Citadel Council, who quickly drafted a colonization agreement with its wealthy client race, the volus.

The Council would fund the volus colonization effort in return for massive trade benefits.

With uncharacteristic enthusiasm, an enormous volus influx ensued, and the Council reaped the economic benefits for a dozen years before the colonization bubble burst.

Today the economic good times on Talis Fia are long gone, and modern volus businesses are cutthroat operations. Piracy is a grave threat to shipping, as well-armed criminals see the volus as easy prey.

System: Xe Cha †

Aphras

World Type: Post-Garden

Richness: Moderate

Element Zero: None

Iridium: Moderate

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 1.4 AU; Orbital Period: 2.0 Earth Years; Radius: 4,530 Km; Day Length: 31.3 Earth Hours; Atmospheric Pressure: 2.32 Earth Atmospheres; Surface Temperature: 33 Celsius; Surface Gravity: 0.7 G.

Description: A unique discovery, Aphras is a "heavenly twin"—a planet in a star system that has not one but two worlds of sufficient mass to retain an nitrogen-oxygen atmosphere within the habitable life zone of its parent star.

Fossil evidence shows abundant vertebrates and evidence of a sapient terrestrial avian species in its Bronze Age. However, the only trace of contemporary life on the planet is that of single-celled organisms in its seas.

All else has suffered from an extinction event—a series of massive impacts that vaporized vast quantities of water and lofted dust into its atmosphere.

Early theories that this event was a collision with a fragmenting asteroid have now been discounted—the impact craters were aimed directly at habitation centers.

Tosal Nym

World Type: Rock

Richness: Rich

Element Zero: Rich

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 2.1 AU; Orbital Period: 3.0 Earth Years; Radius: 6,930 Km; Day Length: 19.8 Earth Hours; Atmospheric Pressure: 1.86 Earth Atmospheres; Surface Temperature: 18 Celsius; Surface Gravity: 1.3 G.

Description: The sister tragedy to the extinction event on Aphras, Tosal Nym was the rarest of jewels; a second garden planet within the same life zone as Aphras.

Not as old as its sister planet, its fossil evidence indicates it was home to abundant invertebrate sea life. However, similar craters to those on Aphras created a dust shroud that killed 99 percent of biota on the planet.

The even spacing of the craters indicates a coordinated simultaneous attack from points around the globe rather than an asteroid collision or supervolcanic scenario.

Vem Osca

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.6 AU; Orbital Period: 9.9 Earth Years; Radius: 64,826 Km; Day Length: 11.9 Earth Hours.

Description: A Jovian gas giant, Vem Osca ("weeping witness" in Iperian Volus) is a low-density hydrogen-helium planet with 35 moons.

Later this year, 33 of the moons will be visible from the planet's surface, an event that will be recorded by space probes from all over the galaxy.

Zada Ban

World Type: Desert

Richness: Rich

Element Zero: Rich

Iridium: Moderate

Platinum: Moderate

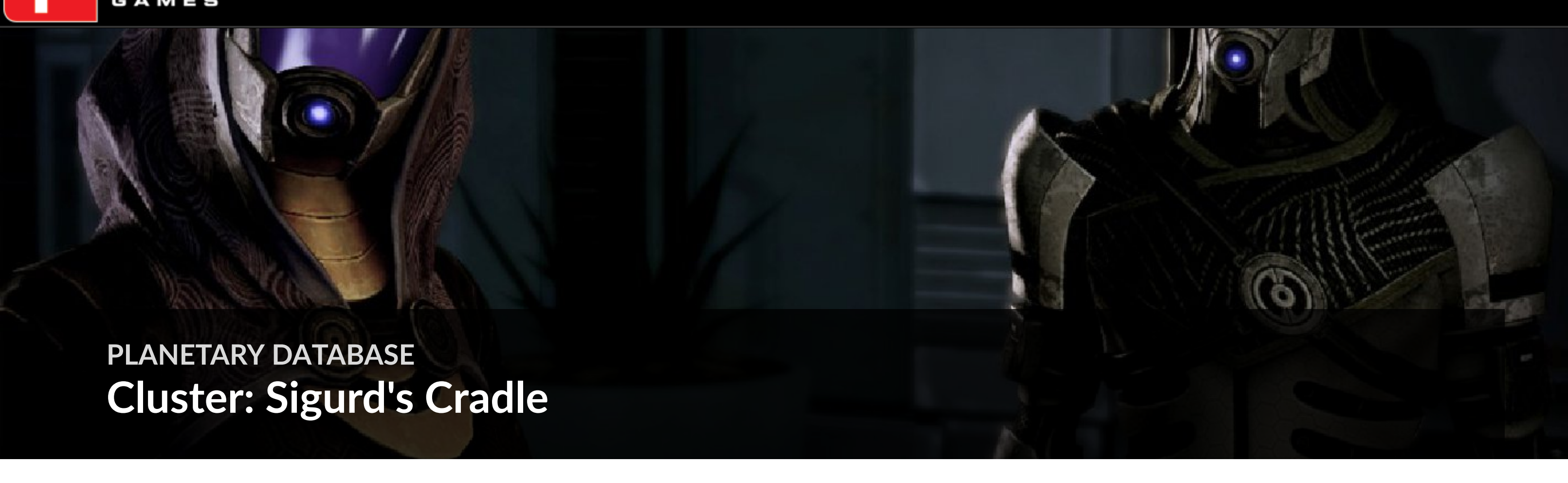
Palladium: Rich

Colony Founded: 2154; Population: 22,500 (in orbital stations); Capital: None (largest station is Dolo Station); **Orbital Distance:** 0.7 AU; Orbital Period: 0.9 Earth Years; Radius: 7,594 Km; Day Length: 70.0 Earth Hours; Atmospheric Pressure: 0.0 Earth Atmospheres; Surface Temperature: 94 Celsius; Surface Gravity: 1.5 G.

Description: Zada Ban is a large dense planet named for a volus god of punishment. Its crust is rich in uranium, eroded by winds to create large radioactive dust storms across its surface.

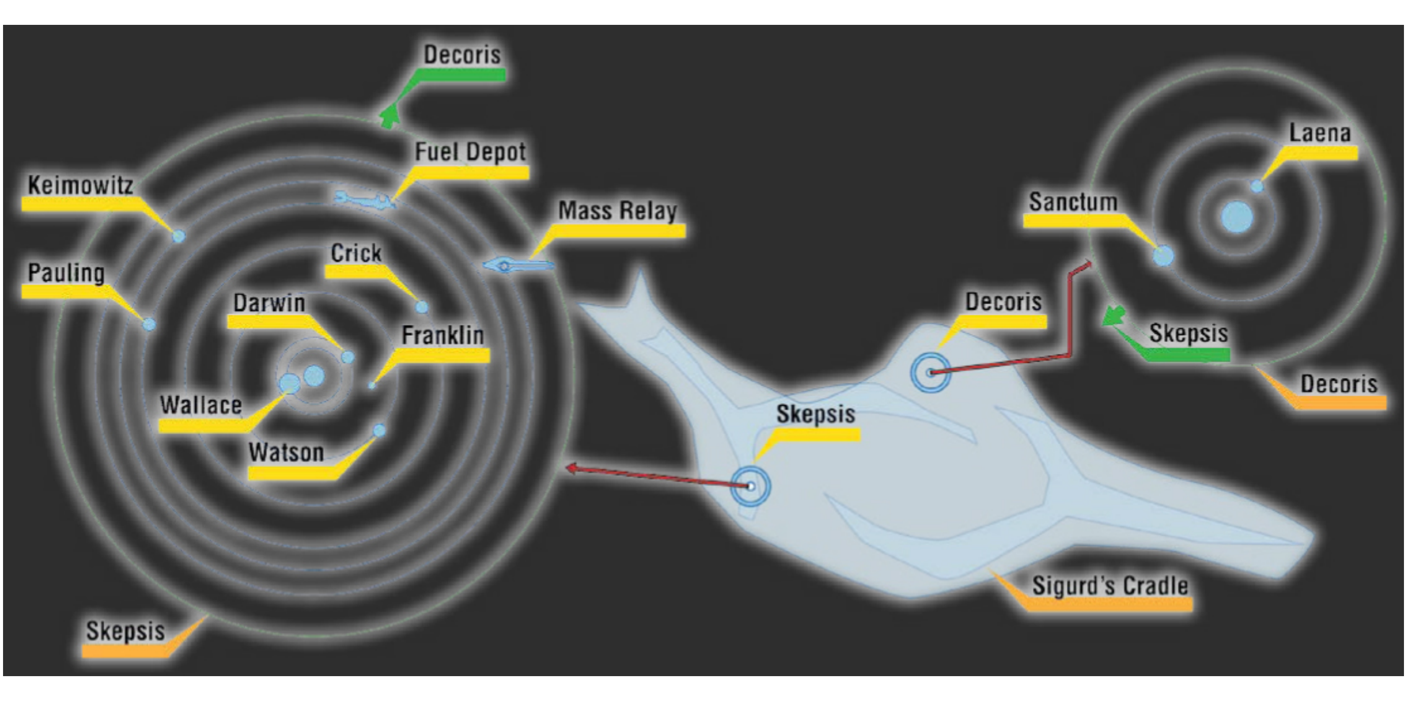
The volus of Talis Fia have explored the planet thoroughly with space probes and telepresent robo-mining machines and discovered they are not the first to exploit the planet.

Plastics from a mining station approximately 50,000 years old can be found near the planet's equator. Curiously, the mines nearby were not tapped out of uranium ore; they were instead abandoned at the height of their operation.



PLANETARY DATABASE

Cluster: Sigurd's Cradle



System	Planets, Planetoids, and Other Galactic Flotsam
Decoris	Laena, Sanctum
Skepsis	Wallace, Darwin, Watson (Franklin), Crick, Pauling, Fuel Depot, Keimowitz, Mass Relay

Related Mission	System	Planet
Special Assignment > N7: Blue Suns > Blue Suns Base	Decoris	Sanctum

System: Decoris

Laena

World Type: Desert

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Rich

Orbital Distance: 1.4 AU; Orbital Period: 1.7 Earth Years; Radius: 6,197 Km; Day Length: 36.2 Earth Hours; Atmospheric Pressure: 37.64 Earth Atmospheres; Surface Temperature: 365 Celsius; Surface Gravity: 1.0 G.

Description: Laena (which means “cloaked”) is a methane-clouded hothouse planet. Its lack of a metal-rich core and significant magnetosphere allows for an easy scan, which reveals mining equipment on its surface.

It can be deduced that this mining occurred within the last five years—any longer and the machines would have been worn down to nothing by the excessive heat and dust storms of hot iron oxide.

Sanctum

World Type: Garden

Richness: Good

Element Zero: Moderate

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Population: 257,300; Colony Founded: 2169; Capital: Vulpes; **Orbital Distance:** 2.6 AU; Orbital Period: 4.2 Earth Years; Radius: 6,651 Km; Day Length: 69.4 Earth Hours; Atmospheric Pressure: 0.4 Earth Atmospheres; Surface Temperature: -50 Celsius (mean), 4 Celsius (equator). Surface Gravity: 1.2 G.

Description: Sanctum is proof of the old spacer adage “just because it’s called a garden world doesn’t mean it’s a picnic.”

Freezing ice storms cover the poles and temperate zones, leaving a narrow strip of habitable land at the equator. Dry but windy, this area is home to Sanctum’s minimal terrestrial plant life.

The planet has yet to develop land-based animals, though invertebrates grow quite large in its pelagic seas. Mining referred to as “ice cracking” at anywhere but the equator is a common employment on Sanctum.

The planet is rich in platinum and palladium deposits as well as boron, which is locally used in semiconductor doping.

TRAVEL ADVISORY: Carbon dioxide levels on Sanctum can reach 5,000 parts per million during thermal inversions. Travelers should carry a breath mask at all times and consult the Sanctum World Weather Service for warnings.

TRAVEL ADVISORY: Piracy is at a 14-year global high on Sanctum. Visitors should take appropriate security precautions.

System: Skepsis †

Crick

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 4.3 AU; Orbital Period: 8.9 Earth Years; Radius: 4,738 Km; Day Length: 60.7 Earth Hours; Atmospheric Pressure: 2.77 Earth Atmospheres; Surface Temperature: -32 Celsius; Surface Gravity: 0.6 G.

Description: Known for its spectacular geysers that can be seen from orbit, Crick is a rock planet with expansive frozen oceans.

Though it is within the temperature and pressure range for human habitation, its thick atmosphere is largely carbon dioxide and monoxide, making breath masks or environmental suits mandatory.

The most abundant resources for exploitation are the potassium salts found in its seabeds, which fetch good prices on terraforming worlds.

Darwin

World Type: Rock

Richness: Good

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.9 AU; Orbital Period: 0.9 Earth Years; Radius: 6,771 Km; Day Length: 37.3 Earth Hours; Atmospheric Pressure: 112.06 Earth Atmospheres; Surface Temperature: 710 Celsius; Surface Gravity: 1.2 G.

Description: A mid-sized rock planet, Darwin is ironically named, being one of the worst places for life in the galaxy. Its atmosphere is punishing, its temperature boiling, its chemical makeup toxic.

Carbon monoxide and methane wrap the planet in an unyielding haze, and scans of its surface show only silicates and molten tin.

Its daily thermal fluctuations lead to hurricane-level vortices, two at each pole, forming “eyes” that can be seen from orbit.

Despite all this Darwin is still used by spacers as a drive core discharge point—hydrogen pierces the clouds in the upper atmosphere, making for a relatively benign approach.

Franklin

World Type: Rock

Richness: Rich

Element Zero: None

Iridium: Rich

Platinum: Moderate

Palladium: Poor

Orbital Distance: 2.1 AU; Orbital Period: 33 Earth Days (around Watson), 3.0 Earth Years (around Skepsis); Radius: 2,405 Km; Day Length: 33 Earth Days; Atmospheric Pressure: Trace; Surface Temperature: -116 Celsius; Surface Gravity: 0.1 G.

Description: A large moon, Franklin retains a trace atmosphere of carbon dioxide, but its desolate surface holds no signs of water or life.

In order to defend Watson from the pirates of the Terminus Systems, Franklin is home to two Alliance spaceports and naval bases capable of fielding six fighter squadrons each and a classified number of interplanetary ballistic missiles.

Mass effect fields keep the gravity in its installations at a comfortable level for long-term living.

Keimowitz

World Type: Ocean/ice

Richness: Rich

Element Zero: None

Iridium: Poor

Platinum: Rich

Palladium: Poor

Orbital Distance: 16.8 AU; Orbital Period: 69.1 Earth Years; Radius: 9,586 Km; Day Length: 29.7 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -190 Celsius; Surface Gravity: 3.4 G.

Description: Named for the 21st century pioneer of groundwater remediation techniques, Keimowitz is an impressive layer of ice over a stony metallic core.

Despite its size it has only one moon, Noa, which shares its carbonaceous composition, leading astronomers to believe it formed following a giant impact.

Iridium deposits have attracted miners to the planet; they must work through robots and telepresence because of the planet’s strong gravity.

Pauling

World Type: Giant Ice

Richness: Poor

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Poor

Orbital Distance: 4.3 AU; Orbital Period: 8.9 Earth Years; Radius: 4,738 Km; Day Length: 60.7 Earth Hours; Atmospheric Pressure: 2.77 Earth Atmospheres; Surface Temperature: -32 Celsius; Surface Gravity: 0.6 G.

Description: A hydrogen-methane gas giant, Pauling’s gravitational field is believed to have cleared most of what would otherwise have been a sizable Asteroid Belt.

The 2163 mission of the space probe Ultimate gave the inhabitants of Watson reams of data reinforcing this theory, giving the colonists an accurate count of its moons (66), rings, moonlike ring objects, and more than 200 visible impact craters on its pockmarked surface.

Ultimate has since been retrieved for re-use on subsequent missions within the solar system.

Wallace

World Type: Giant Pegasid

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.04 AU; Orbital Period: 11 Earth Days; Radius: 39,459 Km; Day Length: 11 Earth Days.

Description: An unusually small Pegasid or “hot Jupiter,” Wallace was originally an extrasolar planet that entered this system and was captured by the gravity well of the G-class star Skepsis.

Tidally locked, Wallace’s “hot side” reaches temperatures over 2,500 degrees Celsius. While not large enough proportionate to the star to cause eclipses visible from Watson, it is easily seen at dawn or dusk as one of the brightest objects in the sky.

Watson

World Type: Garden

Richness: Good

Element Zero: Rich

Iridium: Poor

Platinum: Rich

Palladium: Moderate

Orbital Distance: 2.1 AU; Orbital Period: 3.0 Earth Years; Radius: 6,733 Km; Day Length: 37.8 Earth Hours; Atmospheric Pressure: 0.6 Earth Atmospheres; Surface Temperature: -18 Celsius (mean), 25 Celsius (habitable zone); Surface Gravity: 1.2 G.

Description: Watson is known in human media for two things—its spectacular tides brought on by a large moon and the bureaucratic snafu over which Earth nations got to settle there first.

Watson is a garden world first discovered in 2165 CE with credit claimed by the Chinese People’s Federation, the United North American States, and the European Union.

The Systems Alliance brokered the infamous “Reykjavik Compromise,” allowing limited colonization from each coalition in cities comprised of populations from each nation.

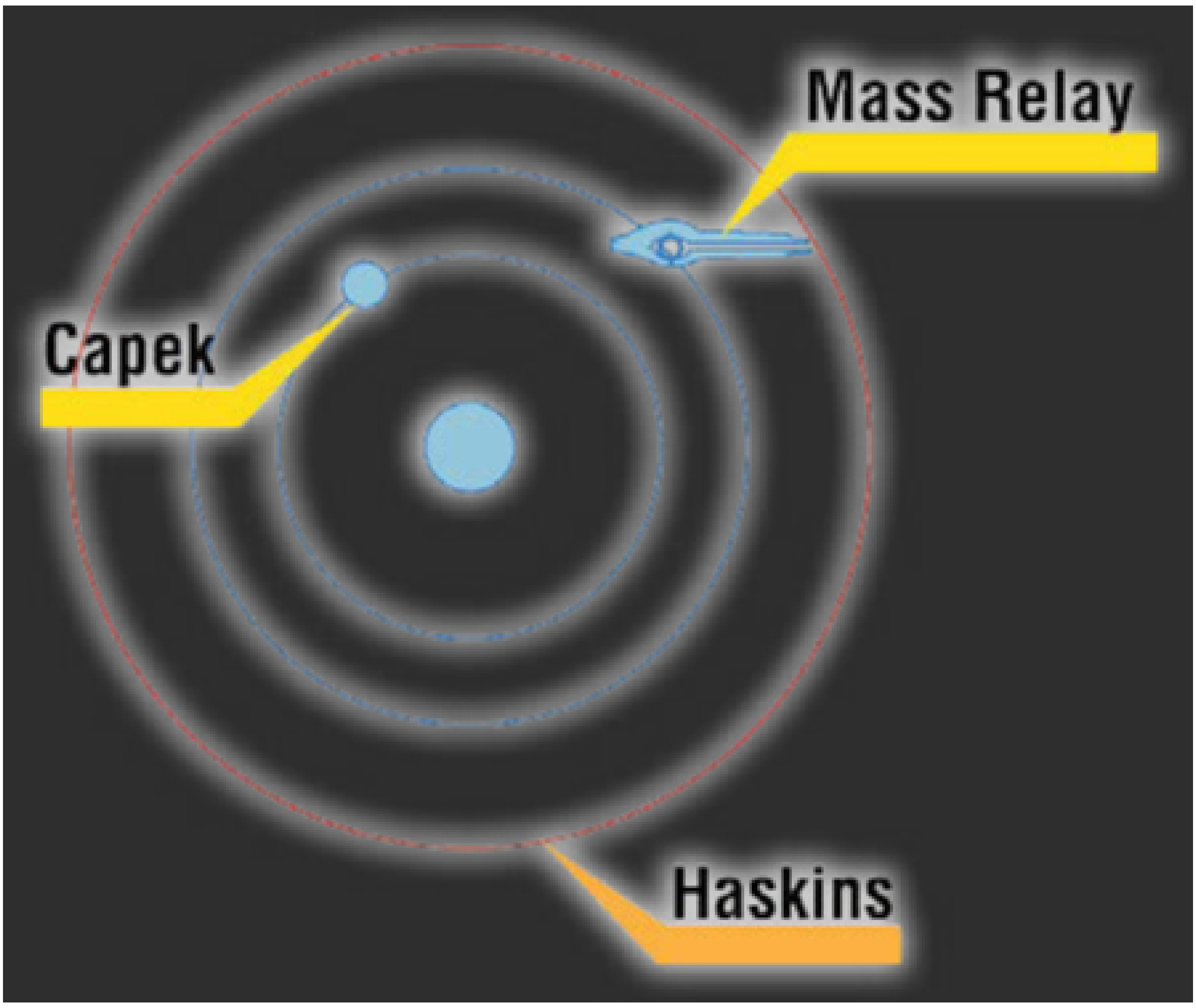
Watson itself trends colder than Earth, with a temperate zone measuring about 30 degrees latitude in either direction from the equator.

Its life does not easily map to Earth’s evolutionary eras—some islands have species that resemble terrestrial placental mammals, while others are overrun by arthropods.

It is estimated that at least two more generations of xenozoologists will be needed to properly classify all the species of the planet.

PLANETARY DATABASE

Cluster: Titan Nebula



System	Planets, Planetoids, and Other Galactic Flotsam
Haskins	Capek, Mass Relay

Related Mission	System	Planet
Special Assignment > N7: Hahne-Kedar Mechs > N7: Hahne-Kedar Facility	Haskins	Capek

System: Haskins

Capek

World Type: Rock

Richness: Rich

Element Zero: Moderate

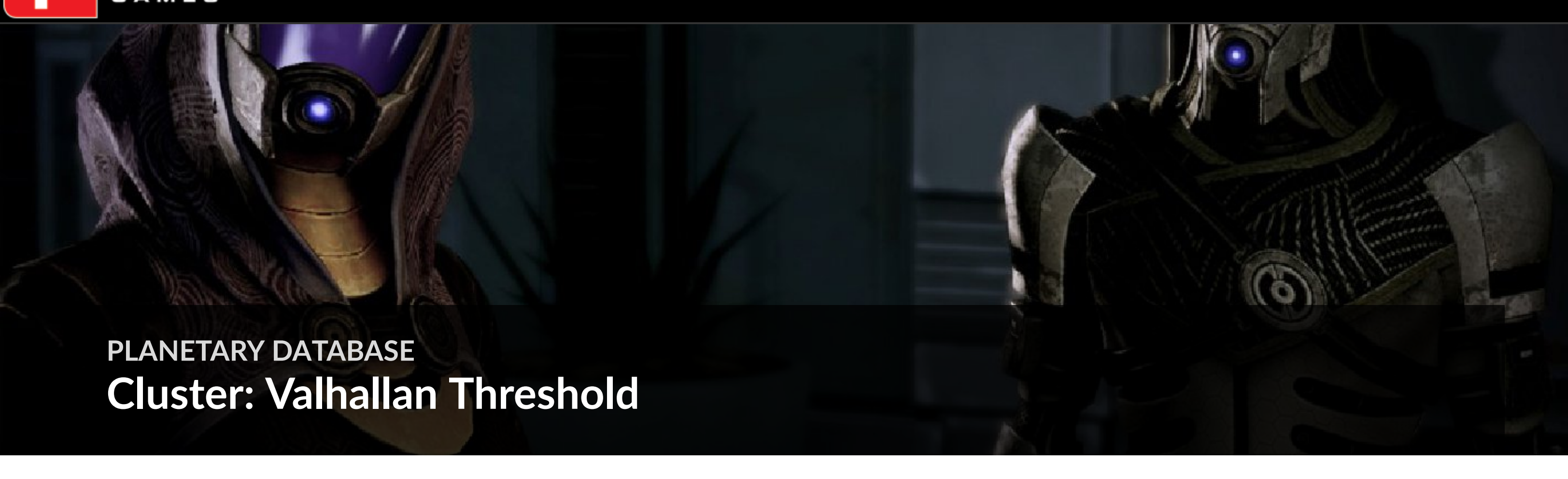
Iridium: Rich Platinum: Poor

Palladium: Rich

Orbital Distance: 4.4 AU; Orbital Period: 7.1 Earth Years; Radius: 5,899 Km; Day Length: 18.7 Earth Hours; Atmospheric Pressure: 0.95 Earth Atmospheres; Surface Temperature: 65 Celsius; Surface Gravity: 0.8 G.

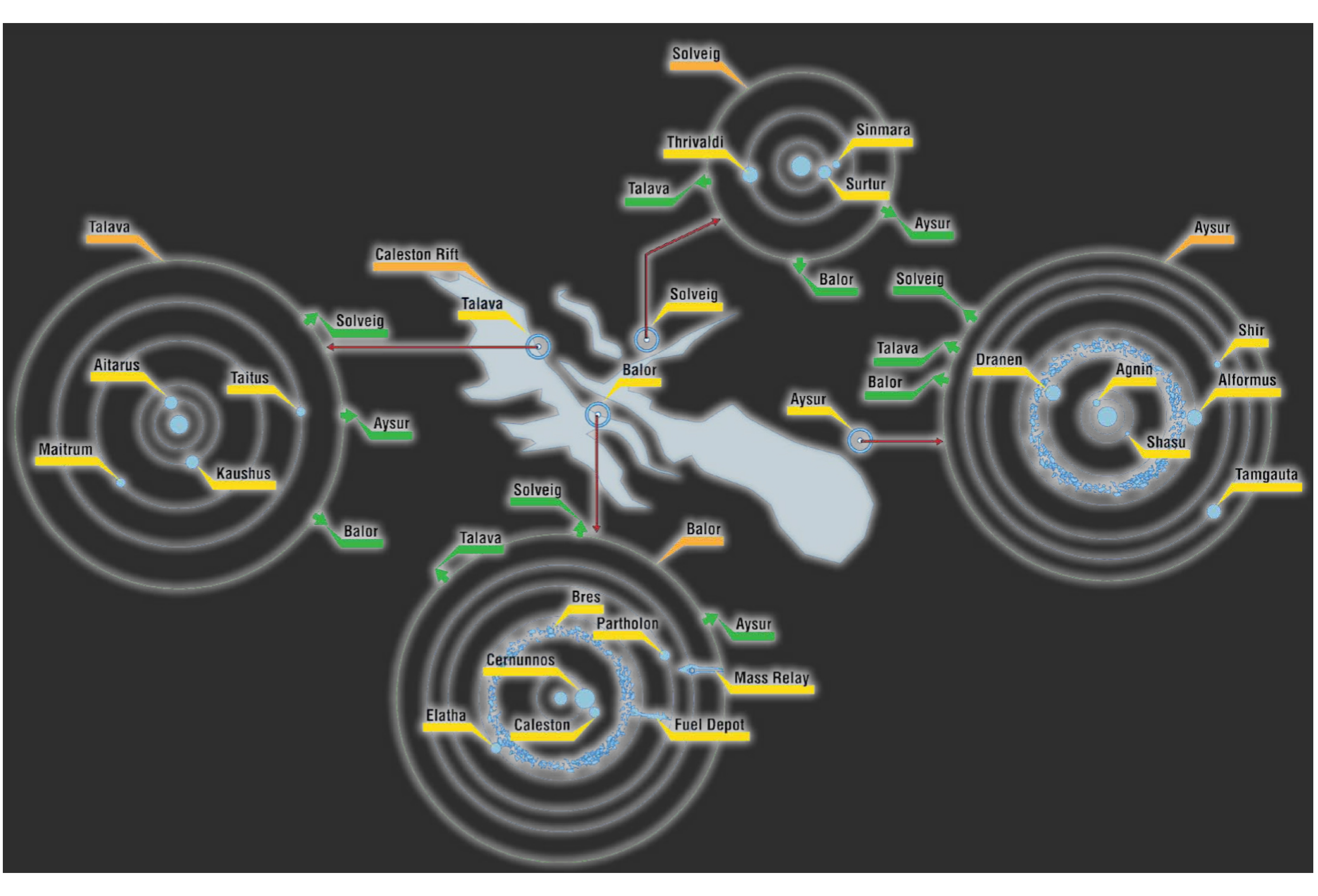
Description: Baked in the fierce heat of a white sun, Capek is a rocky waterless world wrapped in a haze of hydrogen and ethane.

Sulfur and iron give yellowish and black tinges to much of the planet’s surface. No registered settlements appear in the records, though there are clearly metallic anomalies that indicate roofed structures.



PLANETARY DATABASE

Cluster: Valhallan Threshold



System	Planets, Planetoids, and Other Galactic Flotsam
Micah	Elohi, Dumah, Asteroid Belt, Farlas, Kakabel, Asteroid Belt, Israfil
Paz	Garvug
Raheel-Leyya	Leyya, Migrant Fleet, Fuel Depot, Mass Relay

Related Mission	System	Planet
Walkthrough Mission > Loyalty Mission: Tali: Treason	Raheel-Leyya	Migrant Fleet

System: Micah

Dumah

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Poor

Palladium: Poor

Orbital Distance: 1.6 AU; Orbital Period: 2.0 Earth Years; Radius: 59,152 Km; Day Length: 10.0 Earth Hours, Atmospheric Pressure: 1.05 Earth Atmospheres.

Description: Home to 51 moons, including the prebiotic moon Anafiel, Dumah is a standard hydrogen-helium gas giant with violent surface winds exceeding 1,900 kph.

Like its sister planet Elohi, it is believed to be an extrasolar capture.

Elohi

World Type: Giant Jovian

Richness: Moderate

Element Zero: None

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 0.6 AU; Orbital Period: 0.5 Earth Years; Radius: 38,119 Km; Day Length: 11.8 Earth Hours; Atmospheric Pressure: 0.97 Earth Atmospheres.

Description: A small hydrogen-helium gas giant formed around a metallic hydrogen core, Elohi will be the site of a rare astronomical event later this year.

The comet Asaro will come in on its orbit of 70 galactic standard years and travel so close to the giant that it is predicted to be captured as a moon.

Dozens of space probes from around the galaxy have been launched into the Raheel system to record this moment.

Elohi is within the “frost line” of its parent star, where gas giants do not usually form. For this reason it is believed to be an extrasolar capture.

TRAVEL ADVISORY: A statistically significant number of distress signals have come from the 1-million-kilometer mark around Elohi.

Pirates are believed to be working the area. In-person tourism is not advised.

Farlas

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Poor

Palladium: Moderate

Orbital Distance: 4.1 AU; Orbital Period: 8.3 Earth Years; Radius: 540 Km; Day Length: 24.1 Earth Hours; Atmospheric Pressure: 0.0 Earth Atmospheres; Surface Temperature: -116 Celsius; Surface Gravity: 0.1 G.

Description: One of a trio of asteroids formed around an element zero core, Farlas is the easiest to mine for low-yield eezo.

A carbonaceous asteroid, Farlas has a trace of water-bearing minerals and organic carbon in the form of kerogen. Currently the asteroid is surrounded by quarian mining ships extracting fuel for the flotilla.

Israfil

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Moderate

Palladium: Poor

Population: 1,006; Orbital Distance: 4.3 AU; Orbital Period: 8.9 Earth Years; Radius: 905 Km; Day Length: 68.6 Earth Hours; Atmospheric Pressure: Trace; Surface Temperature: -100 Celsius; Surface Gravity: 0.3 G.

Description: Largest of the “eezo trio,” Israfil is a silicate-heavy carbonaceous asteroid.

It is home to approximately 40 species of microorganisms in its liquid water and was blamed as the source of the prion-based biowarfare agent EHE (exotic humanoid encephalopathy) used by the terrorist group Totenkopf in their attack on Gagarin Station in 2184.

While many in the scientific community protested that Israfil did not have sufficient atmosphere or evolutionary history to sustain life at the prion level, the asteroid and its eezo miners were nevertheless quarantined to reassure the public that the Systems Alliance was taking action.

Though no evidence has yet been found that EHE originated from Israfil or was even synthesized in a local lab, the SSV *Manila* and a team of epidemiologists maintain watch over the asteroid’s ship traffic for now.

Kakabel

World Type: Rock

Richness: Rich

Element Zero: Moderate

Iridium: Rich

Platinum: Poor

Palladium: Rich

Orbital Distance: 4.2 AU; Orbital Period: 8.6 Earth Years; Radius: 470 Km; Day Length: 68.3 Earth Hours; Atmospheric Pressure: 0.0 Earth Atmospheres; Surface Temperature: -118 Celsius; Surface Gravity: 0.1 G.

Description: The second asteroid in the system formed around an element zero core, Kakabel is another carbonaceous asteroid with a surface made of hydrated minerals such as carbonates and clays.

Beneath its icy surface is liquid water with some amino acids. The surface of Kakabel is pitted and scarred with strip-mining stations, where the quarians took as much eezo as possible before moving on.

System: Paz

Garvug

World Type: Post-Garden

Richness: Good

Element Zero: Rich

Iridium: Poor

Platinum: Moderate

Palladium: Moderate

Orbital Distance: 4.0 AU; Orbital Period: 6.1 Earth Years; Radius: 6,200 Km; Day Length: 27.0 Earth Hours; Atmospheric Pressure: 1.2 Earth Atmospheres; Surface Temperature: -30 Celsius (5 at the equator); Surface Gravity: 1.0 G.

Description: In 354 CE Garvug was considered a “bargain world” given to the krogan to placate them because no one else wanted to live on such a frozen rock.

Technically a life-bearing world, Garvug had a small farm belt around its equator and well-insulated marine life in its seas.

By the turn of the century the krogan had completely adapted, breeding hundreds of younglings per family in vast underground bunkers.

By the turn of the next century Garvug’s narrow strips of coral reef had been destroyed by overfishing and pollutants, and excess krogan took to the stars to find another planet to consume.

Garvug was treated as an object lesson by the Citadel Council—the krogan could not be trusted to check their own numbers.

Today Garvug is a frozen wasteland home to corporate ecoengineering efforts trying to implement sustainable agri- and aqua-culture practices.

Krogan and vorcha packs are a constant threat, and the corporations pay mercenaries well to keep their operations safe.

System: Raheel-Leyya

Leyya

World Type: Binary Sun

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: The smaller pair of the binary giant system, Leyya is a young star, a BIII blue bright giant approximately 13 times the mass of Sol and 27,500 degrees Celsius.

Too hot to have any planets formed around it, Leyya will most likely nova within a short period—a few million years.

Susskind Station

World Type: Space Station

Richness: Not Minable

Element Zero: Not Minable

Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Population: 1,550 (3,550 including visitors).

Description: Originally a small scientific research outpost with living modules for only 20 people, Susskind Station is a triumph of modern “snap-on” modular engineering for space station expansion.

Now with facilities for over 2,000 visitors and docking for over 50 starships, Susskind serves as a spaceport for those wishing to study the Raheel-Leyya binary blue giant.

TRAVEL ADVISORY: Due to the quarian fleet occupying the system, all docks at Susskind Station are currently filled.

Local authorities predict this condition for the foreseeable future until such time as the flotilla departs.

The Migrant Fleet

World Type: Fleet

Richness: Not Minable

Element Zero: Not Minable

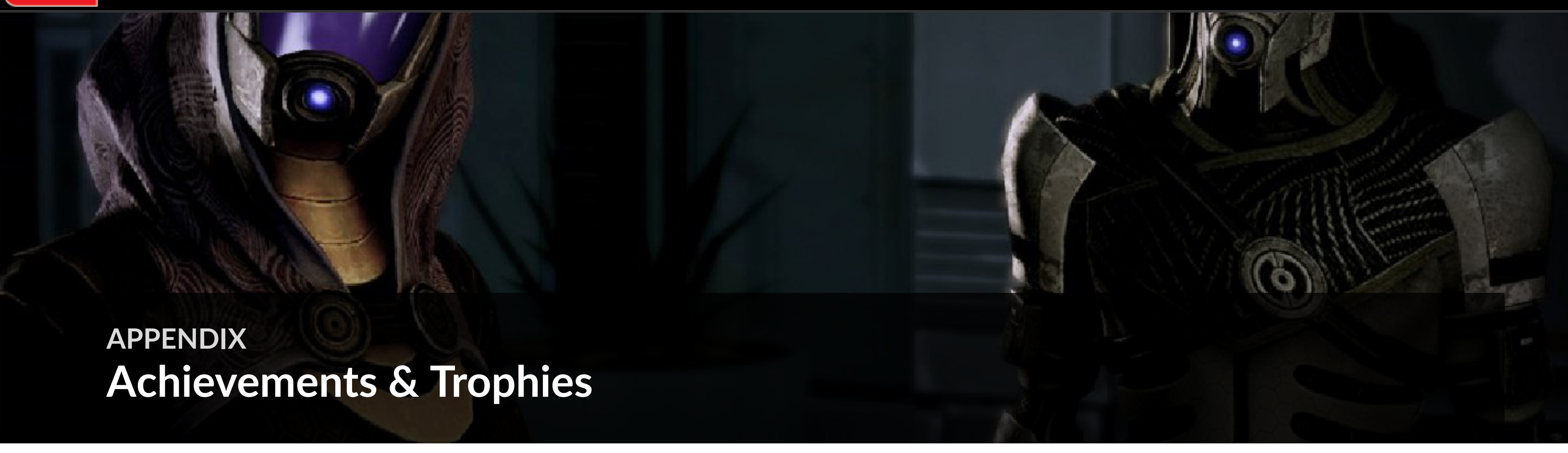
Iridium: Not Minable

Platinum: Not Minable

Palladium: Not Minable

Description: A fleet of 50,000 craft holding over 17 million quarians, the Migrant Fleet is the largest array of spacefaring vessels in the known galaxy.

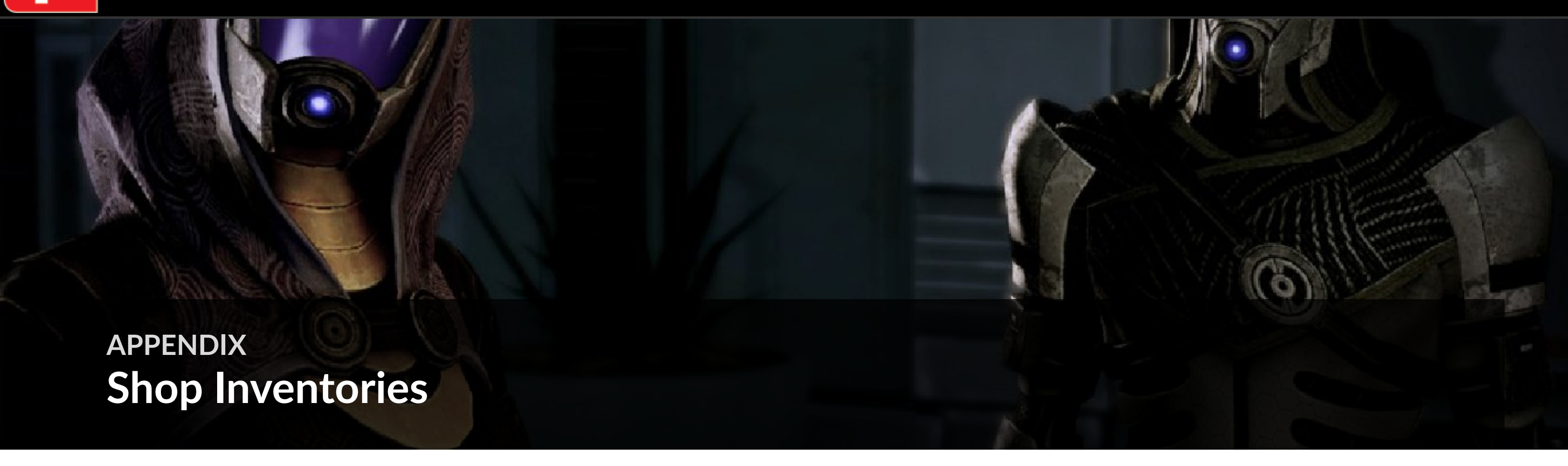
Though quarians on Pilgrimage have visited most settled worlds in the galaxy, few outsiders have ever stepped foot inside the quarians’ ships.



Achievements & Trophies

Mission Achievements & Trophies

Achievement/Trophy	How to achieve	Gamerscore	Trophy
Mission Accomplished	Complete main campaign and stop the Collectors	125	Silver (30)
Long Service Medal	Complete main campaign twice or with ME1 Shepard import (Xbox 360 only)	75	Silver (30)
Insanity	Complete main campaign on Insanity difficulty (cannot change setting)	75	Gold (90)
Missing in Action	Complete prologue mission	5	Bronze (15)
Very Elusive	Complete escape from Cerberus facility after resurrection	10	Bronze (15)
Colony Defense	Complete Horizon mission	25	Bronze (15)
Ghost Ship	Complete derelict Collector ship mission	25	Bronze (15)
Suicide Mission	Pass through the Omega 4 relay	50	Bronze (15)
Against All Odds	Survive passage through the Omega 4 relay (see walkthrough for tips)	15	Silver (30)
No One Left Behind	Complete the final mission without losing any squad members	75	Gold (90)
The Archangel	Recruit Garrus	10	Bronze (15)
The Professor	Recruit Mordin	10	Bronze (15)
The Convict	Recruit Jack	10	Bronze (15)
The Krogan	Recruit Grunt (keep him alive after opening tank)	10	Bronze (15)
The Quarian	Recruit Tali	10	Bronze (15)
The Assassin	Recruit Thane	10	Bronze (15)
The Justicar	Recruit Samara	10	Bronze (15)
Friend or Foe	Recover Legion from the IFF mission	10	Bronze (15)
Ghost of the Father	Complete Jacob's loyalty mission	10	Bronze (15)
The Prodigal	Complete Miranda's loyalty mission	10	Bronze (15)
Catharsis	Complete Jack's loyalty mission	10	Bronze (15)
The Cure	Complete Mordin's loyalty mission	10	Bronze (15)
Fade Away	Complete Garrus's loyalty mission	10	Bronze (15)
Battlemaster	Complete Grunt's loyalty mission	10	Bronze (15)
Big Game Hunter	Destroy Thresher Maw during Grunt's loyalty mission	10	Bronze (15)
Treason	Complete Tali's loyalty mission	10	Bronze (15)
Doppelganger	Complete Samara's loyalty mission	10	Bronze (15)
Cat's in the Cradle	Complete Thane's loyalty mission	10	Bronze (15)
A House Divided	Complete Legion's loyalty mission	10	Bronze (15)
Revenge!	Complete Zaeed's loyalty mission	15	Bronze (15)
Broke, Blind, and Bedlam	Complete Kasumi's loyalty mission	15	Bronze (15)
Paramour	Complete romance in penultimate scene before Omega 4	50	Silver (30)
Head Hunter	Kill 30 humanoid targets with headshots	10	Bronze (15)
Brawler	Shoot and kill 20 foes while they reel from a melee attack	10	Bronze (15)
Merciless	Kill 20 foes through a fall (off a ledge) or fire (incinerate)	10	Bronze (15)
Incineration Specialist	Deplete the armor of 25 foes with Incinerate (not Incendiary Ammo)	15	Bronze (15)
Master at Arms	Kill 5 enemies with 5 different heavy weapons	15	Bronze (15)
Tactician	Strike 20 targets with different biotic powers (create combos)	10	Bronze (15)
Warp Specialist	Deplete the barriers of 25 enemies with Warp (squad members count)	15	Bronze (15)
Overload Specialist	Deplete the shields of 25 foes with Overload or Disruptor Ammo	15	Bronze (15)
Agent	Complete 5 side missions (such as N7) after scanning worlds	50	Bronze (15)
Explorer	Visit all planets in a cluster you discover (cannot be clusters already unlocked)	10	Bronze (15)
Operative	Complete one side mission (such as N7) after scanning worlds	15	Bronze (15)
Prospector	Successfully mine a planet	5	Bronze (15)
Data Hound	Collect six Cerberus data packets on Aite (Overlord mission)	10	Bronze (15)
Digital Exorcist	Shut down the rogue VI in Project Overlord mission	15	Bronze (15)
Detail Oriented	Use all data terminals in the Shadow Broker stronghold (Lair of the Shadow Broker)	40	—
Heart of Darkness	Confront the Shadow Broker (Lair of the Shadow Broker)	50	Silver (30)
Most Dangerous Game	Defeat the Shadow Broker's assassin Vasir (Lair of the Shadow Broker)	35	—
Catching Up	Complete Shadow Broker mission and talk to Liara on the Normandy	25	—
The Hard Way	Complete the Shadow Broker mission on Hardcore or Insanity setting	50	—
Scientist	Complete a research project/upgrade in Mordin's lab	10	Bronze (15)
Technician	Complete 10 upgrades	15	Bronze (15)
Weapon Specialist	Fully upgrade a weapon (all upgrades applied)	15	Bronze (15)
Fashionista	Personalize armor in locker (change colors, switch parts)	5	Bronze (15)
Highly Trained	Watch all of the training videos at Shepard's terminal	15	Bronze (15)
Power Full	Evolve any power by reaching rank 4 and selecting evolution choice	15	Bronze (15)
Power Gamer	Reach level 30	10	Silver (30)
Scholar	Discover 15 codex entries	15	Bronze (15)
N7 Elite	Acquire all trophies (not including Revenge!)	—	Platinum



APPENDIX

Shop Inventories

Use these inventories to keep track of the goods offered in all shops across the galaxy.

Omega

Omega's a rough place, but with a little charm or intimidation, you can score great deals.

Harrot's Emporium

Item	Type	Price	Discount Price
Hack Module	Upgrade	30,000	25,000
Geth Ship Model	Cabin décor	2,000	1,666
Capacitor Chestplate	Armor	4,000	3,333
Kuwashi Visor	Armor	2,000	1,666
Ordinance Packs	Armor	2,000	1,666

Kenn's Salvage

Item	Type	Price	Discount Price
Heavy Weapon Ammo	Upgrade	30,000	25,000
Heavy Skin Weave	Armor	90,000	75,000
Shotgun Damage	Upgrade	60,000	50,000
FBA Couplings	Quest item	500	416

Omega Market

Item	Type	Price	Discount Price
Turian Cruiser Model	Cabin décor	500	416
Fornax	Magazine	5	4
Sniper Rifle Damage	Upgrade	60,000	50,000
Stimulator Conduits	Armor	4,000	3,333
Strength Boost Pads	Armor	4,000	3,333
Stabilization Gauntlets	Armor	8,000	6,666

Illium

Without buying the star charts from Beria's Frontiers, you cannot find all of the N7 assignments.

Baria Frontiers

Item	Type	Price
Hades Nexus	Star map	500
Minos Wasteland	Star map	500
Pylos Nebula	Star map	500
The Shrike Abyssal	Star map	500

Gateway Personal Defense

Item	Type	Price	Discount Price
Assault Rifle Damage	Upgrade	60,000	50,000
SMG Damage	Upgrade	60,000	50,000
Heavy Skin Weave	Upgrade	90,000	75,000
Damage Protection	Armor	90,000	75,000
Amplifier Plates	Armor	2,000	1,666

Tuchanka

Don't skip Forack's Database. The krogan scientist has some awesome upgrades.

But they are spendy. You may have to come back multiple times to score them all.

The N7 assignments are a great way to pick up extra cash for these upgrades.

Ratch's Wares

Item	Type	Price	Discount Price
Heavy Weapon Ammo	Upgrade	30,000	25,000
Asymmetric Defense Layer	Armor	8,000	6,667
Death Mask	Armor	8,000	6,667
Shield Harness	Armor	8,000	6,667
Heavy Damping Gauntlets	Armor	4,000	3,333

The Citadel

Although visiting the Citadel is entirely optional, missing out on its great shopping will deny you some great upgrades and extra items.

Citadel Souvenirs

Item	Type	Price	Discount Price
SSV Normandy Model	Cabin décor	500	416
Destiny Ascension Model	Cabin décor	500	416
Sovereign Model	Cabin décor	500	416
Space Hamster	Cabin décor	9,200	7,666
Thessian Sunfish	Cabin décor	500	416
Illium Skald Fish	Cabin décor	500	416

Rodam Expeditions

Item	Type	Price	Discount Price
Heavy Pistol Damage	Upgrade	60,000	50,000
SMG Damage	Upgrade	60,000	50,000
Sniper Rifle Damage	Upgrade	60,000	50,000
Aegis Vest	Armor	2,000	1,666
Off-Hand Ammo Pack	Armor	2,000	1,666

Memories of Illium

Item	Type	Price	Discount Price
Alliance Cruiser Model	Cabin décor	500	416
Athabasca Class Freighter Model	Cabin décor	500	416
UT-47 Kodiak Dropship Model	Cabin décor	500	416
Prejek Paddle Fish	Cabin décor	8,000	6,666

Serrice Technology

Item	Type	Price	Discount Price
Biotic Damage	Upgrade	90,000	75,000
Bypass Module	Upgrade	30,000	25,000
Medi-Gel Capacity	Upgrade	30,000	25,000
Tech Damage	Upgrade	90,000	75,000

Fortack's Database

Item	Type	Price	Discount Price
Assault Rifle Damage	Upgrade	60,000	50,000
Heavy Pistol Damage	Upgrade	90,000	75,000
Shotgun Damage	Upgrade	60,000	50,000
Biotic Damage	Upgrade	60,000	50,000

Saronis Applications

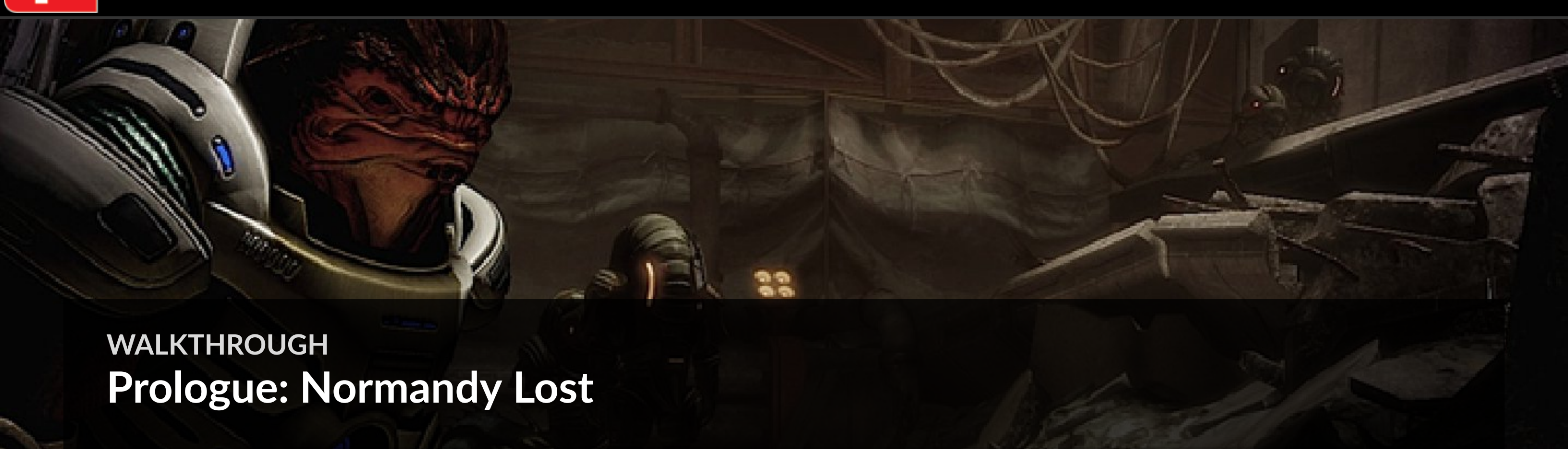
Item	Type	Price	Discount Price
Damage Protection	Upgrade	90,000	75,000
Tech Damage	Upgrade	90,000	75,000

Sirta Foundation

Item	Type	Price	Discount Price
Life Support Webbing	Armor	8,000	6,667
Medi-Gel Capacity	Upgrade	30,000	25,000

Zakera Café

Item	Type	Price	Discount Price
Ascension Novel	Novel	5	none
Revelation Novel	Novel	5	none
High Grade Provisions	Quest item	500	none



WALKTHROUGH

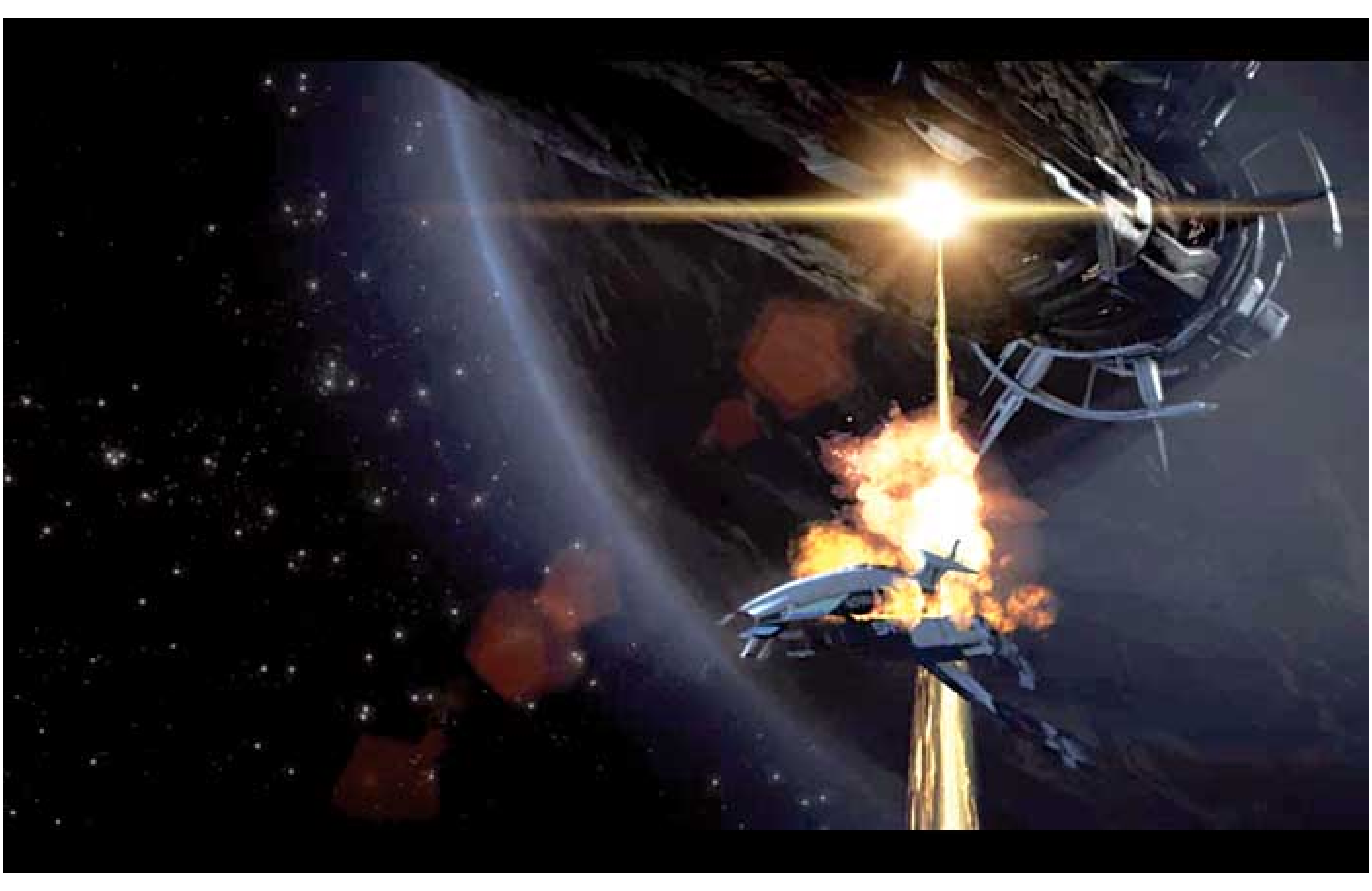
Prologue: Normandy Lost

The Battle of the Citadel has concluded, and surviving geth are being targeted at the request of the newly formed human-led Council. The SR-1 Normandy appears in the Amada system and detects the incursion of a new and unknown ship.

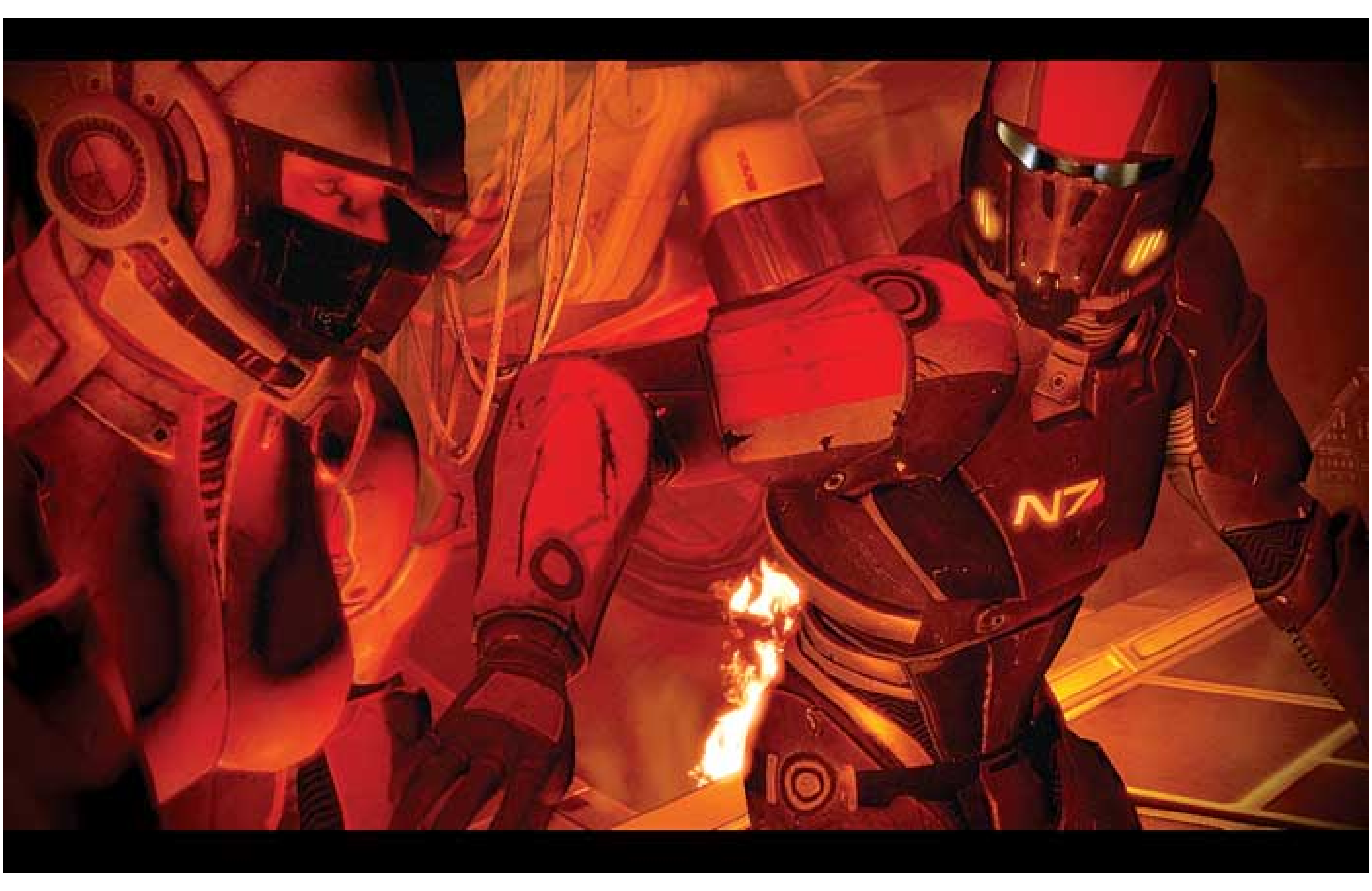
Mission Data

Location: Milky Way > Omega Nebula > Amada System > Alchera

Spoils of War > Total Credits: 0



[001]



[002]

The ship launches a devastating beam weapon strike against the *Normandy* **[001]** , and despite Joker's evasive maneuvers, the craft's hull is struck and breached in a number of places by both glancing and direct strikes.

Shepard orders the evacuation of the vessel, as fire and chaos rage throughout the superstructure.

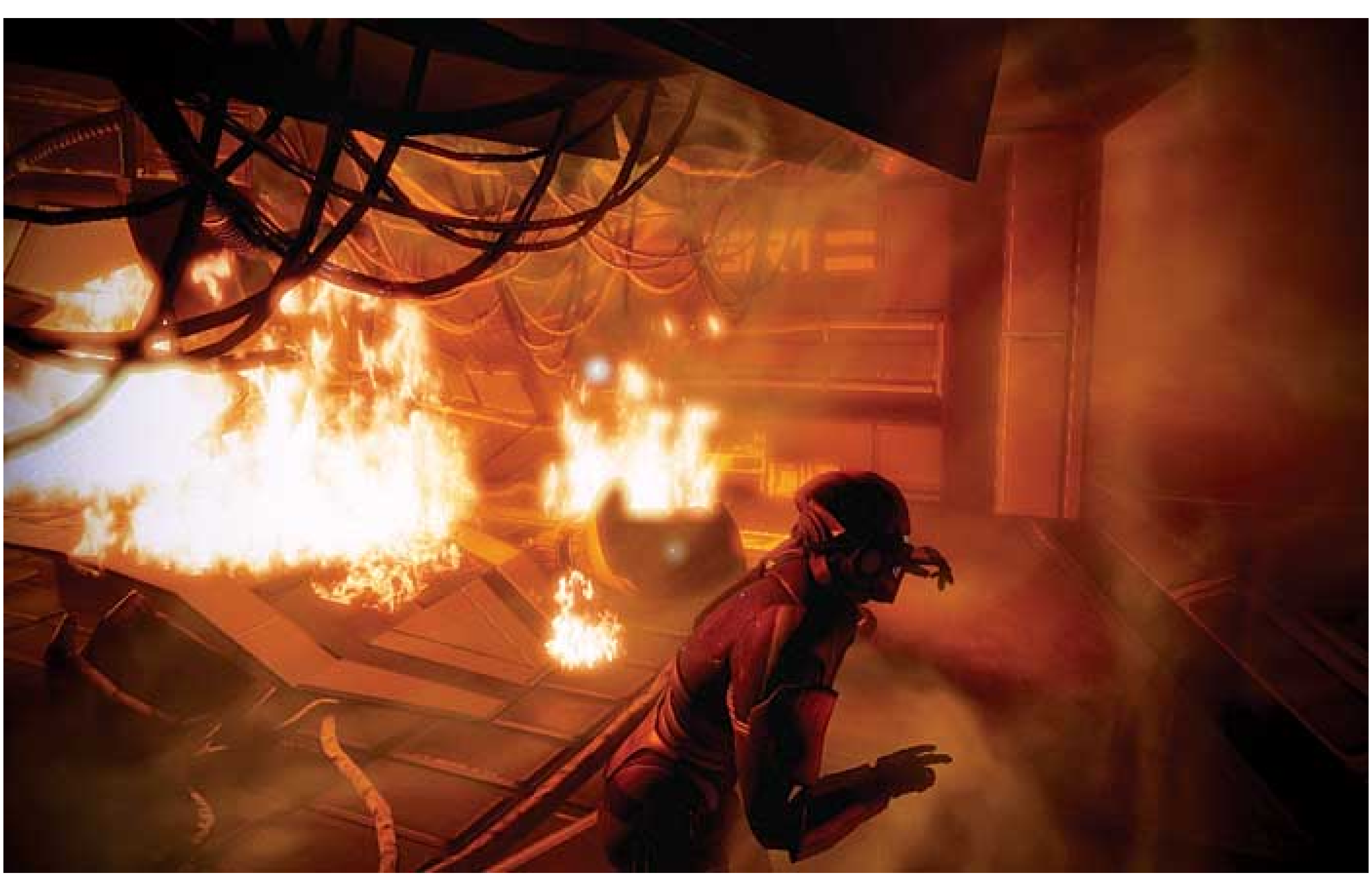
Squadmate Ashley Williams frantically staggers and sprints towards Shepard, shouting a question about the Alliance reaching them in time **[002]** .

Answer her, and instruct her to head to the evac shuttle when she favors loyalty over critical thinking and tells you she's going down with the ship. She says Joker isn't leaving either.

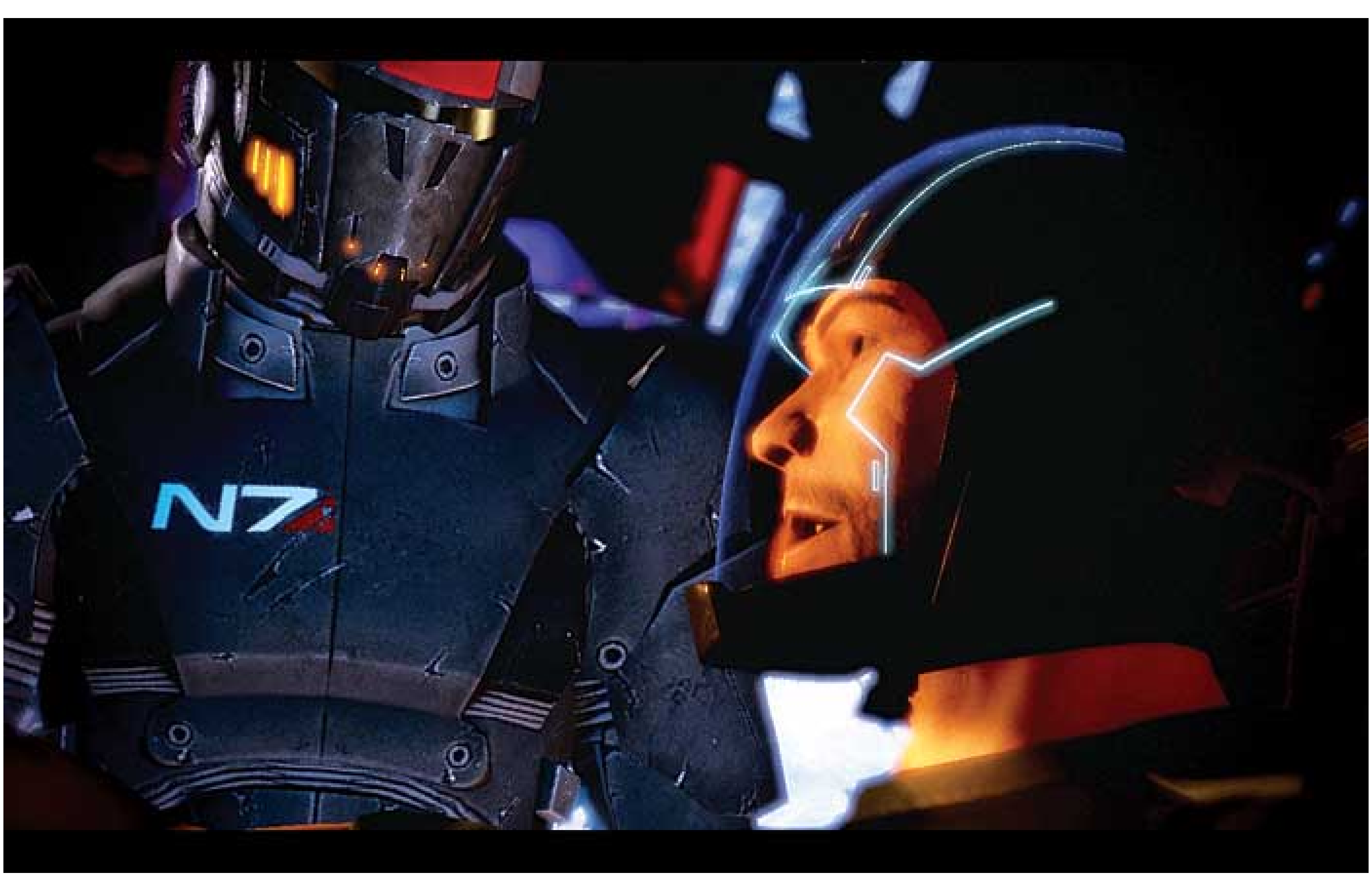
N7 Your romance choices and decision on Virmire during *Mass Effect 1* affect which squadmate appears: Ashley Williams, Kaidan Alenko, or Liara T'Soni.

Note

Your journal now updates, and this occurs continuously as new and/or additional objectives are unlocked. For further information, consult the Journal menu option at any time for a quick re-evaluation of your mission parameters.



[003]

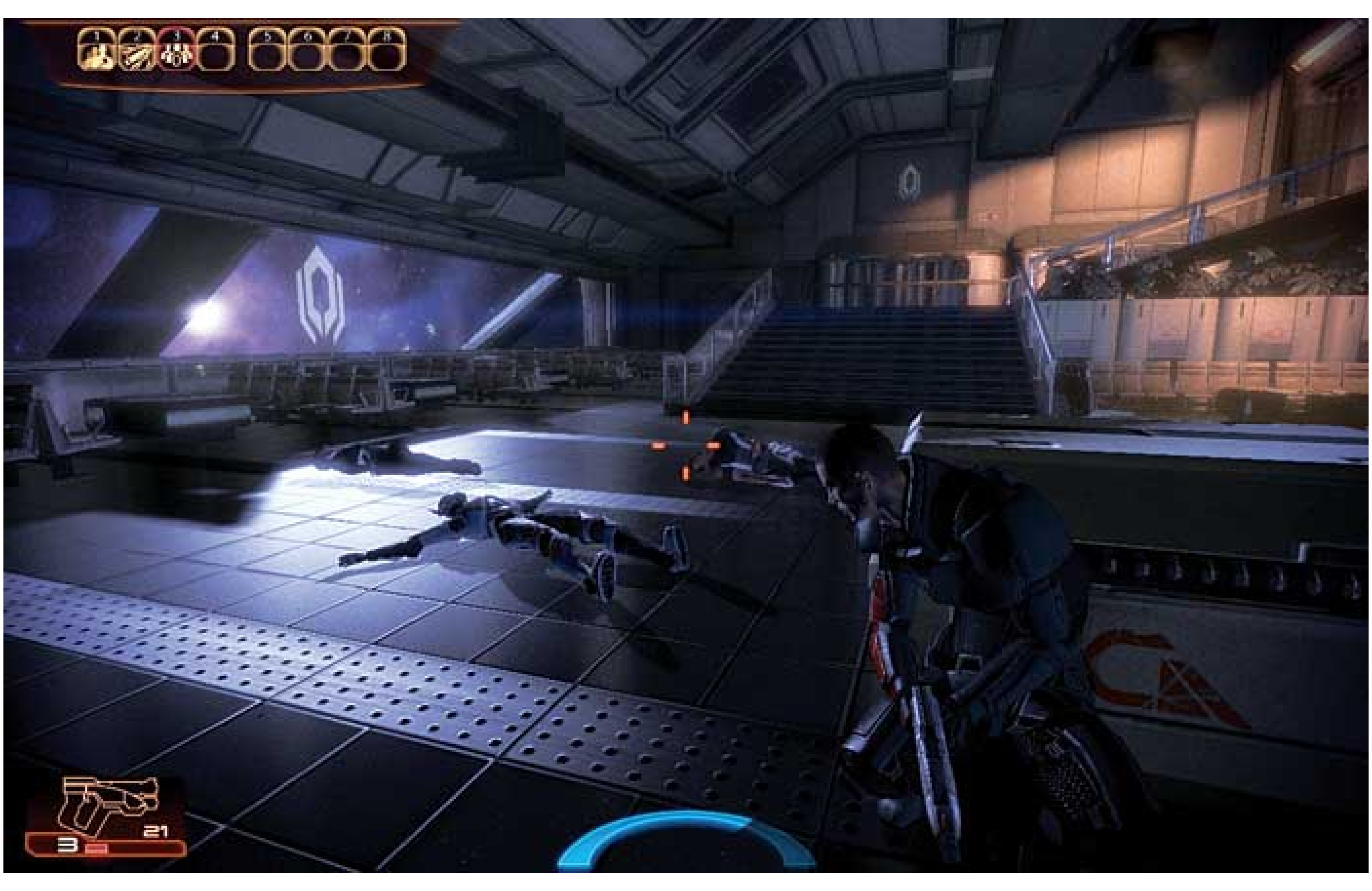


[004]

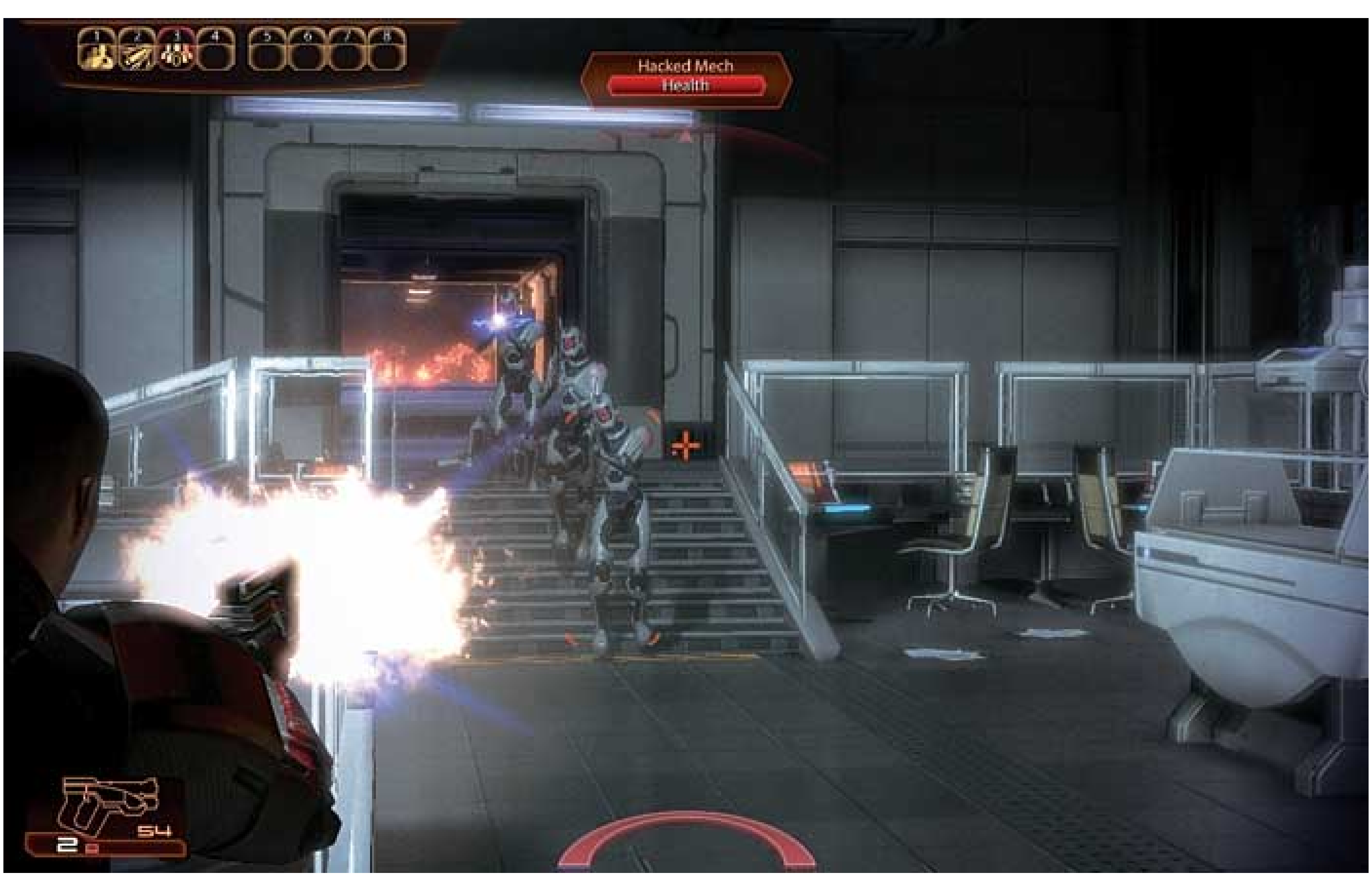
As the shuttle's evac pods are jettisoned and the crippled Normandy falls rather than flies through the heavens, Shepard decides to deal with Joker.

Head along the flaming corridors **[003]** , up the right curved stairs, and out onto the command center, which currently lacks a roof, allowing you to see the planet Alchera.

Continue toward the cockpit, through the temporary energy airlock, and speak with Joker **[004]** . He (incorrectly) believes the ship can still be saved, but another strafing barrage from the enemy ship begins a total collapse of the Normandy.



[005]

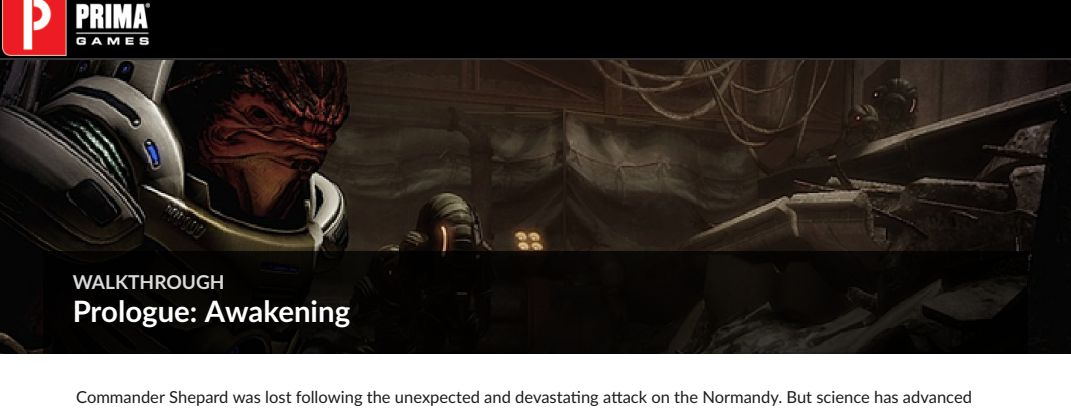


[006]

Shepard and Joker struggle to the evac pod; Shepard secures Joker inside and is about to join him when another blast rocks the remains of the ship, throwing Shepard away from the pod **[005]** .

Shepard ejects the pod as the ship disintegrates. Beams of energy cut through the remaining debris, as the Normandy breaks apart completely and explodes.

Shepard is flung far from the craft and watches the death of the ship and remaining crew **[006]** . The commander's suit springs a leak. Falling into the upper atmosphere of Alchera, Shepard struggles for air before losing consciousness.



WALKTHROUGH

Prologue: Awakening

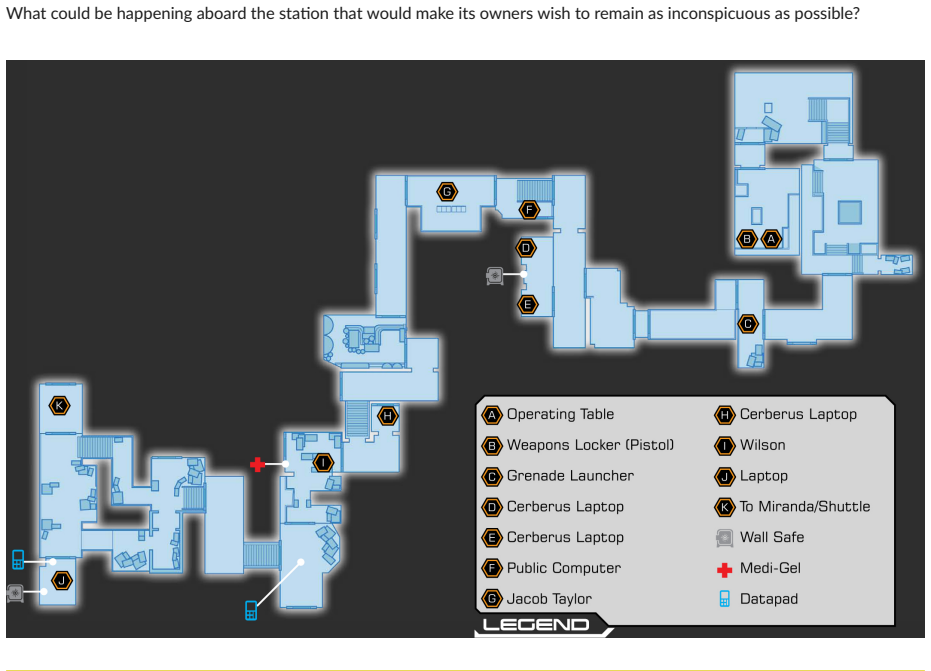
Commander Shepard was lost following the unexpected and devastating attack on the Normandy. But science has advanced far enough that not even death is final.

The commander is about to return to duty and resume the mission to rid the galaxy of the Reaper threat. But Shepard will need to find new allies to win this fight.

Lazarus Research Station > Medical Facility

The medical facility is part of a space station not under control of the Alliance or the Council. There is an air of mystery to the station, which seems intentionally nondescript.

What could be happening aboard the station that would make its owners wish to remain as inconspicuous as possible?



Mission Data

Location: Milky Way > Cerberus Facility [[PARTS UNKNOWN]] > Lazarus Research Station

Experience Available: 1,000

Entities Encountered > Enemies

- LOKI Mech
- YMIR Mech

Entities Encountered > Squad Members

- Jacob Taylor
- Miranda Lawson

Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750 Credits : 3,750

Spoils of War > New Weapons

- M-3 Predator Heavy Pistol
- M-100 Grenade Launcher

Glossary

Spectre: Spectre stands for Special Tactics and Reconnaissance. The Spectre is a special class of agent that works directly for the Council and outside of all galactic laws that otherwise govern the accepted races that occupy the Citadel.

Spectres are the best of the best, lethal in both intelligence and might. Commander Shepard was the first human Spectre.

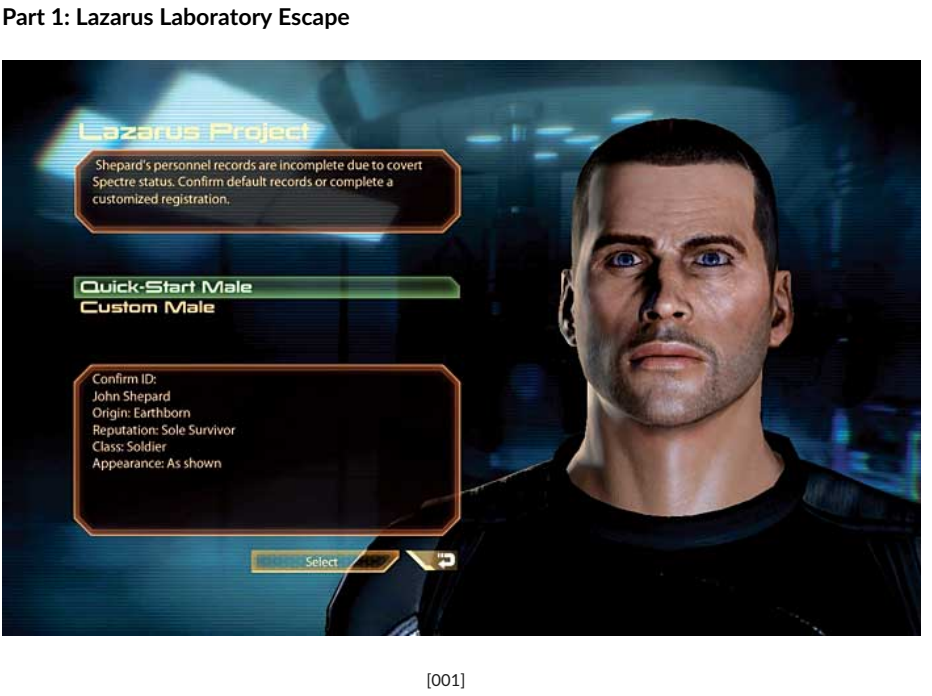
Council: The Council is the governing body within the Citadel, responsible for dictating and upholding the law within Council space.

Prior to the geth attack on the Citadel, the Council comprised only three races: asari, turian, and salarian. But now humanity is represented on the Council, a major step for the reputation of humankind in the galaxy.

Cerberus: Cerberus is a splinter group with a humans-first philosophy and a checkered history. Cerberus is responsible for conducting a series of questionable experiments—often on humans—such as luring the huge, violent thresher maws to marines to gauge the resulting fight.

Cerberus is also responsible for the breeding of the near-extinct and feared rachni, a race that once threatened the galaxy, which Shepard had to deal with during the previous mission to stop Saren.

Part 1: Lazarus Laboratory Escape


Lazarus Project
Shepard's personnel records are incomplete due to covert Spectre status. Confirm default records or complete a customized registration.
Quick-Start Male
Custom Male
Confirm ID:
John Shepard
Origin: Earthborn
Reputation: Sole Survivor
Class: Soldier
Appearance: As shown
Select

[001]

You wake inside a laboratory. Faces blur in and out of focus. Though it is difficult to understand what the people hovering over you are saying, you realize that you are being operated on and that you really should not be awake right now.

After your vitals are stabilized, you slip back into slumber and the technicians above you resume their work.

Welcome to Project Lazarus. Here, you discover that Commander Shepard is not as dead as you may have believed. Inside this medical facility, technicians and scientists have labored to reconstruct the broken Shepard.

The fallen Spectre has been put back together not just in body (through the use of cybernetics and other required upgrades to replace ruined body pieces and augment others) but in spirit.

Project Lazarus allows you to reconstruct Shepard's visage and core personality **[001]** ; your actions later in the adventure will determine Paragon and Renegade status.

Caution

When you exit Project Lazarus, Shepard's appearance is final. You cannot make any more changes, so be sure you are happy with the commander's facial features before continuing.

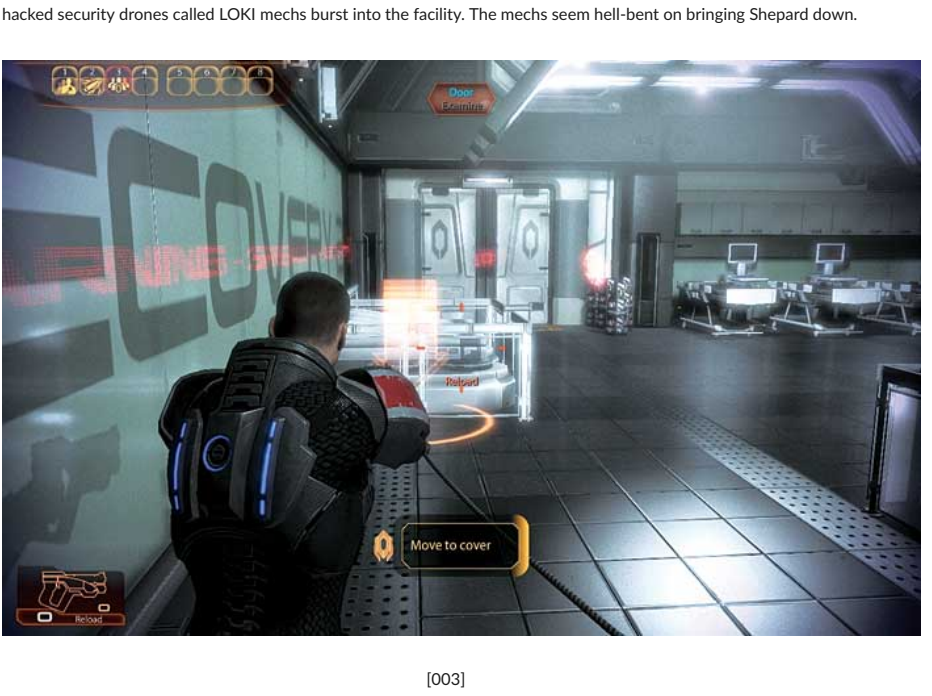
N7 If you imported Commander Shepard from your original Mass Effect save, you can keep everything as is or make some physical changes to Shepard.

[002]

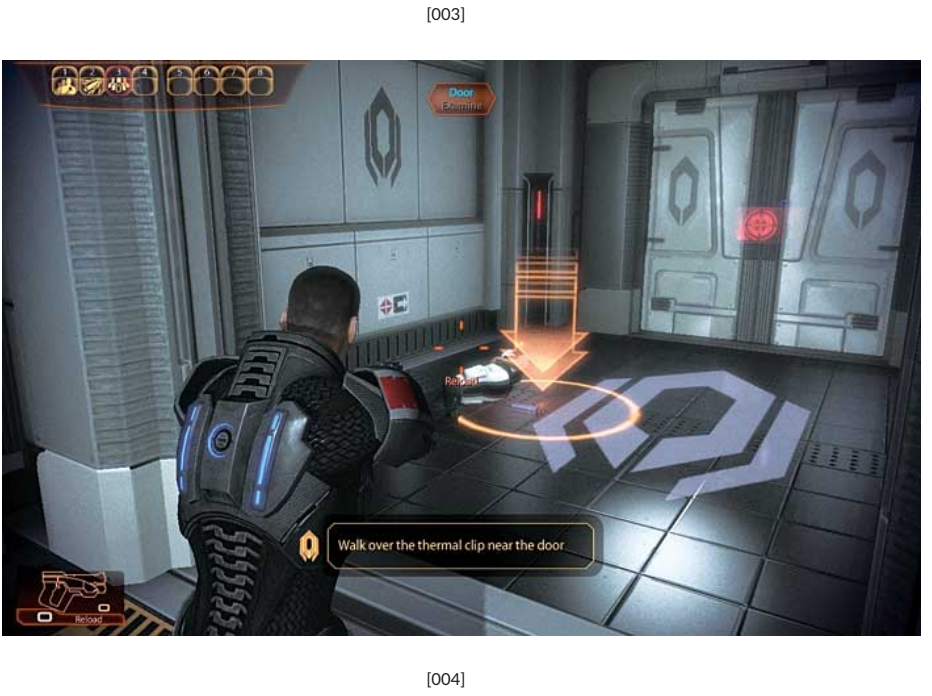
Project Lazarus ends a little earlier than intended. Shepard wakes again to the sounds of combat **[002]** .

As Shepard rises from the operating table, the voice of Miranda Lawson—one of the voices heard during that brief episode of consciousness during the procedure—comes over the comm.

She doesn't have time to tell Shepard much. Questions must wait until after she can guide Shepard out of the area before hacked security drones called LOKI mechs burst into the facility. The mechs seem hell-bent on bringing Shepard down.



[003]



[004]

This is designed to teach you some of Mass Effect 2's controls. Follow Miranda's orders to successfully move through the medical bay. She directs you to a weapons locker. Move to it and pick up the pistol.

It has no ammunition and cannot be fired at the moment. A door breach is imminent, so move to cover. Follow the on-screen instructions and enter cover **[003]** .

Wait for the explosion, and then move to the open door and locate the thermal clip by the corpse **[004]** . Immediately load your pistol, then step through the door in front of you.

New Weapon: M-3 Predator Heavy Pistol

Tip

Follow the doors with green lights on them to make it through the tutorial. Green signals that a door is unlocked. A red light on a door means it cannot be opened.

Glossary

Thermal Clips: Most weapons require a steady supply of thermal clips to keep them from overheating. Thermal clips are dropped by destroyed mechs and left behind by fleeing facility personnel or downed enemies.

They are found throughout this adventure and provide ammunition for all your armaments except heavy weapons.

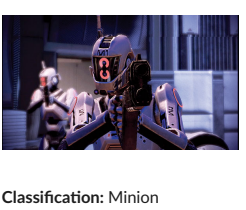
[005]

Enter the darkened observation room and take cover as prompted. Miranda instructs you to vault over the low crates.

A hacked mech approaches and should be shot at. Aim for the head, and use any nearby crates as cover **[005]** .

Spend a few moments after the fight practicing your vaulting and crouching into cover, as you use these techniques throughout the adventure. Then reload and exit the chamber via the stairs to the upper laboratory.

Enemy Profile: LOKI Mech



Classification: Minion

Powers: Taser Blast

Defenses: —

Weapons: Machine Pistol

Notes: LOKI mechs are designed as inexpensive, expendable security drones. These mechs are typically programmed to patrol sectors and, when ordered, act to keep the unauthorized out.

LOKI mechs attack with standard-issue machine pistols at long to medium range. Up close, the mech uses a taser blast to incapacitate a target.

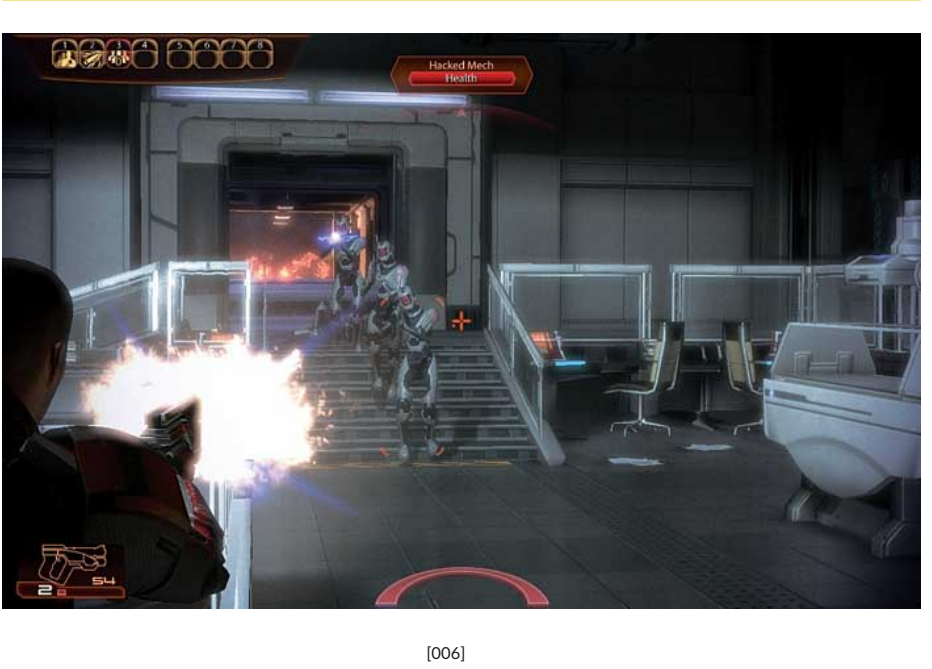
Tactics: Because LOKI mechs are built to be cheaply replaced, they are easy to take down. A single blast to the head causes the mech to explode. Alternatively, a mech can be disarmed by shooting off its appendages, particularly the arm holding the machine pistol.

When located, a longer-range assault rifle or sniper rifle makes short work of these relentless, but weak, drones.

They are dangerous at close range as they give off electrical shocks and sometimes self-destruct when badly damaged—the resulting explosion can wound you. A mid- to long-range takedown is preferable.

Depending on your class, companions, and equipment, try utilizing disruptor ammunition, Energy Drain, and Overload to effectively quell a LOKI mech attack.

Biotic powers are also helpful, but nothing beats an accurate shot to the mech's head or weapon arm.



[006]

In the next room, Miranda directs you to use the nearby cover before a batch of hacked mechs stride forward. Use the cover to block the mechs' shots while returning fire.

Practice aiming your weapon (you zoom in a little on your targets, and your shots are more accurate), and stay behind cover **[006]** . If you're shot and wounded, find cover and recuperate.

After dropping the mechs, check the side storage room to the left to pick up more thermal clips.

Tip

You can earn an easy Brawler Achievement or Trophy by knocking these mechs down instead of shooting them, but watch for their electrical discharge and tendency to explode! Now consult the appendix for more information on these unlockables.

[007]

A window at the far corner of the next corridor shows a YMIR mech cutting down laboratory personnel. Fortunately the glass holds. Follow the corridor of corpses to the unlocked (green) door to a dead soldier.

Pick up his M-100 grenade launcher (this is a new weapon for Shepard, noted by a codex entry) and then optionally use it on the three hacked mechs that push through a door on the landing below **[007]** .

Use the nearby elevator to descend, and continue moving through the station under Miranda's orders. Sprint through any fire to minimize damage and remain unscathed.

New Weapon: M-100 Grenade Launcher

Hacked Mech
Health

[008]

Although the situation is hectic, take a moment to enter the room ahead, with the door on your left, with the two mechs crawling through the door. Check both terminals inside the room **[008]** .

These terminals add critical information to the codex (relating to Miranda and Wilson's reviving experiments on you).

There is also a safe in the wall, allowing you to attempt the Bypass minigame as many times as you like until you're successful. Be sure you leave the room only after the following information has been imparted:

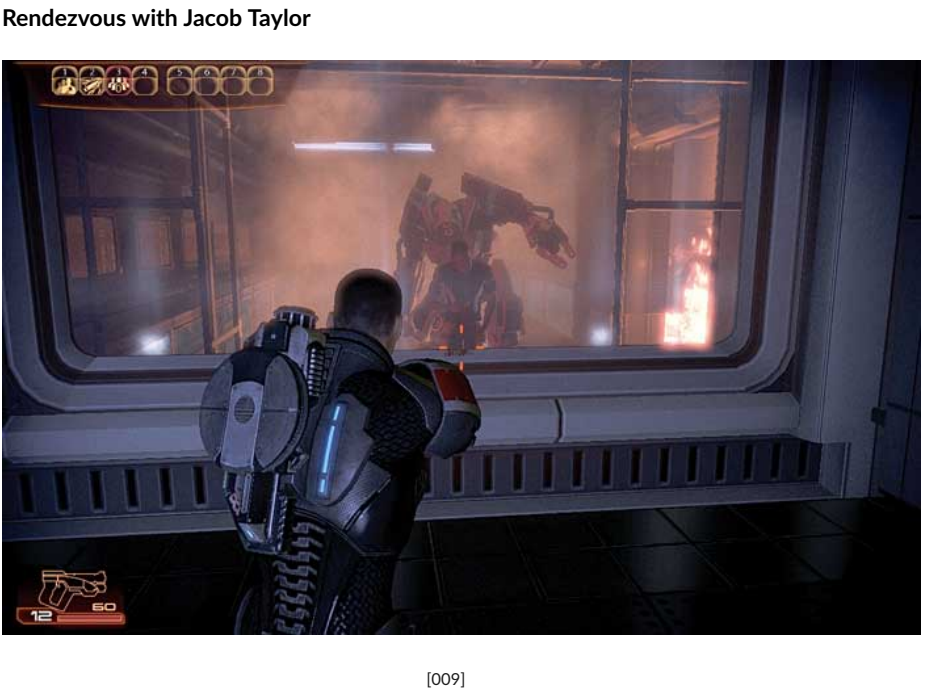
Codex Updated > Cerberus Laptop > Access Data Logs

Codex Updated > Cerberus Laptop > Access Data Logs

Spoils of War > Wall Safe > Bypass > 975 Credits

Part 2: Facility Escape

Rendezvous with Jacob Taylor



[009]

Sprinting to the top of the steps, you witness another YMIR mech savaging a laboratory technician **[009]** .

You can't help him, but you can add information to your codex at the public computer to the left of the window. Then open the unlocked door leading to D wing's mezzanine.

Codex Updated > Public Computer > Access Data Logs

[010]

[011]

[012]

Someone pointing a gun in a direction other than Shepard's is a small comfort in this deteriorating situation. Shepard meets Jacob **[010]** , who is pinned down by a wave of hacked mechs streaming through a door on the opposite side of the chamber.

Before agreeing to join the fight with Jacob **[011]** , Shepard has a moment to get some much-needed answers.

According to Jacob, you've been out of commission for over two years as Project Lazarus literally brought you back from the dead. Jacob also lets slip that you are not in an Alliance facility.

This is third-party, which makes Shepard suspicious. At least Jacob can confirm that your friends made it off the Normandy before it was vaporized. The rest of your questions will have to wait until the combat subsides.

Note

Your conversation options affect your morality throughout this adventure. If you're determined to build up your Paragon ("good") or Renegade ("evil") score, be sure to choose the appropriate conversation (and other) choices.

A good rule of thumb is to read each choice, as most (but not all) Paragon choices are on the top right and top left of your conversation oval, while Renegade choices are on the bottom right and bottom left.

Tip

There are hundreds of Paragon and Renegade choices you can make. Consult the Training chapter for more information.

Simply opt for reasonable or pleasant conversation choices to improve your Paragon bar, and choose unpleasant or threatening choices if you wish to become a Renegade.

Tip

This is as good a time as any to learn how to use the Command menu in combat. Bring it up and select Jacob's Pull biotic power to yank the mechs off their ledge **[012]** . This must be done to end the fight.

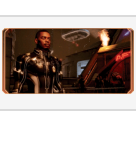
Following the fracas, Jacob agrees to answer the rest of your questions as best as he can. You can pursue a line of questioning about your crew from the Normandy, but don't leave the dialog without finding out more about the situation in the medical facility.

Jacob has no idea why the mechs started the attack, but he assumes that it's all an inside job. Only somebody close to the project could get the needed access to hack and reprogram all of the mechs to attack—especially just as you woke up. There are other topics to pursue:

- **Miranda:** Miranda Lawson is the station's ranking officer and Jacob's boss. There's not much more he is willing to say about her at this point.
- **Jacob:** Jacob is Miranda's top lieutenant. He served five years in the Alliance before leaving and accepting this job.
- **Project Lazarus:** Project Lazarus was a two-year operation that brought you back from the dead.

With this information imparted, check the mezzanine bench for additional data before leaving via the opposite door.

Codex Updated > Datapad > Activate Open Logs



Entities Encountered > Squad Members > Jacob Taylor

Tip

Always pick up thermal clips whenever you see them. It takes just a couple of seconds and you will kick yourself later if your favorite weapon overheats during an intense firefight because you don't have enough thermal clips.

Hemmed In with Wilson

Hacked Mech
Health

[013]

Before long, Wilson comes over the comm. He is holed up in the network control room and in serious trouble. Wilson needs Jacob and Shepard to rescue him before the mechs locate him. The transmission is cut off just as mechs burst into the control room.

Follow the corridor, enter the red-lit room, and dispatch any threats **[013]** before heading up the stairs to a room where you can download more information from Miranda's terminal. Then open the nearby door and locate Wilson.

Codex Updated > Cerberus Laptop > View Open Log

[014]

The service corridors lead to Wilson in room B **[014]** . He survived the mech attack but was wounded in the leg. (Why would mechs aim for the leg? Suspicious!) There is a medi-gel station on the wall.

Grab a medi-gel pack from the station and then use Unity to heal Wilson (Unity is in your Command menu). After Wilson rises, you can talk to him about the current situation in the facility.

Jacob and Shepard lean toward finding Miranda, but Wilson is convinced she's dead from the mech attacks. Wilson seems eager to leave Miranda behind.

Medical Station > Medi-Gel

Note

This is one of those classic Paragon or Renegade dialog trees that you encounter over the course of the mission. Choosing to tell Wilson you want to look for Miranda results in Paragon points while agreeing that it is best to leave her behind adds Renegade points.

Not all of the Paragon/Renegade conversation options are this obvious. As the galactic intrigue increases, so does the opacity of good versus evil.

Tip

Unity is the key to reviving fallen squadmates during combat. Remember this in future missions!

[015]

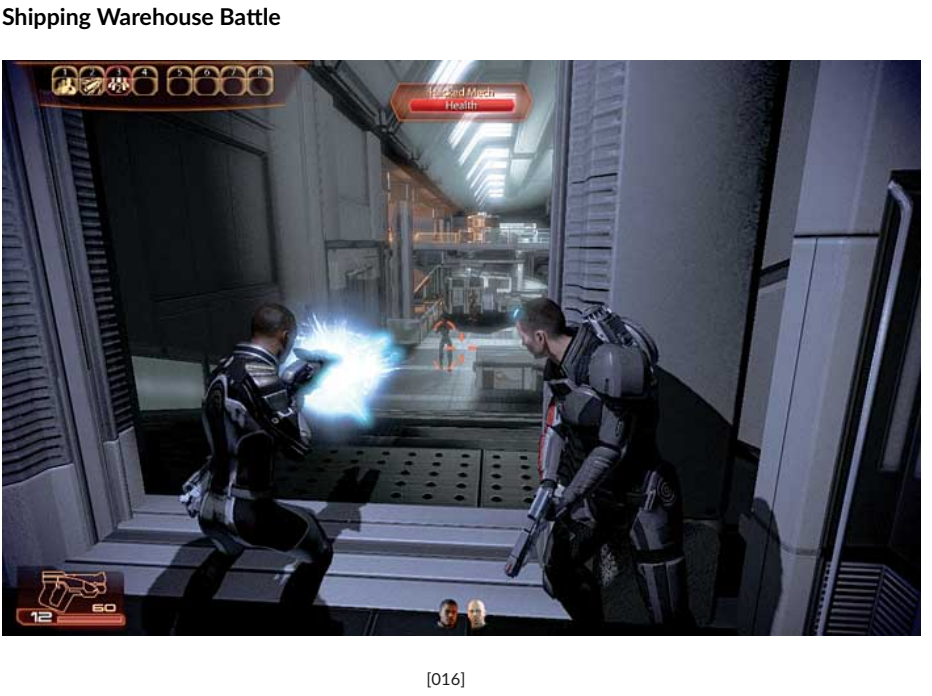
As the conversation continues, Jacob admits that the station—along with Project Lazarus—is controlled by Cerberus. That's a familiar name. Shepard had heard of Cerberus during previous missions, and that adds to Shepard's suspicions.

Cerberus is a pro-human splinter group that is often at odds with the Alliance. Jacob says there is somebody who can provide answers: the mysterious Illusive Man. The conversation is cut short by the arrival of more hacked mechs.

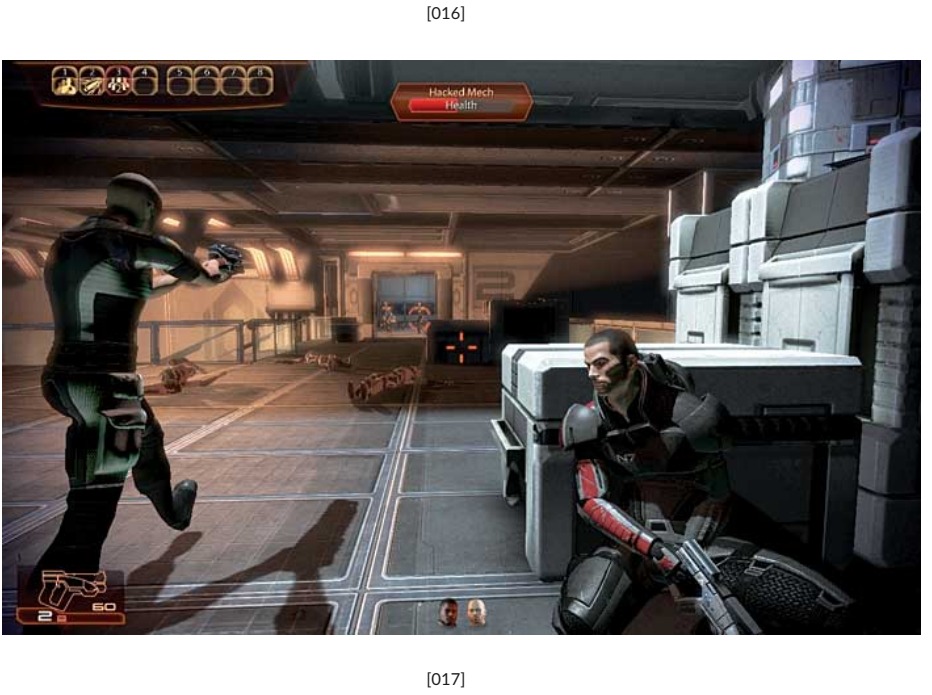
Use Wilson's Overload power **[015]** on nearby crates to detonate them and stop the mechs. Then look for a datapad on a fallen Cerberus employee in the next hall. If you successfully hack it, you pocket more credits. Then descend and locate the door to the warehouse.

Spoils of War > Datapad > Hack Datapad > 900 Credits

Shipping Warehouse Battle



[016]



[017]

The fighting spills into a warehouse that is crawling with mechs. With Wilson and Jacob at your side, push into the warehouse and pick apart these foes. Jacob and Wilson help you out with biotics and weapons.

Remember to use cover, optionally letting your squadmates take the brunt of the fire **[016]** . Choose either set of steps, but be aware of mech attacks from both directions on the upper walkway **[017]** .

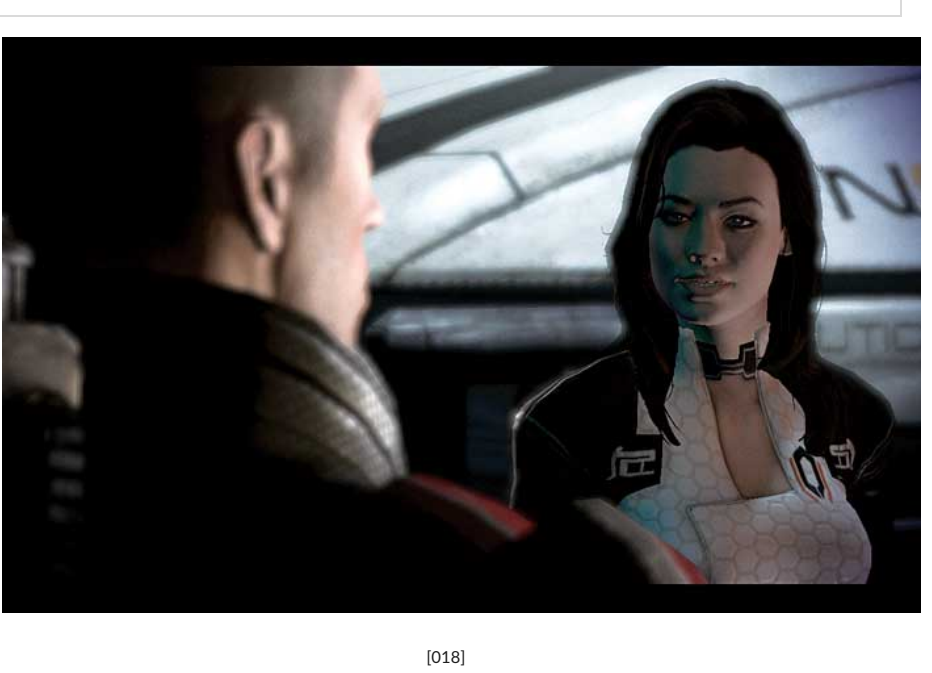
Tip

Look for a hackable data terminal and a Cerberus laptop on the top floor. Search them both for credits and information about Shepard's condition at the outset of Project Lazarus. Don't open the door to Miranda before collecting everything!

Spoils of War > Datapad > Hack Datapad > 975 Credits

Spoils of War > Wall Safe > Bypass Safe > 900 Credits

Codex Updated > Laptop > Access Personal Logs



[018]

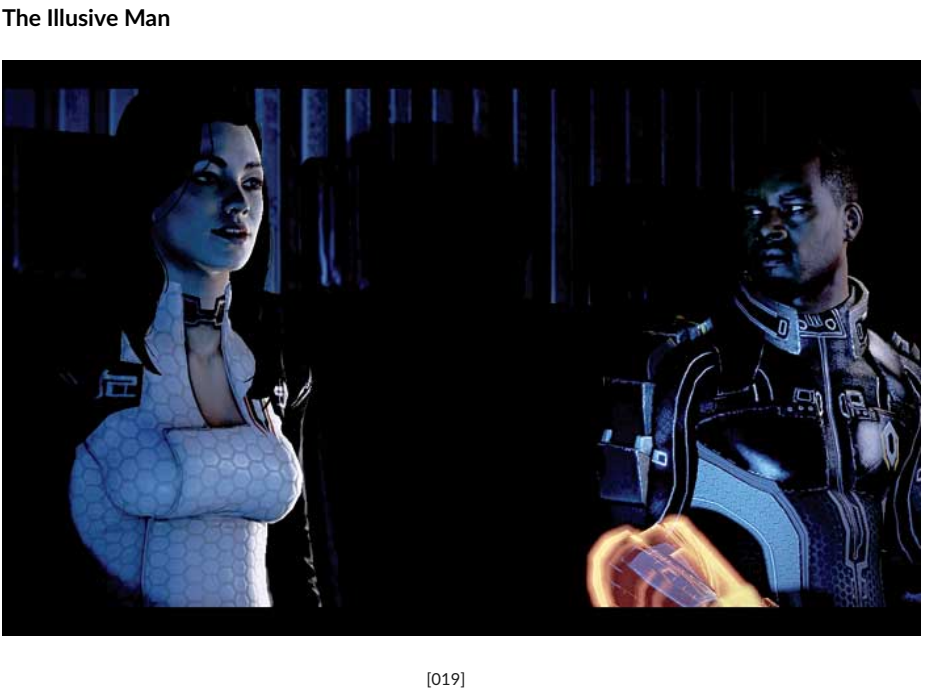
As you pursue the mechs, you approach the facility exit (the locked or "red" door through Docking Station 2). When the exit door opens, you see a familiar face: Miranda **[018]** .

It's also the last face Wilson will ever see.

Miranda explains that Wilson was a double-crosser and responsible for the mech attacks. You must decide just how troubled Shepard is by her killing Wilson without a single question.

No matter how skeptical you choose to be of Miranda, your options for getting off this compromised station are limited. You must go with Jacob and Miranda. Miranda leads you to a shuttle and promises to take you to see the Illusive Man.

The Illusive Man

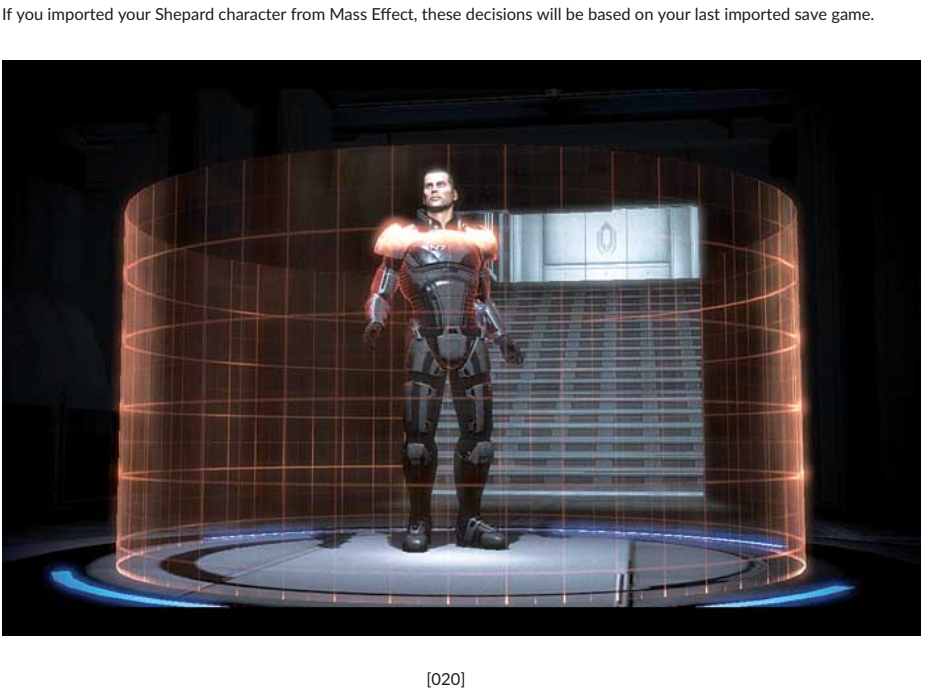


[019]

On the shuttle, Miranda and Jacob ask you a few questions about Shepard's past **[019]** . These are based on your previous exploits in Mass Effect or how you chose your reputation at the start of this mission.

N7 These questions are designed to fill in some decisions that were made at the end of the original Mass Effect. For example: Who was appointed to the Council? Anderson or Udina? Did you save the Council or not?

If you imported your Shepard character from Mass Effect, these decisions will be based on your last imported save game.



[020]

[021]

After the shuttle docks at the Cerberus outpost, Shepard finally has a chance to get some answers with the Illusive Man.

Don't expect any face time, though. Security is paramount. So, as Shepard enters the chamber where the commander thinks the Illusive Man is supposedly waiting, Shepard is scanned into a hologram projector **[020]** . The commander will speak to the Illusive Man via some serious long-distance.

The Illusive Man **[021]** goes over what Shepard missed over the last two years, including the disturbing trend of human colonies vanishing and a lack of action by the Council.

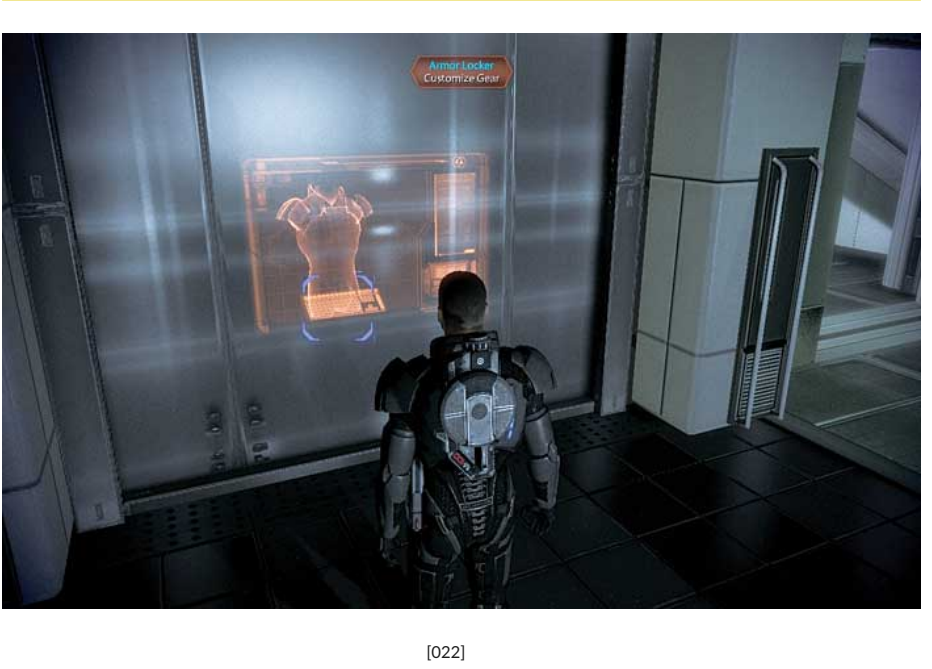
Shepard points out that if the Illusive Man wanted to take on the Reapers, he could have trained an entire army for the cost of the Project Lazarus.The Illusive Man's reasoning is simple: Shepard killed a Reaper.

He is unsure if the Reapers feel fear, but the Reapers must respect Shepard at least. And that's a good foundation for instilling fear.

Is it the geth? The Reapers? The Illusive Man believes the best way to investigate the situation is to go hands-on. A shuttle will take Shepard to Freedom's Progress, the latest human colony to go offline.

Note

This is a great time to scroll through your codex and investigate the information you picked up during this initial leg of the mission.



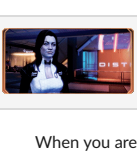
[022]

[023]

[024]

After the meeting, use the armor locker in the bay near the hologram chamber to outfit Shepard **[022]** . Then talk to Miranda **[023]** and Jacob **[024]** to learn more about them and potentially earn more Paragon/Renegade points.

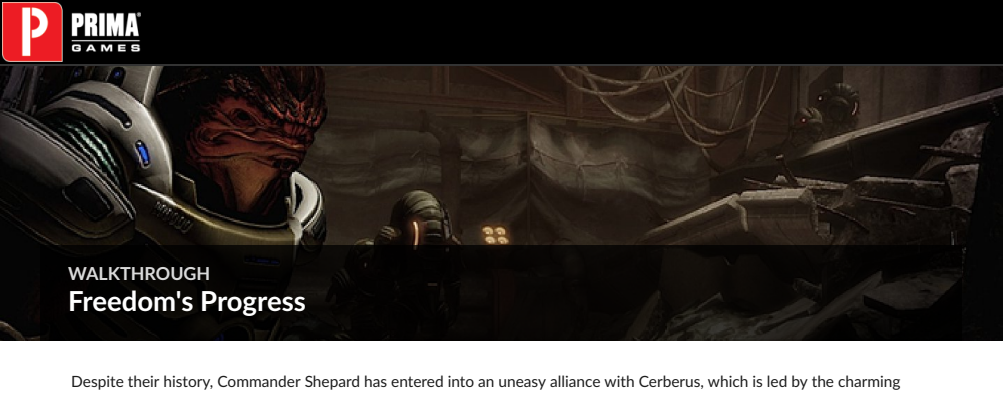
New Armor: Armor Locker > Customize Gear



Entities Encountered > Squad Members > Miranda Lawson

When you are ready to ship out to Freedom's Progress, use the door next to the sign marked Docking Station. Shepard, Jacob, and Miranda all enter a shuttle and plot a course for the vanished human colony.

What horrors befell these colonists? And whatever took them—is it still there, just waiting for new arrivals?



WALKTHROUGH

Freedom's Progress

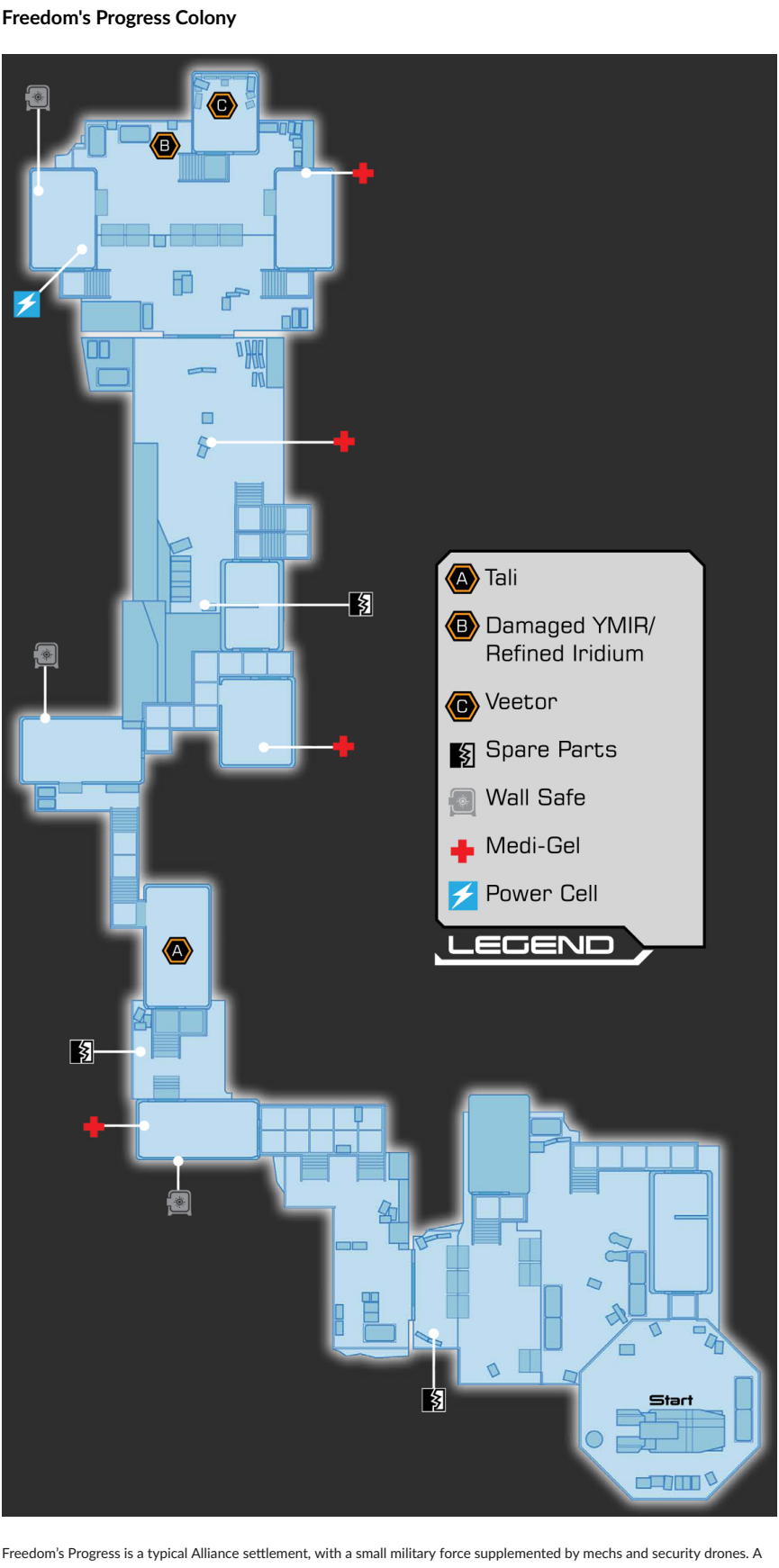
Despite their history, Commander Shepard has entered into an uneasy alliance with Cerberus, which is led by the charming (and intriguing) Illusive Man.

The Illusive Man still believes that the galaxy is under threat from the Reapers, the ancient race that wiped out the Protheans and almost destroyed the Citadel two years ago.

Since the Council seems determined to ignore Shepard's warnings and turn a blind eye to the Reapers that are still out there, Shepard has little choice but to see how far this new partnership will go.

The first assignment Shepard must undertake is the investigation of Freedom's Progress, the latest human colony to go offline.

Freedom's Progress Colony



Freedom's Progress is a typical Alliance settlement, with a small military force supplemented by mechs and security drones. A complete communications blackout led the Illusive Man to find out that the colonists have disappeared in the last few days.

He sends Shepard to investigate, thinking the disappearance may have a link to the Reapers.

The communications blackout apparently happened after high-powered, low-mounted GARDIAN lasers were installed around the colony. Colonists complained about construction cost overruns, delays, noise, and damage to the local environment.

They also feared the defense array could provoke their neighbors. Such fears may not have been baseless.

Mission Data

Location: Attican Traverse > Terminus Systems > Freedom's Progress Colony

Experience Available: 1,000

Entities Encountered > Enemies

- LOKI Mech
- FENRIS Mech
- Assault Drone
- Rocket Drone
- YMIR Mech

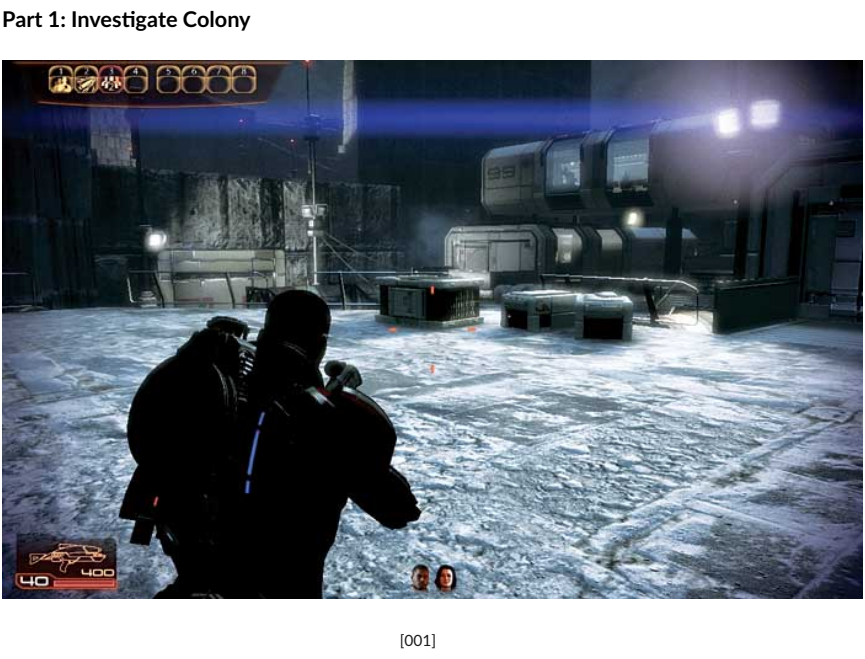
Spoils of War > Total Credits: 20,000

- Cerberus Funding: 10,000
- Credits: 10,000

Spoils of War > Upgrades > Heavy Weapon Ammo Upgrade (Microfusion Array)

Spoils of War > Resources > Iridium: 2,000

Part 1: Investigate Colony



[001]

As the shuttle circles Freedom's Progress, preparing to land, Miranda tells Shepard that the Illusive Man has placed the commander in charge.

The approach gives you plenty of time to discuss the situation with Miranda and Jacob, such as how far that authority extends, the fate of other colonies, and what Cerberus expects to find at Freedom's Progress.

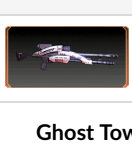
According to Jacob, this is the first time Cerberus will beat official investigators or looters to a disappeared colony; the chance of finding new information is much greater.

Of course, that also means a good chance of finding some form of resistance that officials would have already dealt with, too.

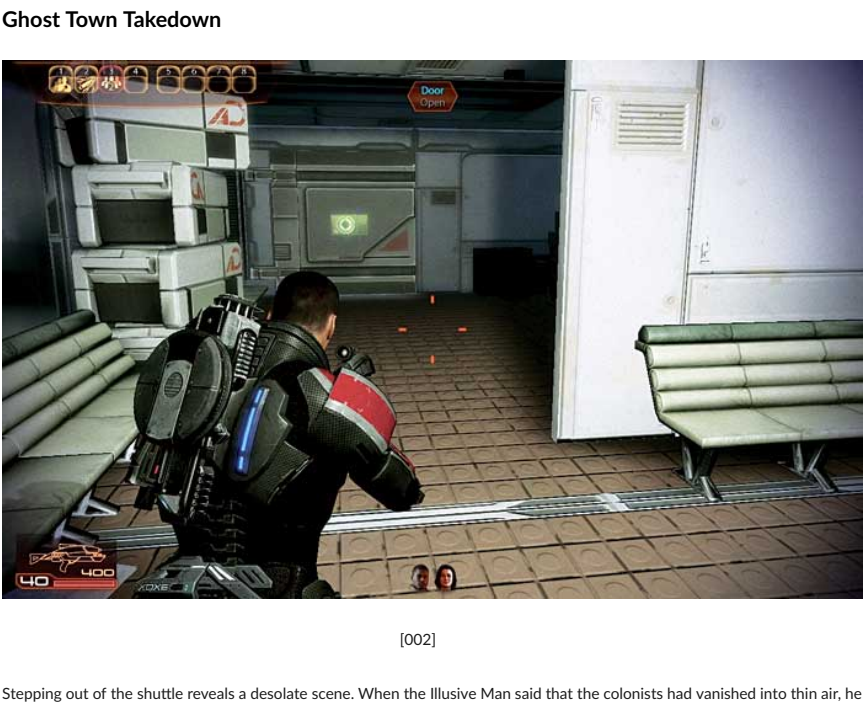
As you disembark **[001]** , you can use your Command menu to switch between five different types of weaponry, all provided to you by Cerberus.

Note

This is your first assignment with an away team. Though Miranda and Jacob will automatically react to danger, you can also issue squad orders to move them to advance points or direct them to change weapons and use biotic powers.

	New Weapon: M-23 Katana Shotgun
	New Weapon: M-8 Avenger Assault Rifle
	**New Weapon:** M-92 Mantis Sniper Rifle

Ghost Town Takedown



[002]

Stepping out of the shuttle reveals a desolate scene. When the Illusive Man said that the colonists had vanished into thin air, he was not exaggerating for effect.

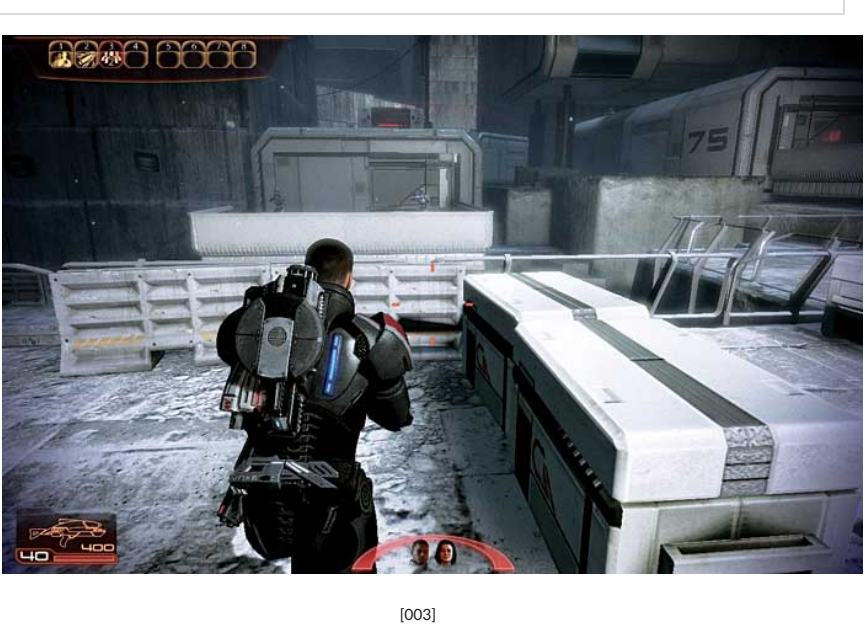
Freedom's Progress is silent and still. But the last one to leave left the lights on and did not place the colony on lockdown, so follow the trail of open doors through the colonist housing pod **[002]** .

Step out onto a walkway and down onto a frosty section of tarmac. Look for the ramp down to a wide door, and locate some salvage before you open it.

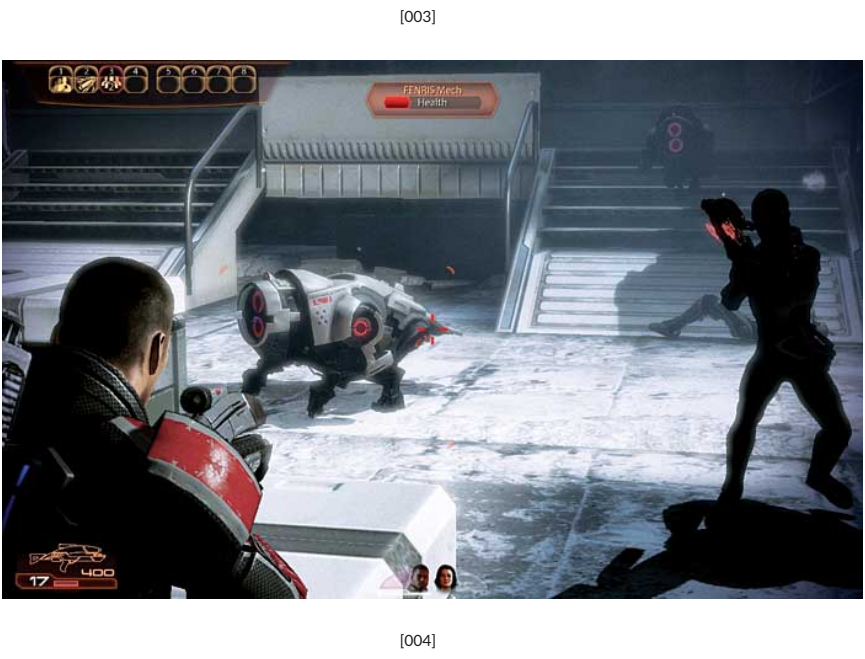
Tip

Optionally, you can bring up your Command menu and see a rudimentary compass showing the location and distance to your next objective. This is handy if you become lost during a mission.

Spoils of War > Spare Parts > Salvage > 1,000 Credits



[003]



[004]

Slow down when you reach a wide door. Though there are no signs of humans, the colony's defenses are apparently still online; engage two LOKI mechs in combat **[003]** , via either long-range sniping by the wide door or charging and taking cover behind the concrete barriers closer to the threats.

Two FENRIS mechs charge in from the upper walkway to the right: These four-legged security mechs activate as soon as they detect motion, their unblinking red optic displays offering an unsubtle hint that they are not programmed to negotiate.

Blast the FENRIS mechs as they lunge toward the team **[004]** , taking care to aim directly for the optic display for maximum damage.

Tip

Use zoom to target the mechs. Shooting from the hip reduces accuracy, which burns through thermal clips faster.

Enemy Profile: FENRIS Mech

Classification : Minion

Powers : —

Defenses : —

Weapons : Taser Bite

Notes : FENRIS mechs are common security mechs. Their four-legged design reminds many humans of attack dogs seen in old films.

The design allows the FENRIS mech to spring toward a target with its back legs, quickly closing distances while knocking the target down with the two front legs.

The FENRIS mech's taser bite is then used to incapacitate. While FENRIS mechs under Alliance control are often left factory-standard, many mercenaries hack the mech and upgrade it with a more powerful taser bite that can do significant damage.

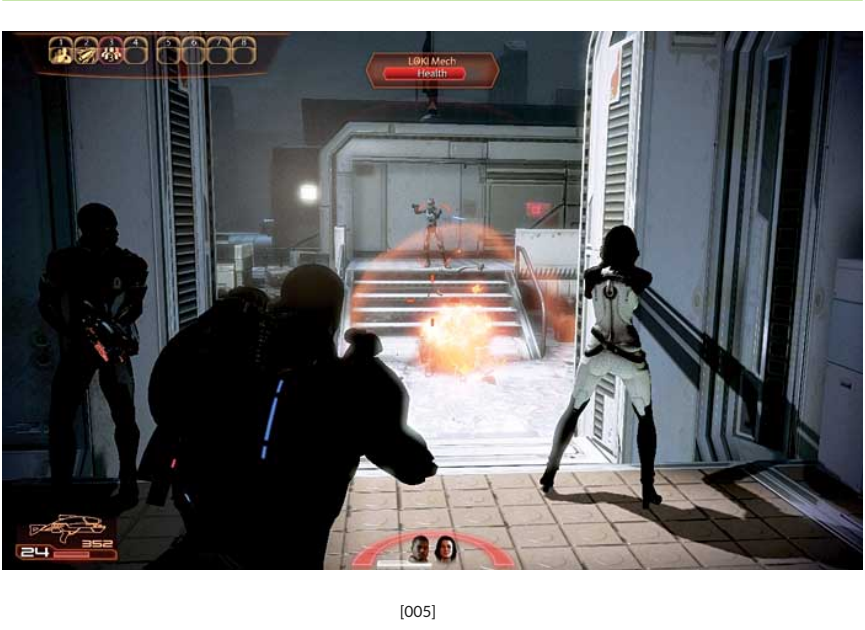
Tactics : They lack thick armor but make up for this with their speed and appearance in packs. Shoot them at range before dealing with other enemies, or you risk being overwhelmed.

Caution

Incendiary ammo does not do extra damage to mechs—only organic beings.

Tip

On higher difficulty levels: When facing FENRIS and LOKI mechs throughout this mission, keep them at range and utilize Warp and Pull powers. With disruptor ammunition, use your pistol, which is particularly helpful when tackling the drones to come.



[005]

After taking down the mechs, investigate the building behind them to locate medi-gel and a wall safe that is loaded with credits. After emptying the building of useful items, move on to the next cluster of colony structures.

In the courtyard between the current and next building pods, expect a short skirmish with a FENRIS mech and two LOKI mechs **[005]** .

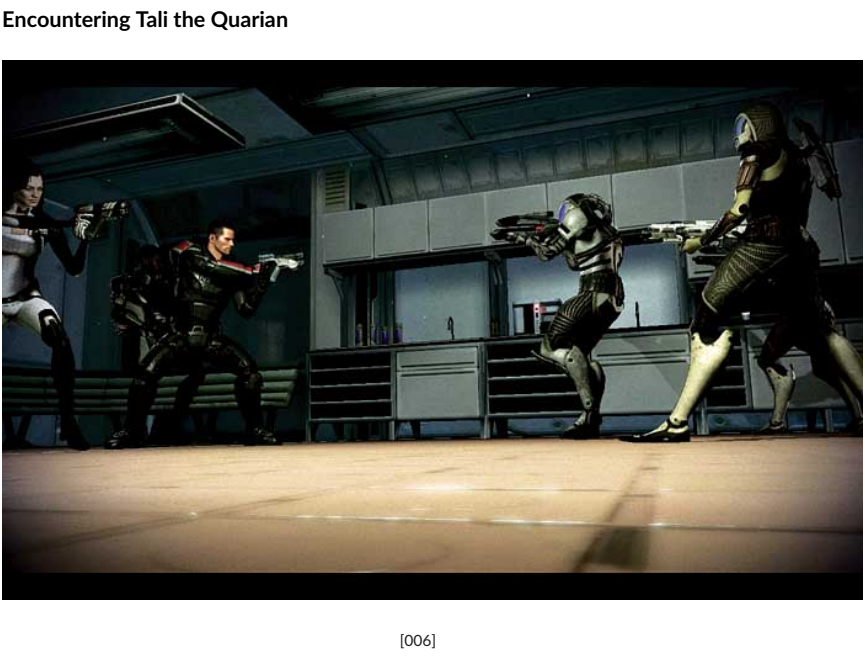
Stand at the doorway for cover. Then locate more salvage parts before opening the next door.

Spoils of War > Wall Safe > Bypass > 2,000 Credits

Med Kit > +1 Medi-gel

Spoils of War > Salvage Parts > Salvage > 1,000 Credits

Encountering Tali the Quarian



[006]

[007]

The Illusive Man believed his team would be the first on the scene. He was wrong. A quarian patrol has already reached the colony and is conducting its own investigation. But why would quarians be interested in the disappearance of humans? The quarians are surprised by your presence.

They meet your raised weapons with their own **[006]** , spurred on by the seemingly trigger-happy quarian Prazza. Prazza has zero trust for Cerberus operatives, but he is ordered to stand down by a familiar voice in the group: Tali'Zorah vas Neema, whom Shepard knows as Tali **[007]** .

Small galaxy.

After you choose exactly how happy you are to be greeted with guns, Tali directs Prazza and the other quarians to definitively back down. Prazza is unhappy with the situation but dutifully obeys, giving Shepard a chance to explain the newfound partnership with Cerberus.

Tali is skeptical, and understandably so. For one thing, you are supposed to be dead. For another, you and Tali fought Cerberus together. But Tali gives you the benefit of the doubt and allows you to form a truce.

Tali explains why she and the other quarians are at Freedom's Progress. One of their own was on his Pilgrimage: Veetor. While Tali describes Veetor as nervous, Prazza offers a less charitable adjective: unstable.

When the quarians arrived to help Veetor, he fled into a warehouse and activated the security mechs to protect himself from the next wave of intruders.

Veetor survived while everyone else disappeared. This leads to a bigger question: Why did the force that swallowed up the human colonists leave behind a quarian?

Tali and Shepard draw up a plan: Shepard and squad will investigate the warehouse in the center of the colony. Tali and her team will circle the far side of the colony and draw away security defenses.

Glossary

Quarian: A nomadic race of beings, the quarians are known for their skill with technology. They live aboard the Migrant Fleet—a huge collection of starships that travel together and spread out across the galaxy.

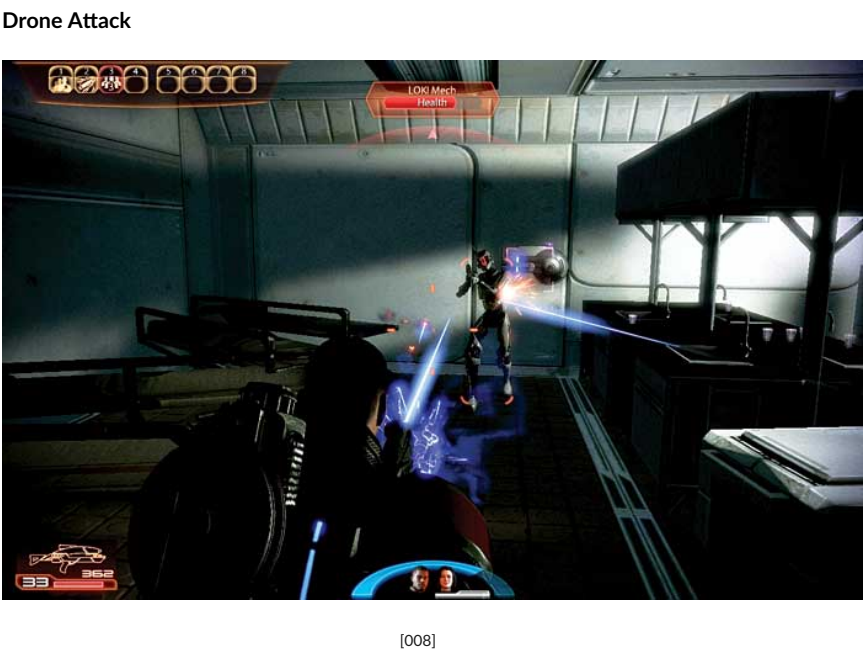
Quarians are rarely seen without their masks, which spurs speculation that the quarians are not entirely organic beings.

Quarians have earned a mixed reputation in the galaxy. Through their Pilgrimage rite of passage, they often do good deeds. But the quarians are also responsible for the creation of the geth.

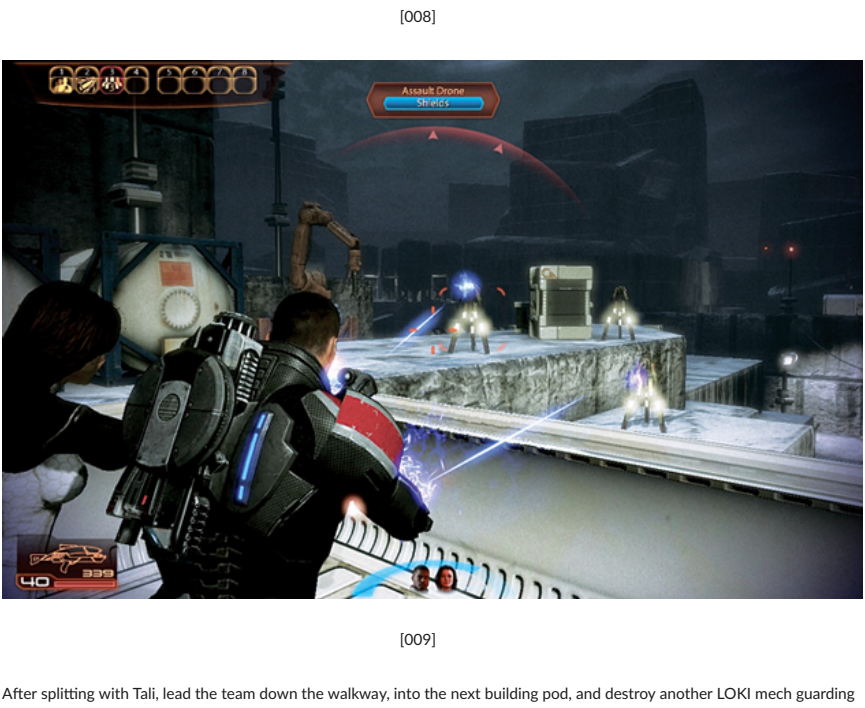
Though the quarians tried valiantly to put down the geth resistance, they ultimately failed. Now the quarians must live with the repercussions of unleashing such a deadly force onto the galaxy.

Part 2: The Search for Veetor

Drone Attack



[008]



[009]

After splitting with Tali, lead the team down the walkway, into the next building pod, and destroy another LOKI mech guarding a wall safe **[008]** .

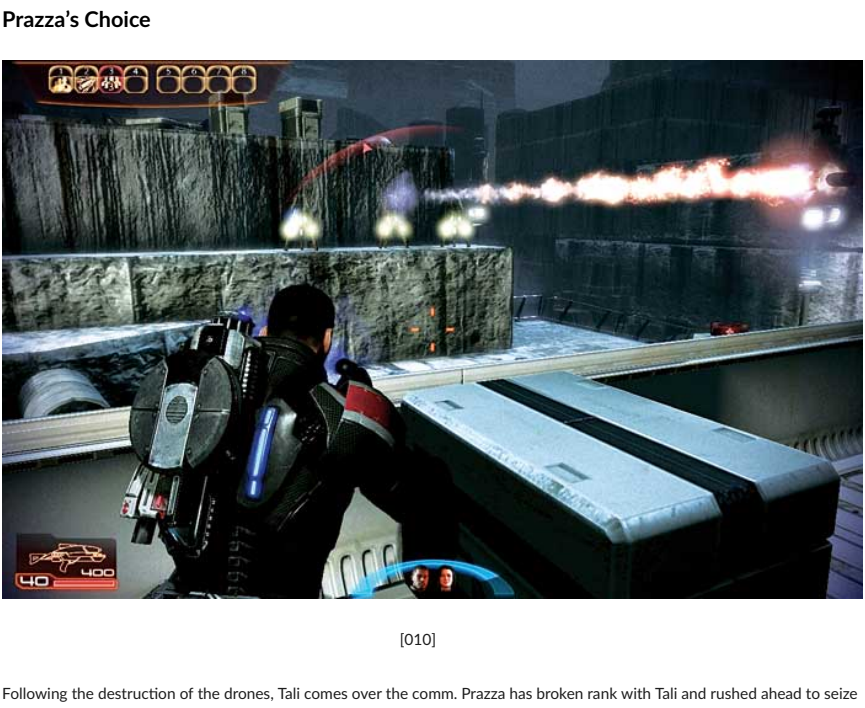
Just outside this pod two Alliance assault drones and a rocket drone fly in and fire. The drones open fire across the chasm as soon as Shepard and the team step back out into the colony's open space.

Turn to the left and return fire on the drones **[009]** , using the half walls along the catwalk as cover against the incoming fire. Chew through the drones' shields to put the turrets down.

Then deal with two more assault drones and another rocket drone as you cross into another building pod.

Spoils of War > Wall Safe > Bypass > 2,000 Credits

Prazza's Choice



[010]

Following the destruction of the drones, Tali comes over the comm. Prazza has broken rank with Tali and rushed ahead to seize Veetor before you can find him.

If you want to get any information out of Veetor about the colonists, you'd better hurry.

Head into the next pod to locate a med kit, through another building pod, and back outside, heading down a ramped walkway to intercept Prazza before he reaches Veetor.

Use the lower walkway fencing as cover and destroy two assault drones, one rocket drone, and another identical trio landing on the opposite wall **[010]** . Only then is it safe to descend. For now.

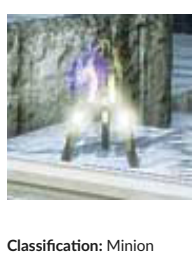
Med Kit > +1 Medi-gel > 100 Credits

Note

If you have a full complement of medi-gel, you are awarded a small number of credits (100) instead of medi-gel. You don't receive this bonus if your medi-gel levels are below maximum due to having revived a squadmate during combat.

The additional 100 credits also occurs if you pick up power cells when your heavy weapon ammunition is full.

Enemy Profile: Alliance Assault and Rocket Drones



Classification: Minion

Powers: —

Defenses: Shields

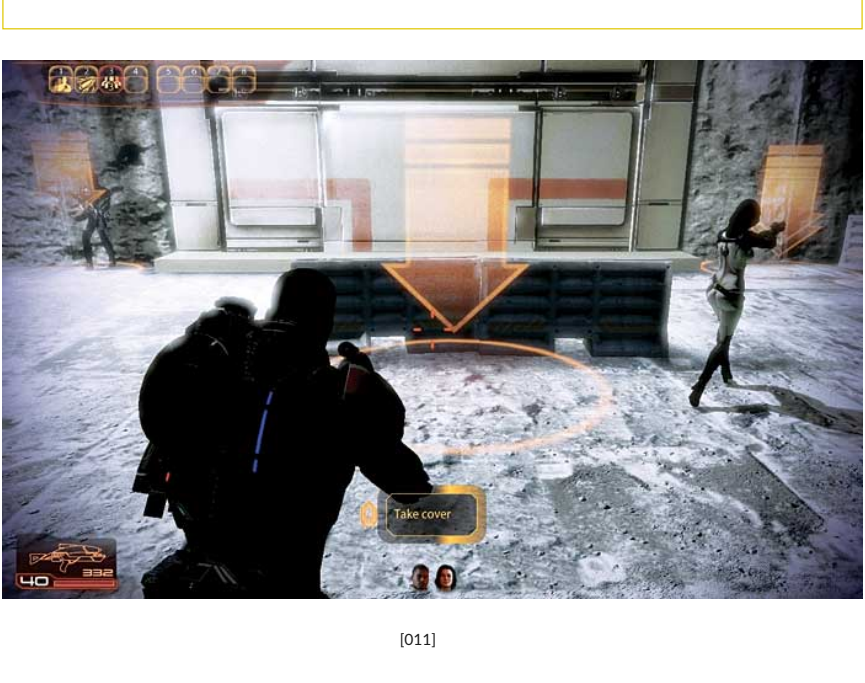
Weapons: Assault Gun

Weapons: Rocket Launcher

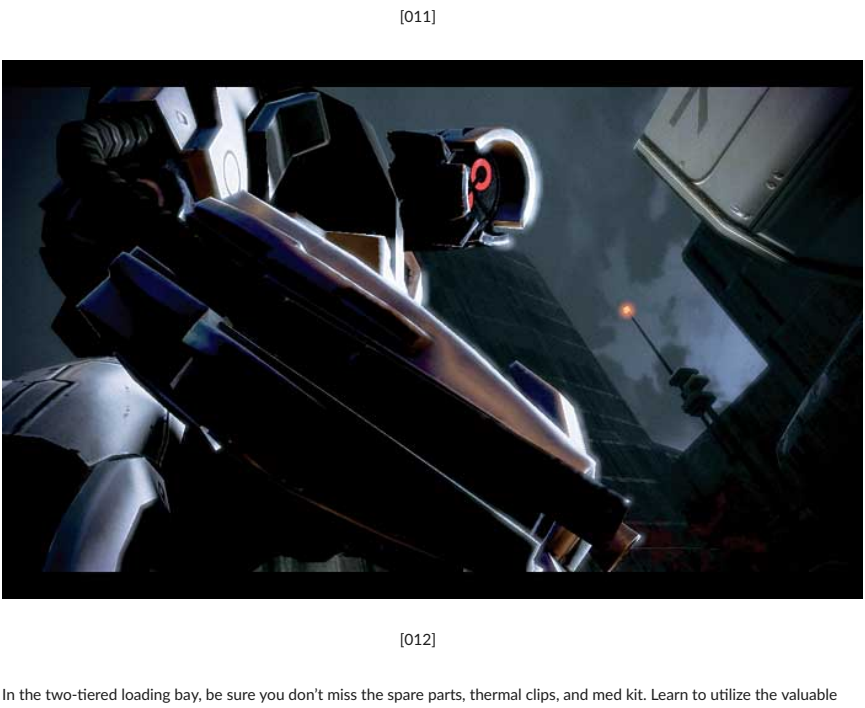
Notes: Assault drones are not intelligent AI creatures like the geth. Instead, these drone turrets run on very specific programs or are operated by remote control. The turrets can be programmed to recognize allies as well as enemies.

The assault drone is armed with an assault gun that has a high rate of fire or a rocket launcher with much slower, more devastating hits.

Tactics: Thoroughly inspect the areas where drones appear, as they can fly and therefore land in unseen locations. With strong shields, disruptor ammunition or biotic powers like Overload are recommended to dispatch them—ideally once they land.



[011]



[012]

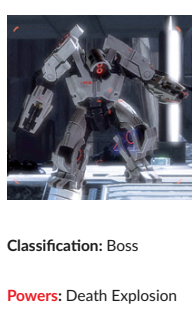
In the two-tiered loading bay, be sure you don't miss the spare parts, thermal clips, and med kit. Learn to utilize the valuable Waypoint function, and position your squadmates on either side of the large bay door. Then take cover **[011]** .

Tali helps open the door that allows you to reach Veetor. Prazza is also closing in, but his team is tangled up with a huge, bipedal security defense; his team is shredded by a YMIR mech **[012]** .

Spoils of War > Spare Parts > Salvage > 1,000 Credits

Med Kit > +1 Medi-gel > 100 Credits

Enemy Profile: YMIR Mech



Classification: Boss

Powers: Death Explosion

Defenses: Heavy Shields, Heavy Armor

Weapons: Minigun, Heavy Rocket Launcher

Notes: YMIR mechs are large-scale security droids that dwarf LOKI and FENRIS models. The giant is armed to the teeth with a rocket launcher on one arm and a minigun on the other.

These weapons are designed to tear up infantry and disable vehicles. The YMIR is also fitted with both shields and armor, so before you can rip into its hull you must take down these two defenses.

Tactics: As threatening as the YMIR is, certain design flaws can be exploited by crack shots. First, the arms can be blasted off the mech.

Depending on which arm you remove, the mech loses access to one of the weapons. If both arms are disabled, then the only weapon the YMIR has left is a brute force charge.

Second, the YMIR can be destroyed by targeting a weak spot on its head. Shooting the head causes the mech to overload.

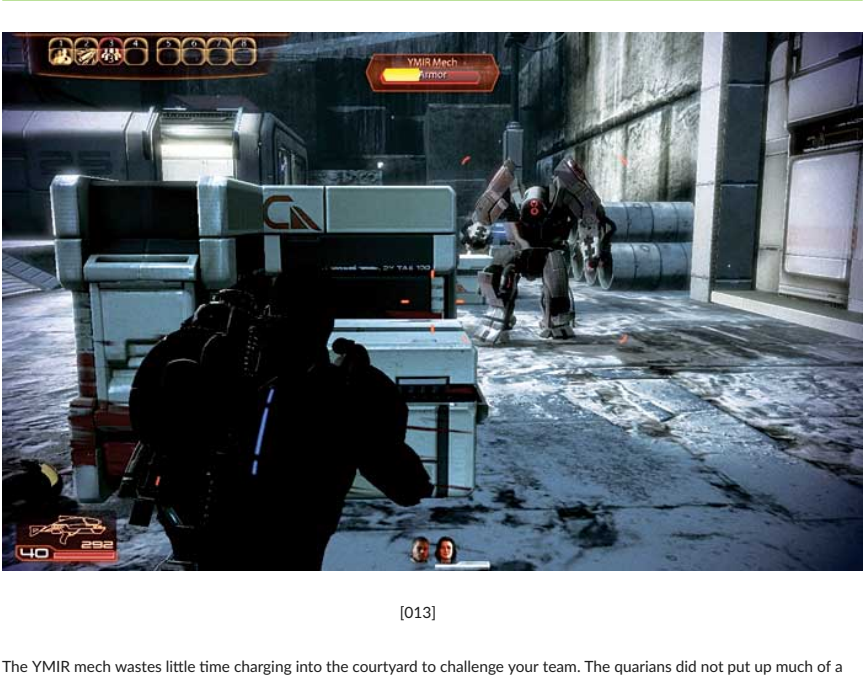
The resulting explosion is substantial; either fall back so as not to be caught in the blast radius or attempt to lure the mech into exploding near other enemies, crippling them instead of you.

These mechs are almost always the most dangerous and should be tackled immediately. Circle-strafing around them is also a preferred tactic, before stepping into cover.

Tip

On higher difficulty levels: Back up as much as possible and rely on Miranda's Overload power to dispatch the shields while you help by raking the mech with your assault rifle.

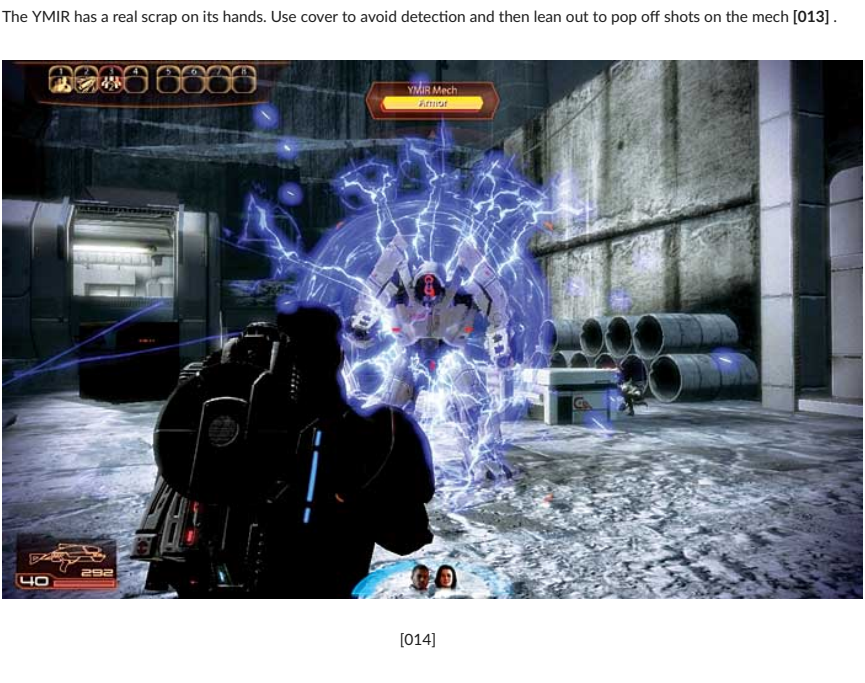
When the shields are removed, have Miranda attack with Warp while you drop it using your pistol or sniper rifle. Use variations on this technique any time you're fighting a YMIR mech.



[013]

The YMIR mech wastes little time charging into the courtyard to challenge your team. The quarians did not put up much of a fight, but your trio has biotic powers and superior weapons.

The YMIR has a real scrap on its hands. Use cover to avoid detection and then lean out to pop off shots on the mech **[013]** .



[014]

Tip

Miranda's Overload technique chips away at the YMIR mech's shields **[014]** . Normally, biotics are blocked or negatively impaired by shields, though.

Caution

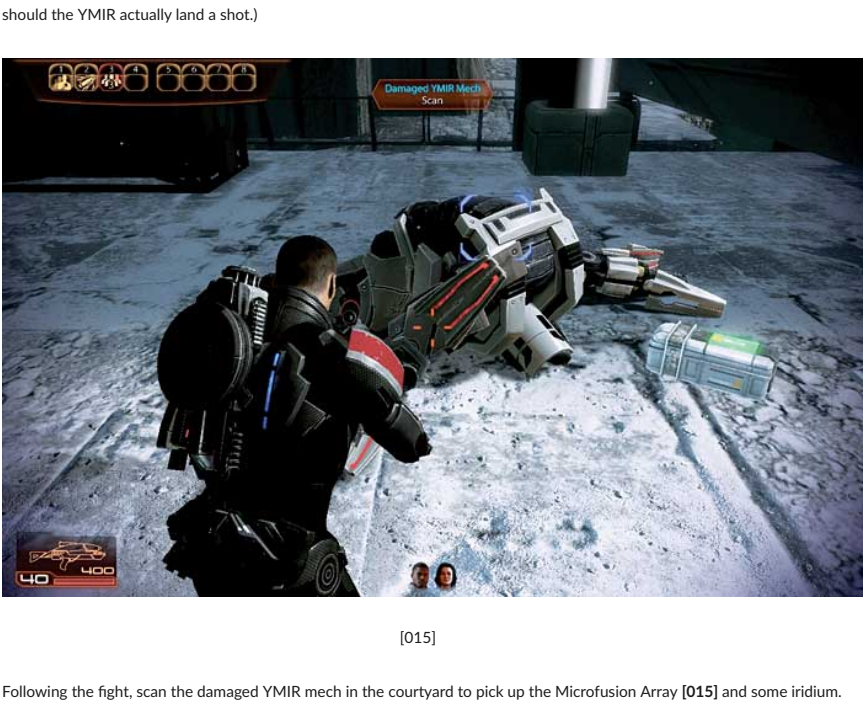
The YMIR is protected by shields and armor. If you do not keep on top of the mech, it will regenerate those shields and extend the fight.

Caution

There is a lot of cover in the courtyard with the YMIR mech, but some of the crates crumble under fire. Be mindful of ducking behind these fragile crates, which are noted by yellow trim.

As cruel as it sounds, you can use your team as decoys. Direct Miranda or Jacob to a point in the courtyard that the YMIR will notice.

As the mech turns to fire on your squadmate, blast it in the back. (Don't worry! You can heal your squadmates with Unity should the YMIR actually land a shot.)



[015]

Following the fight, scan the damaged YMIR mech in the courtyard to pick up the Microfusion Array **[015]** and some iridium. The array adds 10 percent more heavy weapon ammo capacity to your squad.

Then explore all of the buildings around the courtyard to locate medi-gel and hackable wall safes. Do this before locating Veetor, as you cannot return to take these items afterwards.

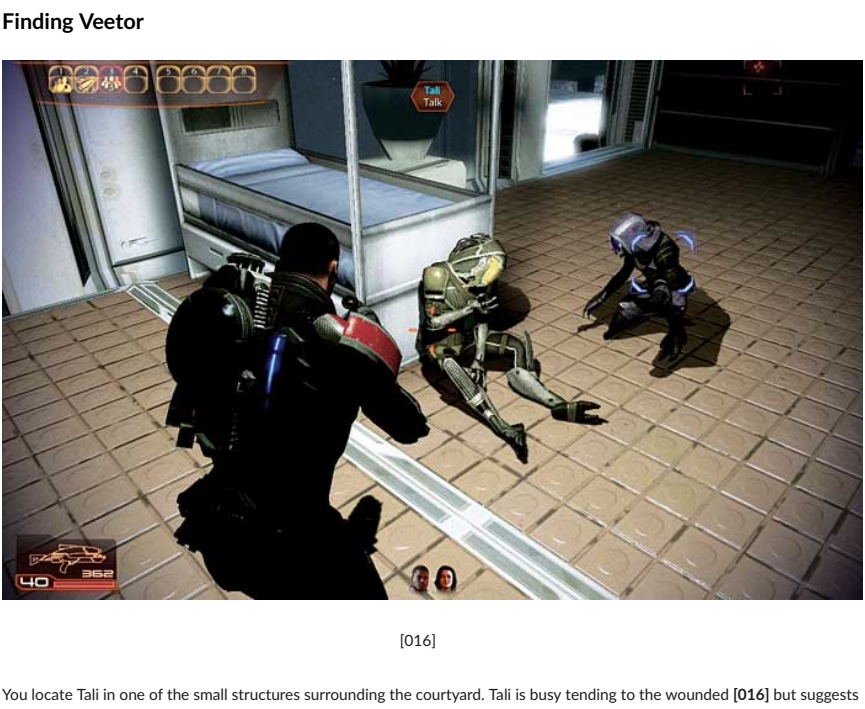
Ammunition > Power Cells > 2 Heavy Weapon Ammo

Spoils of War > Wall Safe > Bypass > 3,000 Credits

Spoils of War > Resources > Refined Iridium > Open > 2,000 Iridium

Upgrade > Damaged YMIR Mech > Scan > Heavy Weapon Ammo (Microfusion Array)

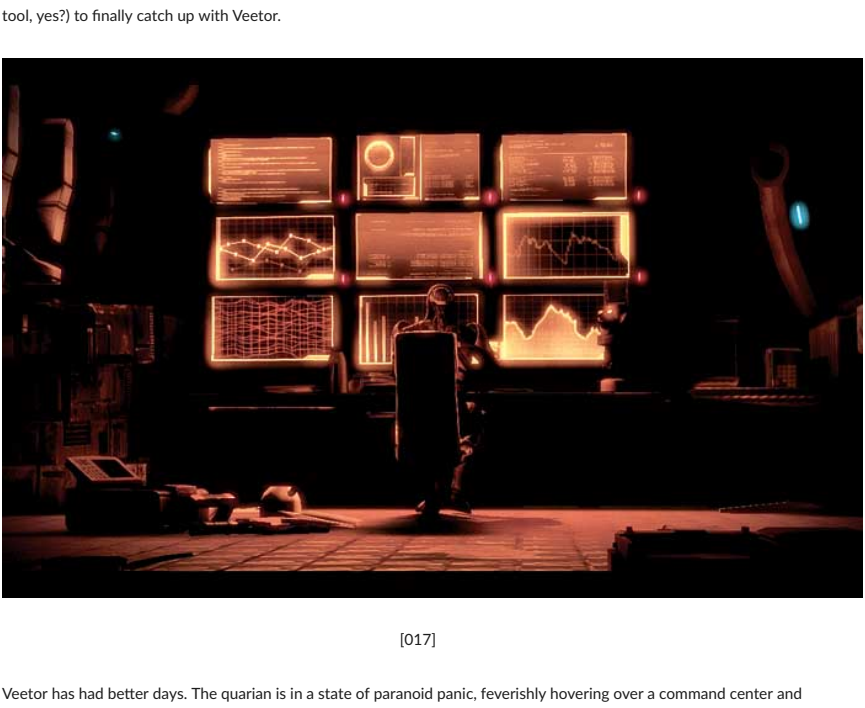
Finding Veetor



[016]

You locate Tali in one of the small structures surrounding the courtyard. Tali is busy tending to the wounded **[016]** but suggests you use this opportunity to find Veetor without any further resistance from the rest of her quarian associates.

Investigate the building directly across and higher up from the wreckage of the YMIR mech (you did scan it with your omni-tool, yes?) to finally catch up with Veetor.



[017]

Veetor has had better days. The quarian is in a state of paranoid panic, feverishly hovering over a command center and watching all activity at the colony **[017]** .

He is mumbling something about monsters and swarms. You have to approach Veetor and extract whatever information you can get out of him.

How you choose to start the conversation sets the tone for the rest of the exchange. On Freedom's Progress, Shepard will need to get Veetor's attention.

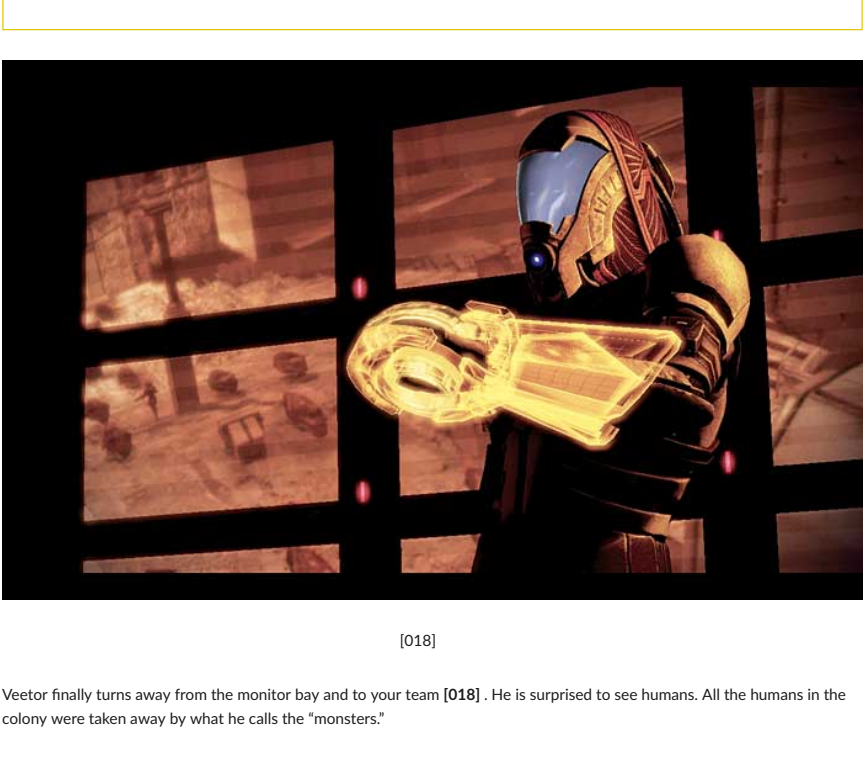
A Renegade interrupt option will appear if the "I need answers now" dialog option is chosen, and a Paragon interrupt will appear if the neutral option is chosen.

If you use compassion and understanding to draw Veetor out and let him know he is safe, you earn Paragon points.

If you choose to be more ruthless and demand answers from Veetor, you earn Renegade points.

Note

The quarian must be snapped out of his paranoia; use an interrupt when prompted to shut off the displays.



[018]

Veetor finally turns away from the monitor bay and to your team **[018]** . He is surprised to see humans. All the humans in the colony were taken away by what he calls the "monsters."

Veetor calls up a video file on the monitors to explain what he means by "monsters." The footage is startling.

There was a swarm moving through the colony, with colonists screaming as they ran, going into stasis as they were overtaken. But far more disturbing is the alien being with multiple eyes pushing what looks like a cocoon through the colony.

Miranda calls this being a Collector. If the Collectors are involved in wiping out human colonies, then the threat to humankind just got much worse.

Glossary

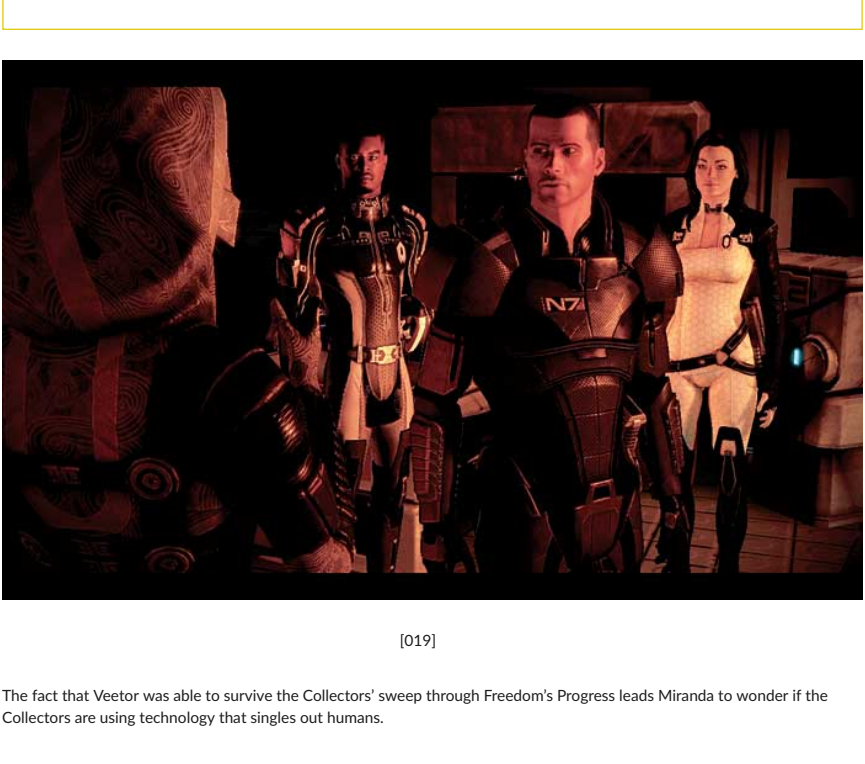
Collector: Almost mythical in stature because so few have ever seen one and lived to tell about it, the Collectors are a species from beyond the unmapped Omega 4 mass relay.

Collectors are known to work with intermediaries and mercenaries in their efforts to seek out rare or genetically mutated species.

Collectors rarely do their own dirty work at first, but when they do get directly involved, they are accompanied by seeker swarms that spread out across a designated area and seek out targets.

These targets are put in stasis so the Collectors can take them away without resistance.

Mass Relay: Mass relays enable near-instant travel to multiple points within the galaxy. The discovery of the Charon mass relay near Pluto is what allowed humanity to join the galactic community and eventually become one of its leading lights.



[019]

The fact that Veetor was able to survive the Collectors' sweep through Freedom's Progress leads Miranda to wonder if the Collectors are using technology that singles out humans.

The quarian was not part of the Collectors' mission, which allowed him to watch and learn. If you compassionately end the conversation with Veetor, you will learn that Veetor used his omni-tool to scan the monsters and picked up dark energy readings.

Tali finally catches up to Shepard **[019]** , just in time to overhear Miranda's desire to take Veetor with them. The quarian refuses to let even Shepard take away Veetor.

He obviously needs help, and she wants to take him back to the fleet so his people can care for him. How you approach this minor standoff will earn you Paragon or Renegade points.

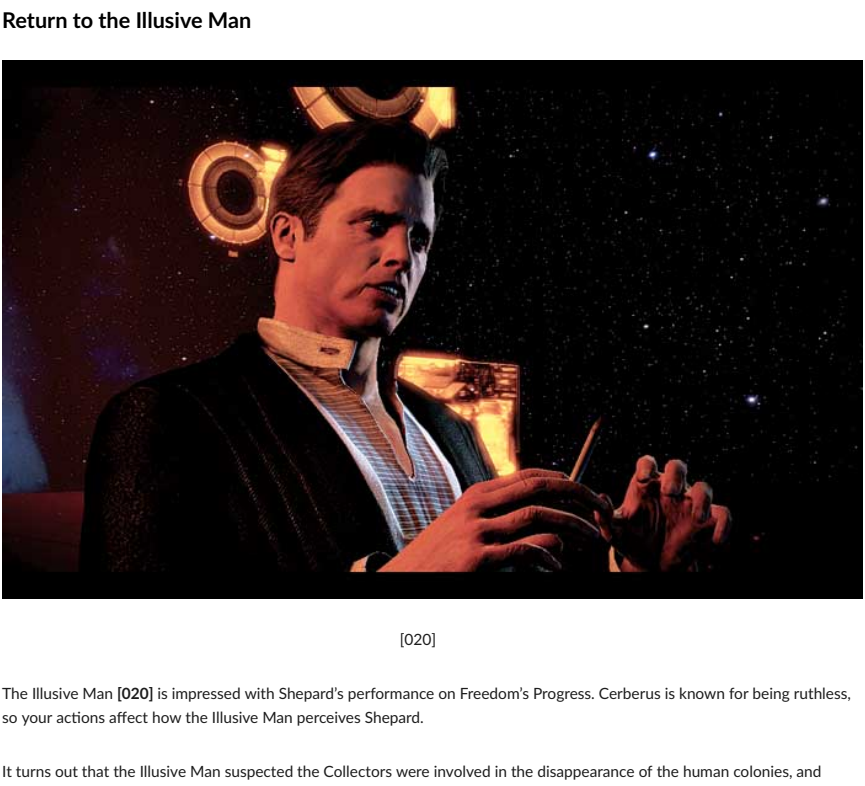
You can implore Tali to join you on this mission and peacefully allow her to take Veetor back to the fleet (to Miranda's chagrin). This will earn you Paragon points, as well as Tali's gratitude.

Or you can demand that Veetor come with you and your squad so you can question him further. This will earn you Renegade points.

Tip

If Tali takes Veetor back to the fleet, he gladly testifies on her behalf during Tali's loyalty mission.

Return to the Illusive Man



[020]

The Illusive Man **[020]** is impressed with Shepard's performance on Freedom's Progress. Cerberus is known for being ruthless, so your actions affect how the Illusive Man perceives Shepard.

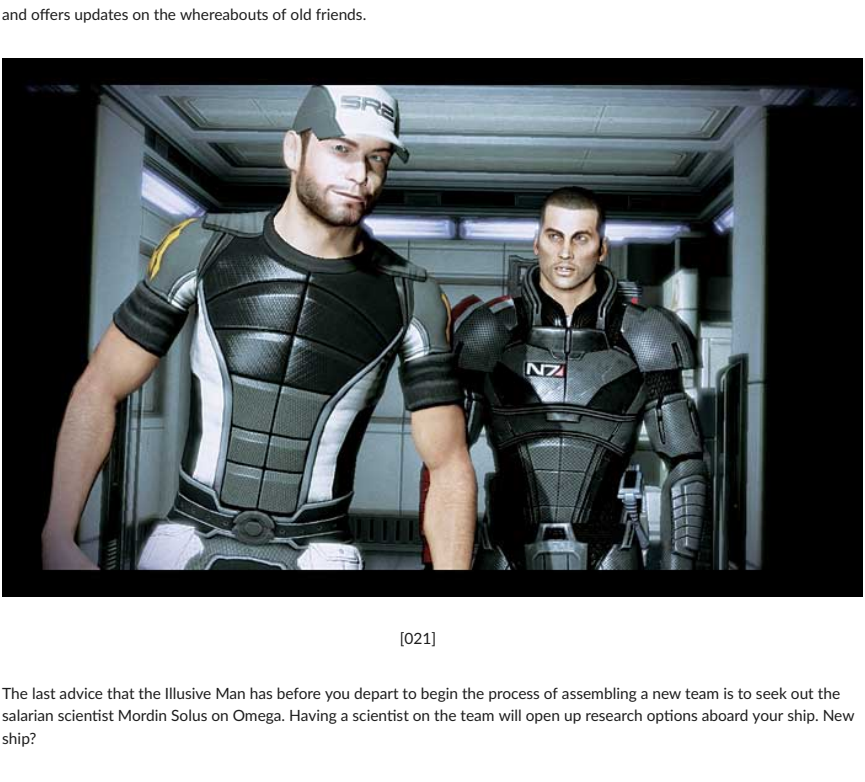
It turns out that the Illusive Man suspected the Collectors were involved in the disappearance of the human colonies, and Veetor's data provided the necessary proof.

Continue your conversation with the Illusive Man to gather additional intel about the Collectors and the mysterious, unreachable Omega 4 relay. No non-Collector ship has ever successfully used that relay.

The Illusive Man sees a connection between the Reapers and the Collectors. He wants you to continue investigating but understands that you will need resources beyond just Miranda and Jacob.

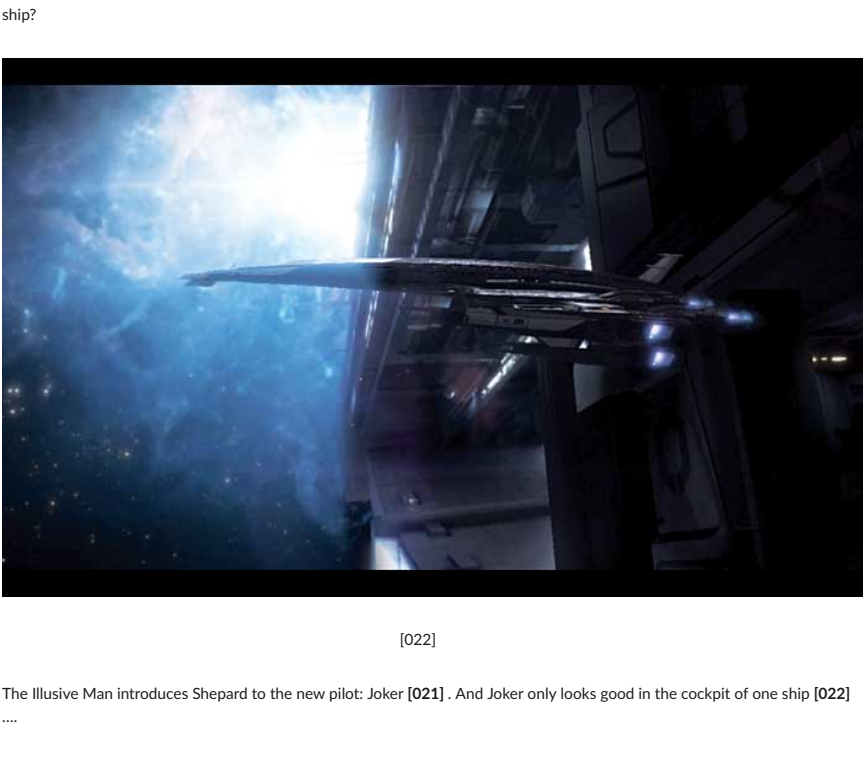
The Illusive Man has prepared dossiers on notable soldiers and scientists that could prove beneficial for the mission.

Shepard would rather have the original team back, but the Illusive Man reminds the commander that two years have passed and offers updates on the whereabouts of old friends.



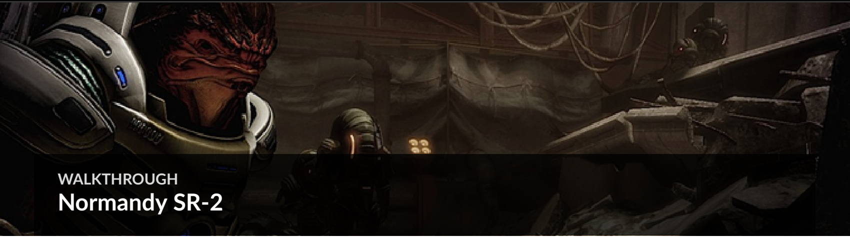
[021]

The last advice that the Illusive Man has before you depart to begin the process of assembling a new team is to seek out the salarian scientist Mordin Solus on Omega. Having a scientist on the team will open up research options aboard your ship. New ship?



[022]

The Illusive Man introduces Shepard to the new pilot: Joker **[021]** . And Joker only looks good in the cockpit of one ship **[022]** ....



WALKTHROUGH

Normandy SR-2

The original *Normandy* was shattered by an unknown assailant in the same incident that nearly eliminated Shepard.

However, considering that Cerberus has the technology and wherewithal to bring Shepard back from the dead, rebuilding Shepard's ship was not nearly as difficult.

Christened *Normandy* SR-2, the ship will be Shepard's main transportation through the galaxy as the commander chases down leads on the Collectors and investigates their connection with the Reapers.

The *Normandy* SR-2 was improved during the construction process. Again the captain, Joker approves of Cerberus's replica—well, almost all of it.

While he appreciates upgrades like leather seats (as well as an upgraded FTL drive), he resents the installation of an advanced AI system to monitor the mission.

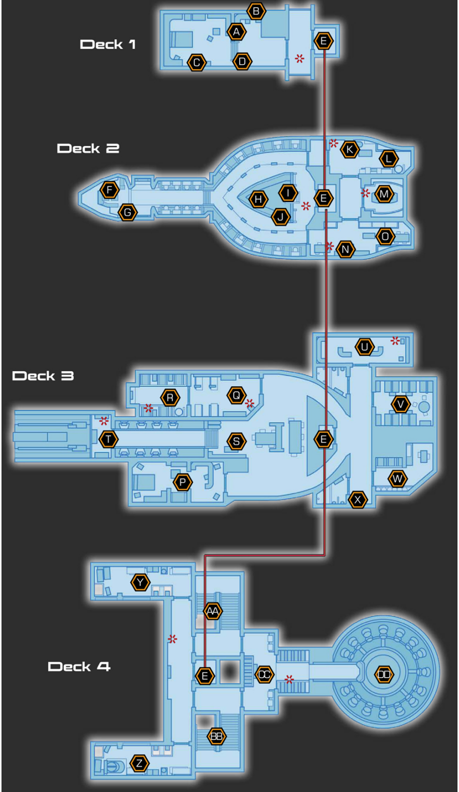
Boarding the Normandy

Ever since Shepard woke up in the Cerberus facility, life has been moving pretty fast. Surviving a mech attack.

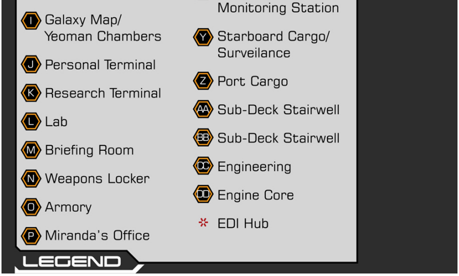
Meeting the mysterious Illusive Man. Investigating a human colony stripped bare by the Collectors. Though the fate of the galaxy hangs in the balance, this is the first time Shepard actually gets to call the shots and determine the next course of action.

Touring the *Normandy* is entirely optional; Shepard can immediately plot a course to the next planet. However, walking around the new ship and meeting the new crew has real merit.

There are special missions to accept, for example, and there are plenty of new codex entries to log through scans of the *Normandy's* facets and conversations. Conversing with the crew can also result in morality points and potentially more—much more.



- A Personal Terminal
- B Medals Case
- C Armor Locker
- D Fish Tank
- E Elevator
- F Joker
- G EDI
- H Normandy Hologram
- Q Medical
- R AI Core
- S Mess Hall
- T Main Battery
- U Starboard Observation Deck
- V Crew Quarters
- W Life Support
- X Port Observation



Mission Data

Location: Milky Way > *Normandy* SR-2

Experience Available: –

Entities Encountered > Squad Members

- Garrus Vakarian
- Grunt
- Jack
- Jacob Taylor
- Kasumi Goto
- Legion
- Miranda Lawson
- Mordin Solus
- Samara (or Morinth)
- Tali'Zorah vas Neema
- Thane Krios
- Zaeed Massani

Entities Encountered > *Normandy* Crew

- EDI
- Jeffrey "Joker" Moreau
- Yeoman Kelly Chambers
- Mess Sergeant Gardner
- Doctor Chakwas
- Engineer Kenneth Donnelly
- Engineer Gabriella Daniels

Spoils of War > New Weapons and Upgrades

- See Appendix

Intersecting Missions

- Loyalty Mission: Speak to Jacob > The Gift of Greatness
- Loyalty Mission: Speak to Mordin > Old Blood
- Loyalty Mission: Speak to Miranda > The Prodigal
- Loyalty Mission: Speak to Legion > A House Divided
- Loyalty Mission: Speak to Garrus > Eye for an Eye
- Loyalty Mission: Speak to Kasumi > Stealing Memory
- Loyalty Mission: Speak to Samara > The Ardat-Yakshi
- Loyalty Mission: Speak to Thane > The Sins of the Father
- Loyalty Mission: Speak to Grunt > Rite of Passage
- Loyalty Mission: Speak to Zaeed > The Price of Revenge
- Loyalty Mission: Speak to Jack > Subject Zero
- Loyalty Mission: Speak to Tali > Treason
- Special Assignment: Female Shepard > Romance > Jacob
- Special Assignment: Female Shepard > Romance > Thane
- Special Assignment: Male Shepard > Romance > Jack
- Special Assignment: Male Shepard > Romance > Miranda
- Special Assignment: Male Shepard > Romance > Tali
- Special Assignment: Male or Female Shepard > Romance > Kelly Chambers
- Special Assignment: Male or Female Shepard > Romance > Morinth
- Special Assignment: Male or Female Shepard > Romance > Samara
- Special Assignment: FBA Couplings
- Special Assignment: Serrice Ice Brandy
- Special Assignment: Special Ingredients

Important Knowledge

There are no mission objectives aboard the *Normandy* SR-2. However, this ship acts as a hub for a number of important tasks, such as special assignments you can accept or investigate while on board this vessel.

Consult the *Special Assignments* chapter, under the section marked *Normandy* SR-2, for further information. Do this before you continue too far along the walkthrough, so you minimize backtracking and maximize your assets and experience.

You have already recruited two squad members (Miranda and Jacob). Additional members are located as you progress with the walkthrough and can be found in various chambers throughout the ship.

The *Normandy* has crew members who are already aboard the ship. You can converse with most of them, complete special assignments, and even romance a few of them (as well as some of your squad members). This is also covered in the *Special Assignments* chapter, under *Romances* .

You will return to the *Normandy* again and again throughout your adventure (the critical information is shown at the end of every relevant walkthrough mission) and unlock more and more chambers as additional squad members are found.Remember to utilize the map throughout your adventure.

An Audience with EDI

[001]

As soon as Shepard sets foot on the *Normandy's* flight deck (the second of the ship's four decks), Miranda and Jacob flank the commander to talk about the next step of the mission **[001]** .

Miranda has her suggestion ready: immediately seek Dr. Mordin Solus on Omega. The brilliant salarian scientist is critical to developing a countermeasure to the Collectors' incapacitating swarm attacks.

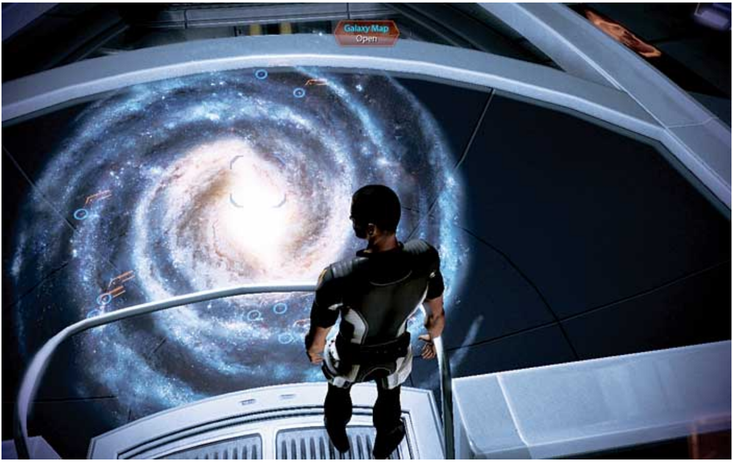
Without some means of neutralizing the swarm, there is no hope of getting close to the Collectors and discovering their link to the Reapers.

COMBAT INFORMA
ELEVATOR
CIC

[002]

The order of seeking recruits is ultimately up to Shepard, who might even need to remind Miranda exactly who is in charge on this mission. However, EDI—the *Normandy's* new AI system—chimes in to back up Miranda.

Without the professor, the mission simply cannot go on. This is a good opportunity to initially greet EDI **[002]** (which stands for Enhanced Defense Intelligence), although Shepard can interact more with the AI in the cockpit during a general tour of the ship.



[003]

A number of recruits can be pursued at this point, each recommended by the Illusive Man and backed up by the dossiers he offered at the conclusion of Freedom's Progress.

In addition, there are other, secondary missions for you to attempt, which are detailed in the Special Assignments chapter. Here are the possible recruitment (and other) missions:

- Walkthrough > Eagle Nebula > Dossier: Recruit the Krogan
- Walkthrough > Hourglass Nebula > Dossier: Recruit the Convict
- Walkthrough > Omega Nebula > Omega > Dossier: Recruit the Professor
- Walkthrough > Omega Nebula > Omega > Dossier: Recruit Archangel
- Walkthrough > Omega Nebula > Omega > Dossier: Recruit the Veteran
- Walkthrough > Serpent Nebula > Citadel > Dossier: Recruit the Master Thief
- Special Assignment > Ismar Frontier > Firewalker > MSVL Rosalie
- Special Assignment > Omega Nebula > Omega > Explore *Normandy* Crash Site
- Special Assignment > The Phoenix Massing > Investigate Project Overlord

Of these possible recruits, the professor is the one that most directly advances the mission.

It is always good to have additional friends at Shepard's side for the struggles ahead, but recruiting the professor not only unlocks the tech lab aboard the *Normandy* (allowing you to direct research projects and improve tech), it also starts the development of the critical Collector countermeasures.

Once they have been completed, you and your team can actually start the chase in earnest. The locations of these recruits have been marked on the galaxy map. Use the galaxy map on deck 2 to plot a course **[003]** .

Note

As soon as you finish looking around the *Normandy* , you can head out to chase down these potential recruits. You can track your recruits in any order, but the only one required (at this point) is the professor.

As you progress, more dossiers will become available, allowing further squad members to be recruited.

After this initial conversation, Miranda and Jacob fan out to their respective stations on the *Normandy* ; Miranda's office is on deck 3, and Jacob's is the armory on the main deck, deck 2. Shepard can continue talking to them at their stations.

There are four decks to the *Normandy* that Shepard can explore, although not every door is open to the commander at this point, such as the tech lab.

- Deck 1: Captain's Cabin
- Deck 2: Command Information Center (CIC)
- Deck 3: Crew's Quarters
- Deck 4: Engineering

Normandy SR-2 Ship Tour

Note

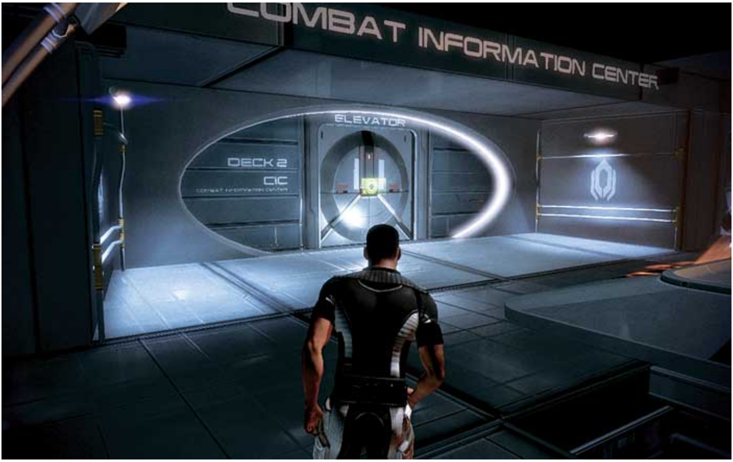
This tour presupposes all parts of the ship are unlocked, so you can see who or what is contained in every location. Remember that chambers are opened only as your adventure progresses!

For every crew member you can speak with, and every squad member you acquire, there are numerous morality-based conversations you can have with them.

Do this as often as possible to maximize one of these two virtues, with the knowledge that these unlock (occasionally critically important) conversation choices as your adventure progresses.

All Decks

Elevator

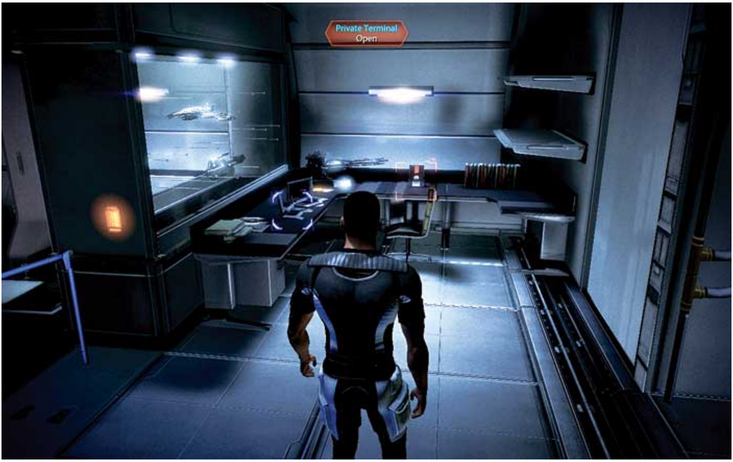


[004]

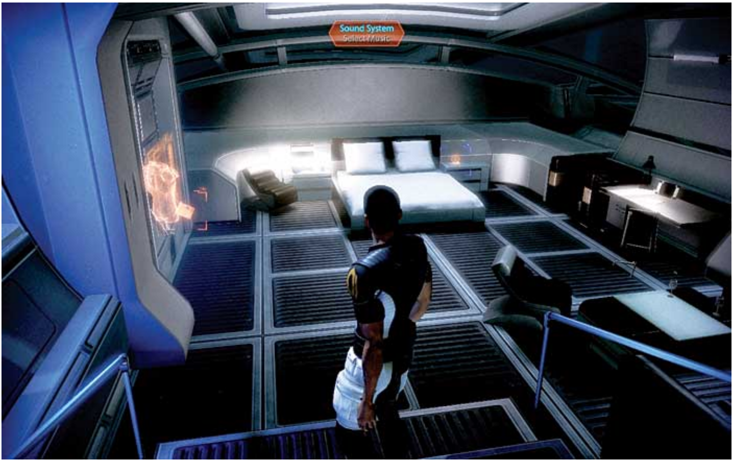
Use this to travel between all four decks. When you enter the elevator **[004]** to move between decks, the screen lists the available squadmates and the deck they are stationed on, so you never need to worry about searching them out on different decks.

Deck 1: Captain's Cabin

Current Status: Unlocked



[005]



[006]

Shepard's private quarters occupy deck 1, directly above the flight deck. The spacious chamber contains an upper area **[005]** with a private terminal, just like the one next to the galaxy map on deck 2.

Close by is the Medal of Honor display, which shows off all collected Achievements or Trophies. Adjacent is a display case above Shepard's desk. When you buy ship replicas in shops, they appear here.

Note

Model ships can be collected during missions or purchased from shops. A complete list is in the appendix.

The cabin holds a large fish tank and an area for a "space hamster." Fish can be purchased at shops, while the hamster is available from the Citadel.

A complete list is in the appendix. Fish will die if they are not fed, which must be done manually by Shepard, or by Kelly Chambers once you've conversed with her and allowed her to enter your quarters.

The cabin also displays unique items found during Shepard's travels:

- Original Dog Tags: Found during Lair of the Shadow Broker.
- Shadow Broker Base Model: Found during Lair of the Shadow Broker.
- Prothean Sphere Relic: Found during Firewalker missions.
- Original N7 Helmet: Found at the Normandy Crash Site.

There is a lower area **[006]** with a bed and an armor locker in the captain's quarters, too. From the armor locker, Shepard's outfit can be modified, just as in the armor locker at the Cerberus outpost just prior to leaving for Freedom's Progress.

Unless you have acquired the new armor variants through the Cerberus network, there is not much to do with the armor part of this locker just yet.

However, as Shepard acquires more pieces of armor during missions or from shops, return to this locker to outfit the commander with better defenses, such as helmets or chest plates. Select from different outfit pieces and tints.

Note

Please refer to the Training chapter for detailed explanations of how armor works and what is available.

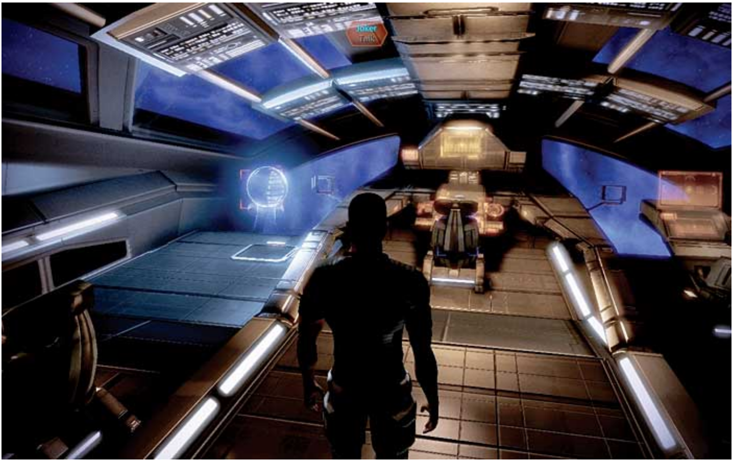
If Shepard's previous career in Mass Effect 1 included a successful romance, a portrait of the lover appears on a desk.

The portrait is turned face down if a new romance during this adventure is ongoing.

Deck 2: Combat Information Center (CIC)

Bridge

Current Status: Unlocked



[007]

Just beyond the galaxy map is the bridge of the Normandy SR2 **[007]** . As Shepard walks through the hall leading up to Joker's position, scan the controls to log two codex entries.

Once in the cockpit, Shepard can either speak to Joker or get to know more about EDI.

Conversing with EDI leads to additional information about the role of the AI's routine.

Press EDI about her ability to run electronic and cybernetic warfare defenses to prevent any intruders into the Normandy's systems during an attack.

EDI also monitors shipboard activities and reports certain information back to the Illusive Man.

Note

EDI's physical core is located in a quantum blue box behind the ship's medical bay.

EDI is up front about having additional functions that are currently locked and unknown. Only when the time is right will these new functions be revealed.

Tip

EDI can also elaborate on Cerberus's command structure, letting Shepard know exactly how the group operates, from the Illusive Man on down to individual cells.

However, some of EDI's conversation options must be unlocked later, after the Save the Normandy mission.

Note

EDI's main interface is on the bridge, but you can speak with EDI in many of the ship's compartments. Look for EDI terminals on the walls to get a deeper tour of the Normandy.

[008]

Shepard can also catch up with Joker a little here **[008]** . Joker—referred to as Mr. Moreau by EDI—is pleased with the new Normandy, save for his skepticism of EDI, since, well, AI doesn't have the most sterling reputation in the galaxy thanks to the rise and proliferation of the geth.

But Joker thinks that since Cerberus has invested so much in Project Lazarus and the reconstruction of the Normandy, there is little upside to Cerberus betraying Shepard and the team.

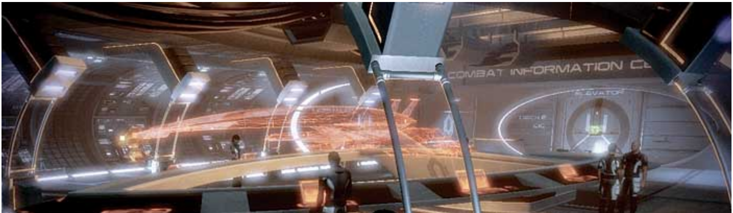
Joker also has his opinion on the aftermath of the original mission and how both the Alliance and Council cut them adrift in spite of the success against Sovereign.

Keep checking back with Joker between missions. Talk to him and get his feelings and opinions on the crew and the mission. Joker may have a smart mouth, but there is an emphasis on smart.

He often has interesting things to say about the crew and the mission. You can also raise and close the ship's heat shields from a terminal near to Joker (which doesn't affect your adventure).

Flight Deck

Current Status : Unlocked



[009]

The largest feature of the flight deck **[009]** is Shepard's command center and the galaxy map.

From the galaxy map, Shepard can launch missions and direct Joker to pilot the ship to any available planet. As the mission expands, more and more planets become available on the galaxy map.

Tip

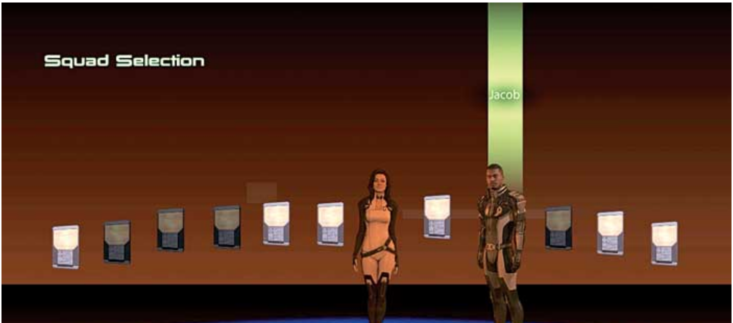
The galaxy map is your launch pad to the galaxy. As soon as you are done exploring the Normandy, return here and plot a course for the first desired recruit. You can purchase additional galaxy maps from vendors.

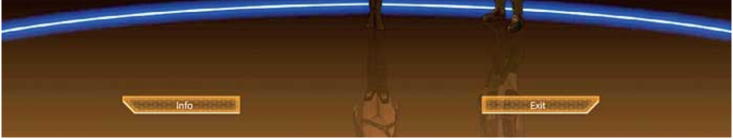
Next to the galaxy map is Shepard's private terminal.

Access the private terminal to read incoming messages meant only for Shepard's eyes, to investigate the crew's specializations (when Shepard collects enough minerals and tech, specialization upgrades can be reviewed and ordered from this terminal), and to get a report on the team's status.

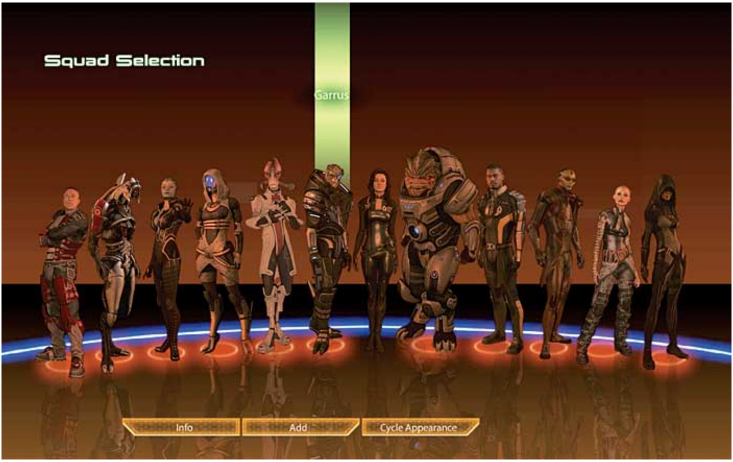
Note

Some of the incoming messages are informal, but the terminal is also a good place to check for special assignments from Cerberus.





[010]



[011]

Note

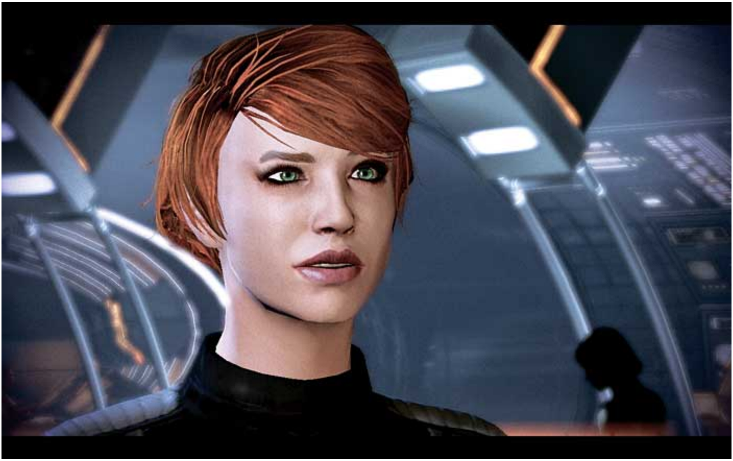
Your squad selection screen currently looks like this: **[010]** . By the end of this adventure, expect the screen to look something like this: **[011]** .

Tip

When you're accruing squad members or engaging in their loyalty missions, the team status is excellent to refer to, in order to check on your important mates.

Also be sure to tag every "unread" message as "read," so it is moved to the archived messages, allowing you to easily keep track of new missives.

You should also watch the Advanced Combat Training videos right now and learn how to use your team competently in the combat zone.



[012]

Also next to the galaxy map is Yeoman Kelly Chambers **[012]** , who has been assigned as Shepard's administrative assistant. Chambers is in awe of Shepard and is obviously excited to be working for the commander.

As Shepard's assistant, she is something like traffic control. When the crew needs to speak to Shepard, Chambers will alert the commander. Any outstanding missions or appointments? Chambers will be there with a reminder or update.

Chambers is more than just Shepard's assistant, however; she has also been tasked with keeping an eye on the mental health of the crew.

This role as crew psychologist is unofficial, though: Chambers believes she will be far more effective in this role if she appears more as an informal confidante than a Cerberus-sanctioned head doctor.

Tip

IMPORTANT! It is vital that you speak with Chambers about the squad members you've recruited after each mission is over.

Her information triggers a conversation you can have with the squad member, and this starts each loyalty mission. They are inaccessible prior to that.

Yeoman Kelly Chambers

How Shepard interacts with Chambers during this initial conversation can start a potential love story.

If Shepard keeps it all business, the chance for this relationship to be anything but professional is snuffed out.

But selecting flirty replies to Chambers's questions or statements ignites a spark, which can grow into romance or friendship depending on how Shepard responds to Chambers's leading statement about closing her eyes and falling back into Shepard's arms.

If you'd like to pursue a good friendship with Kelly, let her know Shepard would catch her instead of embrace her.

If you are interested in a romance with Kelly, tell her that Shepard might do more than catch her.... Chambers almost shimmers at the come-on.

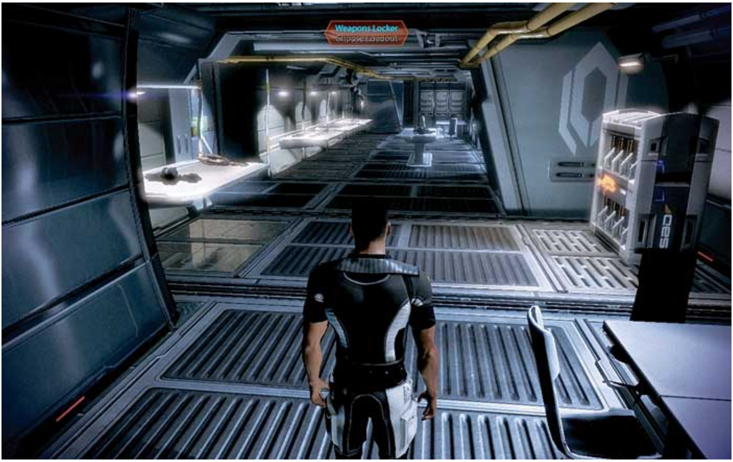
Whenever you return to the *Normandy* after completing a mission, check in with Chambers. There are multiple opportunities to flirt or just get to know Kelly better.

If you really want to pursue a relationship, talk to Chambers often and keep up the coy talk. Check *Romances* in the *Special Assignments* chapter for further details.

Special Assignment: Male or Female Shepard > Romance > Kelly Chambers begins

The Armory

Current Status: Unlocked



[014]

Behind the CIC are the (currently closed-off) tech lab and the armory. Inside the armory **[013]** , Shepard can change the squad's loadout from all available weapons at the weapons locker.

Weapons you've acquired during your adventure are laid out on a nearby table, too. Jacob **[014]** is stationed inside the armory, and this is a good chance to speak to him without Miranda.

Jacob is honored to be serving with Shepard and actually has some degree of hope about the mission outcomes despite concerns about Cerberus's past activities.

There are different types of assault rifles, shotguns, sniper rifles, pistols, and heavy weapons. Consult the Weapons tables in the appendix for more details.

Remember; if you've secured more weapons thanks to the Cerberus network, these can be chosen and outfitted to Shepard and your squadmates.

Do this before each mission if you've upgraded weapons or if you found the previous mission difficult.

Tip

Enjoy camaraderie with Jacob (and any other squad member) to increase your Paragon points.

Jacob

While everything is professional with Jacob right now, you can wear down his “all business” defenses over time. Repeatedly check in with Jacob and try to initiate personal conversations. He will rebuff some of your efforts.

Give him his space when he needs it. But look for openings, such as asking Jacob what he thinks of your Cerberus-rebuilt body.

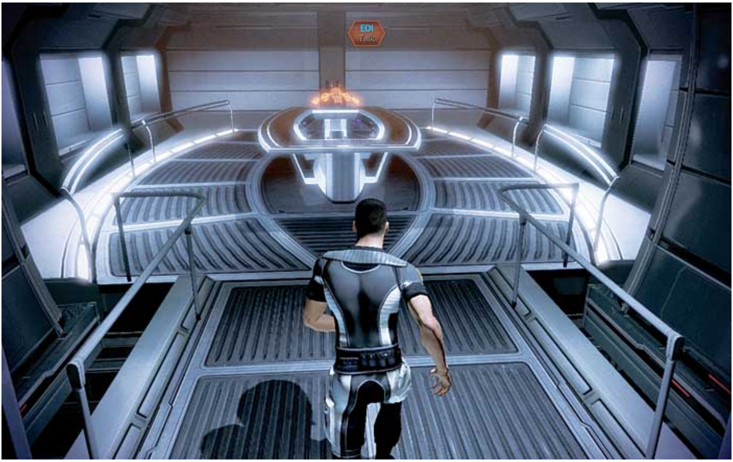
Much as with Chambers, keep checking with Jacob and—if so desired—pry open his heart with a combination of smooth talk and genuine concern.

Jacob is only romantically interested in a female Shepard. It is also important to speak with him about upgrading the *Normandy* .

	Special Assignment: Female Shepard > Romance > Jacob begins
	Loyalty Mission: Speak to Jacob > The Gift of Greatness begins

Briefing/Comm Room

Current Status: Unlocked



[015]

This room holds a curved table with an image of the *Normandy* **[015]** . This retracts and doubles as a quantum entanglement holographic conference line to the Illusive Man.

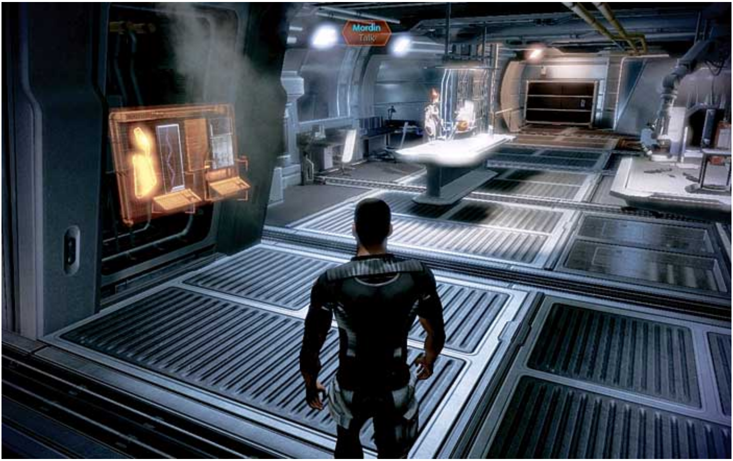
You can speak with EDI in this chamber, which is otherwise only used for rousing speeches after or before critical mission decisions.

Tech Labs

Current Status: Locked

Unlocked once Mordin Solus has been recruited.

Relevant Dossier: The Professor.



[016]

[017]

The main purpose of the tech labs **[016]** is to research and develop all manner of new and helpful upgrades, some of which will be critical to your crew's ultimate survival.

This cannot be understated; it is vital to research and upgrade as you progress through the galaxy! Although Mordin **[017]** is the one doing the work, you're the one choosing the research, from the research terminal.

Read the information contained in this terminal and follow the advice. Any critical information is mentioned in this walkthrough. Adjacent is the upgrades terminal, showing research that has yielded results.

	Loyalty Mission: Speak to Mordin > Old Blood begins

Tip

You can acquire new upgrades by locating them during missions, purchasing them from stores, or researching them at the adjacent terminal.

Tip

Successful research requires raw materials, such as platinum, iridium, or element zero. These are found when you mine different planets or uncover crates during missions.

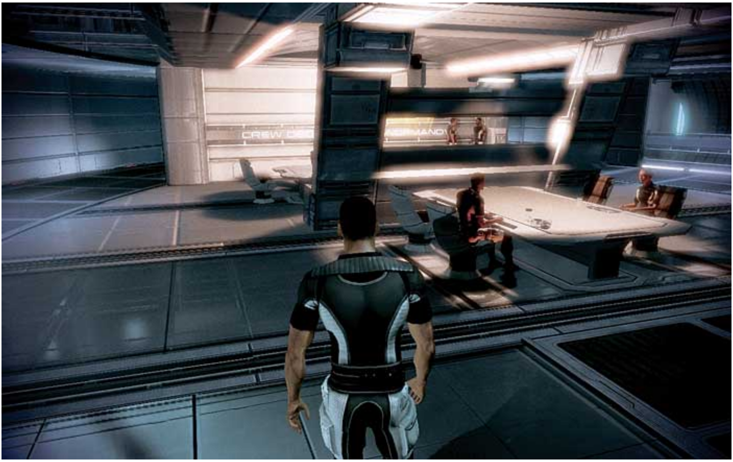
Consult the Planetary Database chapter to learn locations for material-rich planets.

Remember! Some ship upgrades help your galactic treasure-hunting considerably. Be sure you check the appendix to learn about all the upgrades and how they help you. Do this soon!

Deck 3: Crew's Quarters

Mess Area

Current Status: Unlocked



[018]

[019]

The mess occupies the open area near the elevator **[018]** . There are crew sitting around a table visiting, but you should stop by the kitchen to speak with Mess Sergeant Gardner **[019]** .

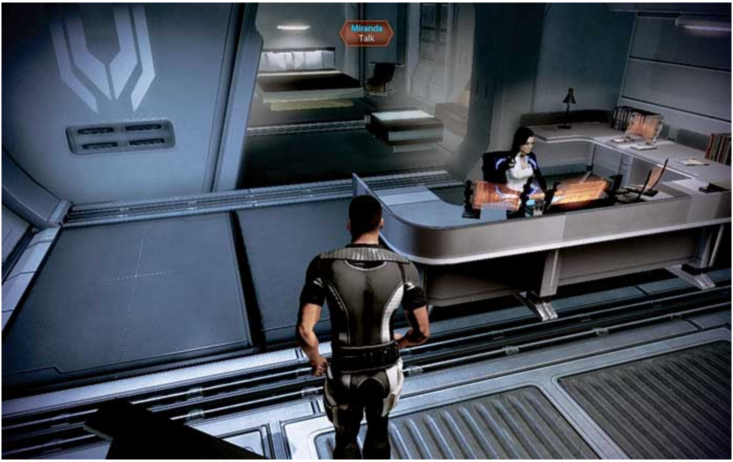
Gardner is a friendly fellow and quite proud to be serving with the commander, even if it is as a cook and janitor. Talk to Gardner about his job and how he got involved with Cerberus.

Before leaving to explore more of the Normandy, be sure to ask Gardner if he needs anything.

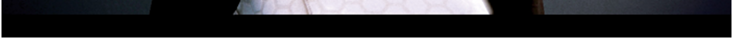
	Special Assignment: Special Ingredients begins

Miranda’s Office

Current Status: Unlocked



[020]



[021]

Miranda's office **[020]** is on deck 3, to the left (port side) of the mess area. During your first visit, Miranda seems quite accommodating.

She is willing to answer your questions about Cerberus, the mission, and the Illusive Man, but she gives you pat answers that seem to serve the best interests of Cerberus. Miranda is a potential romantic partner (for a male Shepard) if you take the time to get to know her.

You can also ask Miranda about herself. She becomes a little more animated in her responses, but these still feel slightly rehearsed. She goes over her augmented form, her cybernetics, and her training.

Miranda has a high opinion of herself, that's for sure. But her self-regard is not without merit. She is a highly trained individual with excellent combat skills and an analytical mind.

Miranda's office on deck 3 will be a regular stop. Since she was such a pivotal figure in your resurrection, you will want to talk to her often. But understand that Miranda is not the most forward person.

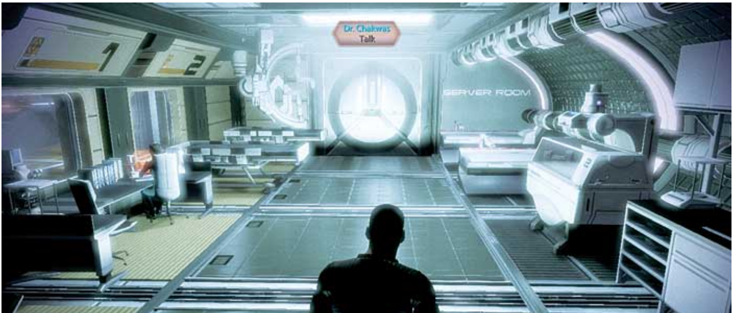
She has a highly polished veneer that she rarely lowers. It will take time and repeated conversations to peek behind it and find out a little more about her, like where she came from and what her family is like.

It is also possible to get even closer to her, if you carefully navigate the minefield of conversation. Show genuine sympathy and strength.

	Special Assignment: Male Shepard > Romance > Miranda begins
	Loyalty Mission: Speak to Miranda > The Prodigal begins

Medical Lab

Current Status: Unlocked



[022]

[023]

There is a familiar face in the medical lab **[022]** : Dr. Chakwas **[023]** . She was the medical officer aboard the original Normandy, so it is a relief to see that she was able to escape the ship before it was destroyed.

You can chat with Chakwas about the mission and Cerberus. Ask Chakwas if she has everything she needs to open up a special mission: Serrice Ice Brandy.

It seems that when the Normandy SR-1 was destroyed, her private stash didn't quite merit space in an escape pod. Offering to bring back a bottle places the assignment in your journal.

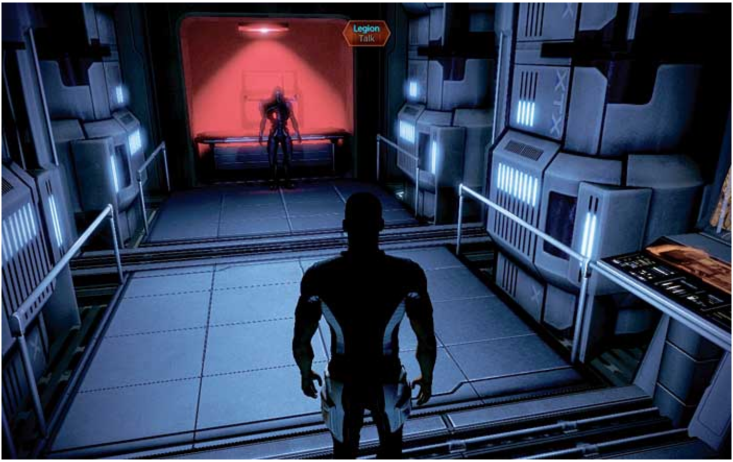
	Special Assignment: Serrice Ice Brandy begins

AI Core Room

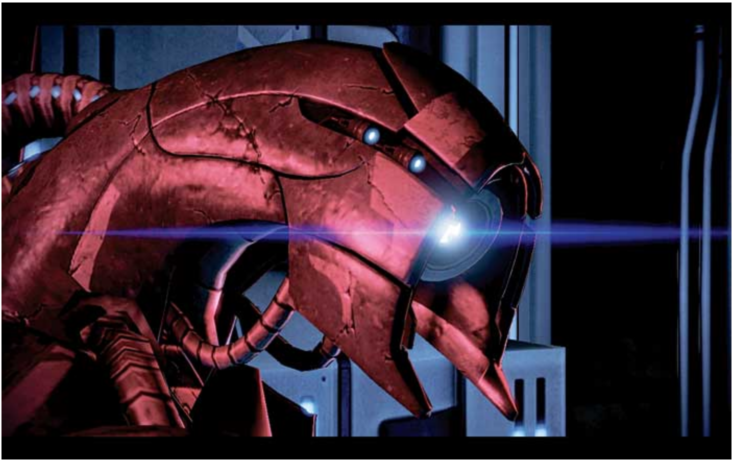
Current Status: Locked

Unlocked once Legion has been recruited.

Relevant Dossier: None; complete The Reaper IFF mission



[024]



[025]

EDI's AI core is locked behind the rear door in the medical lab. You cannot access EDI right now. But the fact that the door can indeed be opened implies that EDI was built with the recognition that at some point, human hands on the core would be a necessity.

Much later into your adventure **[024]** , you can begin some tentative conversations with Legion **[025]** , a heretical geth mobile platform.

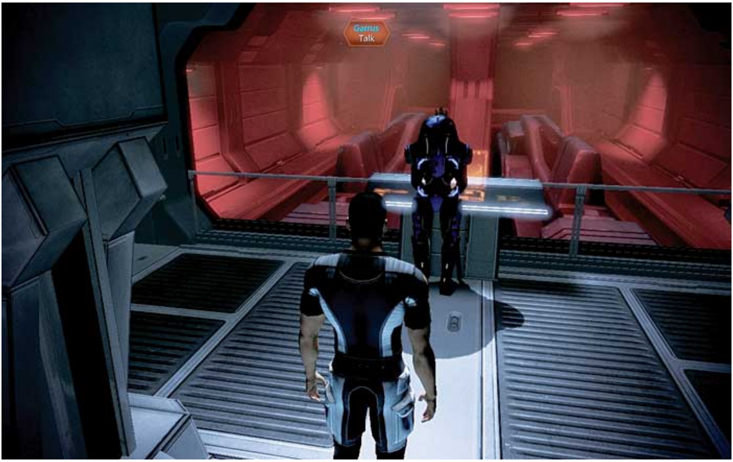
	Loyalty Mission: Speak to Legion > A House Divided begins

Main Battery

Current Status: Locked

Unlocked once Garrus has been recruited.

Relevant Dossier: Archangel



[026]

[027]

Up the steps from the mess, along the walkway between the cryogenic crew pods, is a (currently locked) door to the ship's main battery **[026]** , where power is stored for weapons, engines, and other essential systems.

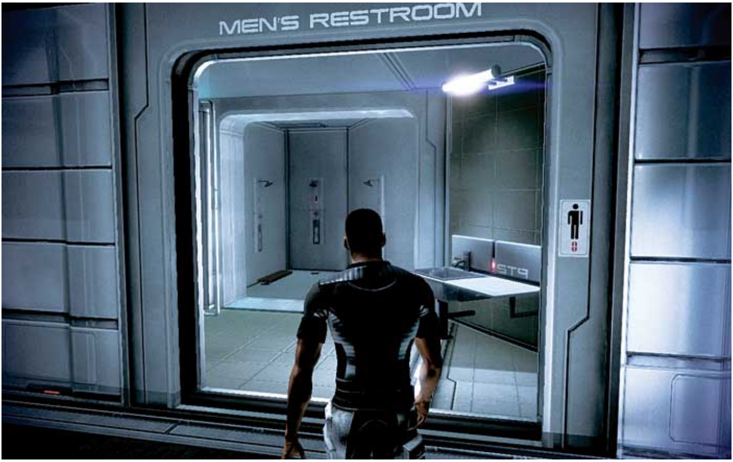
Aside from EDI, an old friend named Garrus Vakarian **[027]** resides here.

Once Yeoman Chambers informs you, speak to the turian to begin to understand his foibles (he considers himself to lack the discipline of a real turian), unlock numerous conversations, ask him about upgrading the Normandy, and access his loyalty mission.

	Loyalty Mission: Speak to Garrus > Eye for an Eye begins

Restrooms

Current Status: Unlocked



[028]

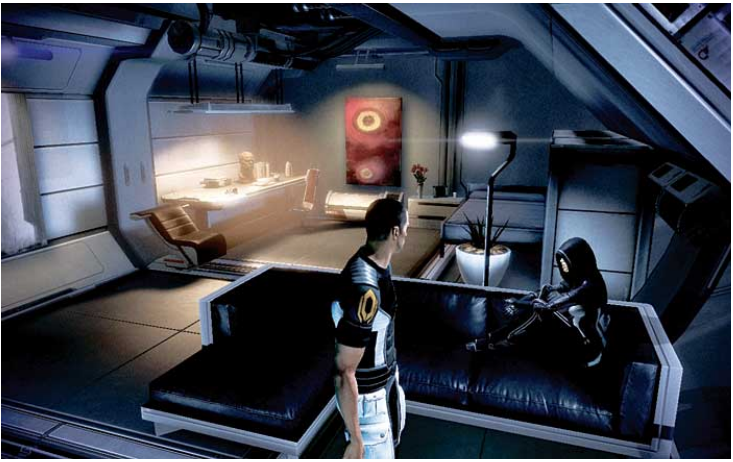
In the corridor on either side of the elevator are the men's **[028]** and women's restrooms. Enter them optionally, and step into the wrong restroom for a polite correction from EDI.

Port Observation Deck

Current Status: Locked

Unlocked once Kasumi has been recruited.

Relevant Dossier: The Master Thief



[029]

[030]

Close to the men’s restroom is the port observation deck **[029]** , which allows you to gaze out into space or close the shutters.

Once Kasumi Goto **[030]** has been found and recruited, you can speak to her about her exploits, including the books, painting, rose, and bust on her desk, and begin her loyalty mission straightaway.

You can also mix some drinks (red, blue, or a mixed and potent purple) at the bar.

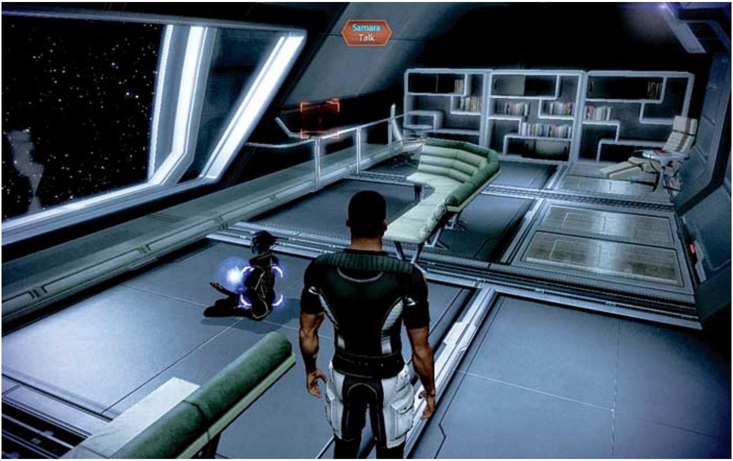
	Loyalty Mission: Speak to Kasumi > Stealing Memory begins

Starboard Observation Deck

Current Status: Locked

Unlocked once Samara has been recruited.

Relevant Dossier: The Justicar



[031]

[032]

Near the women's restroom is the starboard observation deck **[031]** , which enables you to look out into the stars, as well as contact EDI via a terminal. This deck doubles as the crew library and is the location of Samara **[032]** , who meditates here.

You can speak with and romance her, as well as begin her associated loyalty mission. Once Samara's loyalty mission has occurred, but you've sided with her daughter Morinth, you can romance Morinth instead.

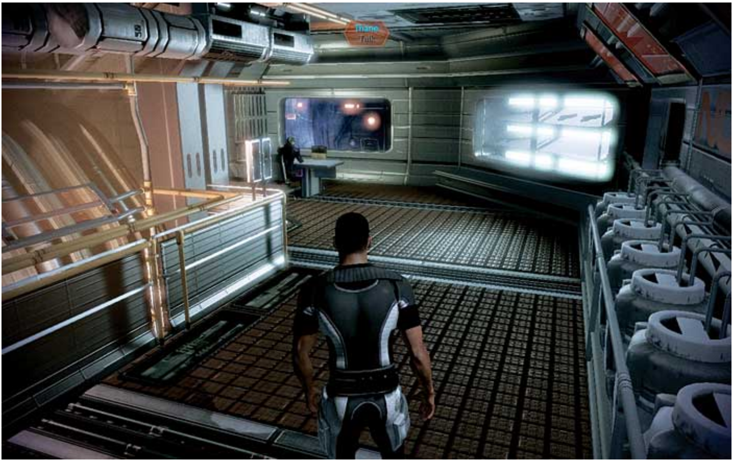
	Special Assignment: Male or Female Shepard > Romance > Samara begins
	Loyalty Mission: Speak to Samara > The Ardat-Yakshi begins
	Special Assignment: Male or Female Shepard > Romance > Morinth begins

Life Support

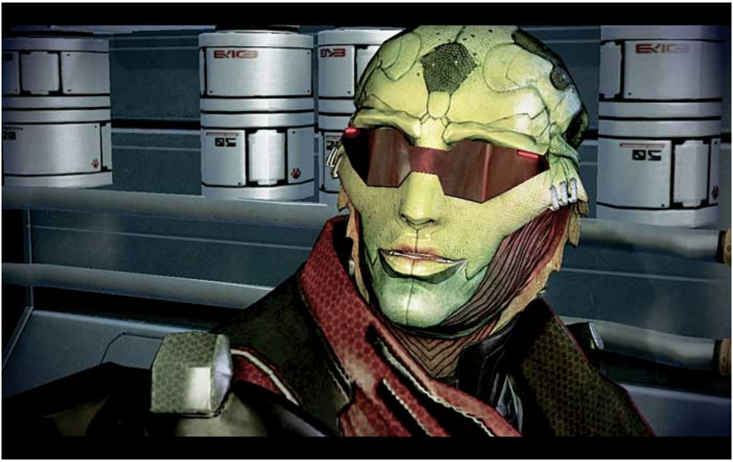
Current Status: Locked

Unlocked once Thane has been recruited.

Relevant Dossier: The Assassin



[033]



[034]

Enter this chamber **[033]** to meet a drell assassin named Thane Krios **[034]** , who takes up residence here once you recruit him.

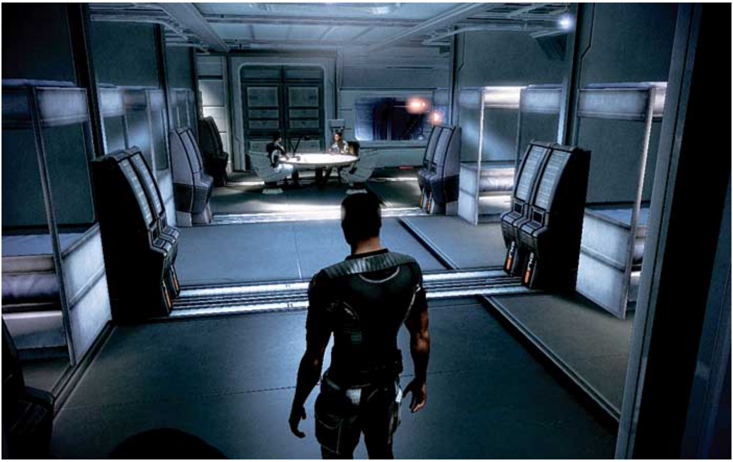
A deep and spiritual being, and overly aware of his own mortality, he sits and gazes at the ship's drive core and contemplates forgiveness for those he has killed.

As with other recruits, you can speak to him at great length about his life, speak about Normandy ship upgrades, and romance him (if Shepard is female), as well as begin his loyalty mission.

	Special Assignment: Female Shepard > Romance > Thane begins
	Loyalty Mission: Speak to Thane > The Sins of the Father begins

Crew Quarters Dorm

Current Status: Unlocked



[035]

This chamber **[035]** houses a couple of crew members chatting about home and their mission aboard this vessel. The main reason to enter this chamber is for a better view of the ship's drive core.

Deck 4: Engineering

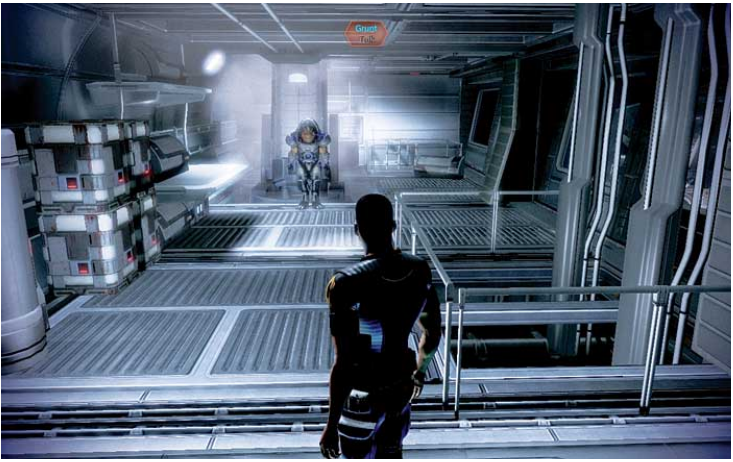
Deck 4 is the engineering deck. There is little going on down here on your first trip aboard the Normandy, but as you pick up recruits and travel the galaxy, more of the engineering deck opens up.

Port Cargo

Current Status: Locked

Unlocked once Grunt has been recruited.

Relevant Dossier: The Warlord



[036]

[037]

This cold storage cargo hold **[036]** has walls just thick enough to contain Grunt **[037]** , a genetically engineered krogan with a short temper and a lust for violence.

As soon as his pod has been maneuvered aboard, you can wait for the go-ahead to release him and begin his loyalty mission. Despite his short life, he has copious conversation topics to try.

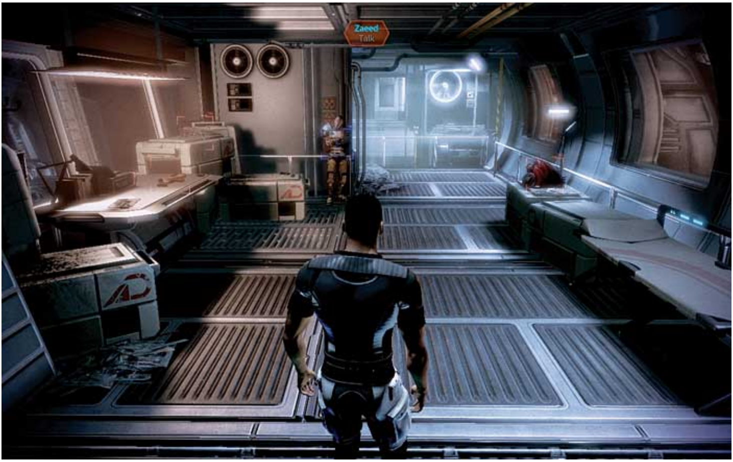
	Loyalty Mission: Speak to Grunt > Rite of Passage begins

Starboard Cargo

Current Status: Locked

Unlocked once Zaeed has been recruited.

Relevant Dossier: The Warlord



[038]

[039]

Making himself at home in the starboard cargo hold **[038]** is Zaeed Massani **[039]** , one of the galaxy's most feared bounty hunters, found on Omega.

Be sure to check the rifle, ship model, Blood Pack helmet, surveillance gear, and garbage compactor in this chamber, and speak to the man himself.

Loyalty Mission: Speak to Zaeed > The Price of Revenge begins

Tip

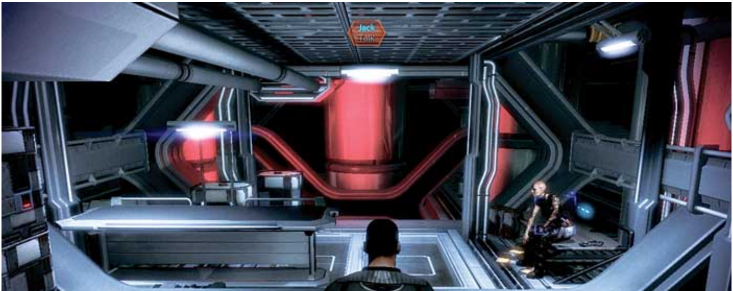
Like Kasumi's, Zaeed's loyalty mission can begin as soon as you head down to speak with him; this allows two loyal squad members (Kasumi and Zaeed), along with their associated additional powers, to be used extremely early in your adventure.

Engineering Sub-Deck

Current Status: Unlocked

Empty until Jack has been recruited.

Relevant Dossier: The Convict



[040]

[041]

Accessed via either door and stairwell, and deep in the belly of the ship, is the conduit sub-deck below the engineering terminals, which is currently empty.

Jack makes herself comfortable here once she's rescued. Speak to her about her tormented upbringing and incredible biotic powers, and bring them to bear when you begin her loyalty mission.

If Shepard is male, and you can handle her, she also has a romance plot.

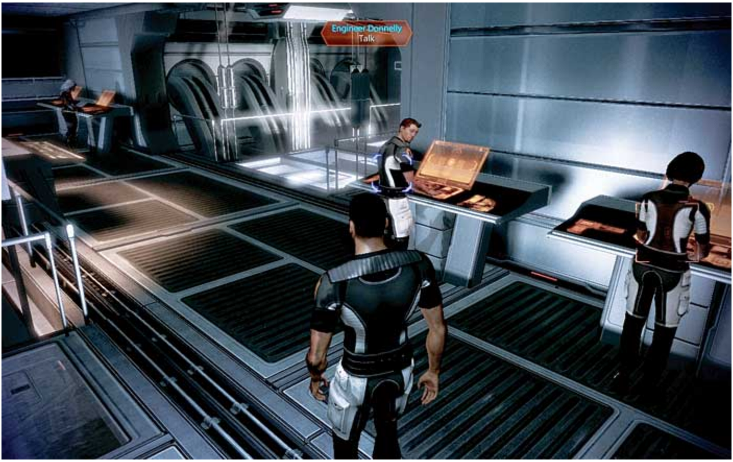
	Special Assignment: Male Shepard > Romance > Jack begins
	Loyalty Mission: Speak to Jack > Subject Zero begins

Main Engineering Deck and Drive Core

Current Status: Unlocked

Tali doesn't arrive until she has been recruited.

Relevant Dossier: The Engineer (Tali)



[042]

[043]

[044]

There are two engineers monitoring the Normandy's condition down on deck 4 **[042]** : Engineers Daniels and Donnelly **[043]** . Pay a visit to these two.

They are quite amenable to company, especially from the commander. Take an interest in what they are doing and listen to them tell their stories. Having the support of your crew is important.

You should always make an effort to get along with your crew members. You never know what help or insight they can provide on your missions.

Donnelly mentions that calibration takes longer with their current equipment. Daniels says that with new couplings, they could really cut down maintenance time.

Later into your adventure, Tali'Zorah **[044]** utilizes the terminals across from the engineers, and they share this space.

This quarian has fought previously with Shepard, and it is she who now requires Shepard's help regarding charges of treason. She is also a possible romance candidate if Shepard is male.

	Special Assignment: FBA Couplings begins
	Special Assignment: Male Shepard > Romance > Tali begins
	Loyalty Mission: Speak to Tali > Treason begins

Note

More places inside the Normandy are opened as you recruit more squad members. As the squad expands, the size of the rounds you make post-mission increases.

Keep talking to squad and crew members to get their take on the mission.

And if you desire a relationship, you need to repeatedly check in with potential paramours throughout the adventure to build up the romantic tension.

WALKTHROUGH

Citadel and Dossier: The Master Thief

The Citadel is a massive deep space station originally thought to be constructed by the Protheans and later discovered to be a device of trickery by the Reapers.The Citadel serves as the seat of the Council, which is the governing body of Citadel space.

Races that do not sit on the Council still frequent the Citadel because it is a major hub of commerce as well as politics. Most races that use the mass relays at least have embassies on the Citadel.

Although much of the physical damage done to the Citadel by Saren and Sovereign two years ago has been repaired, the psychological effects still linger, even if the Council has been trying to portray the Reaper attack as an isolated incident.

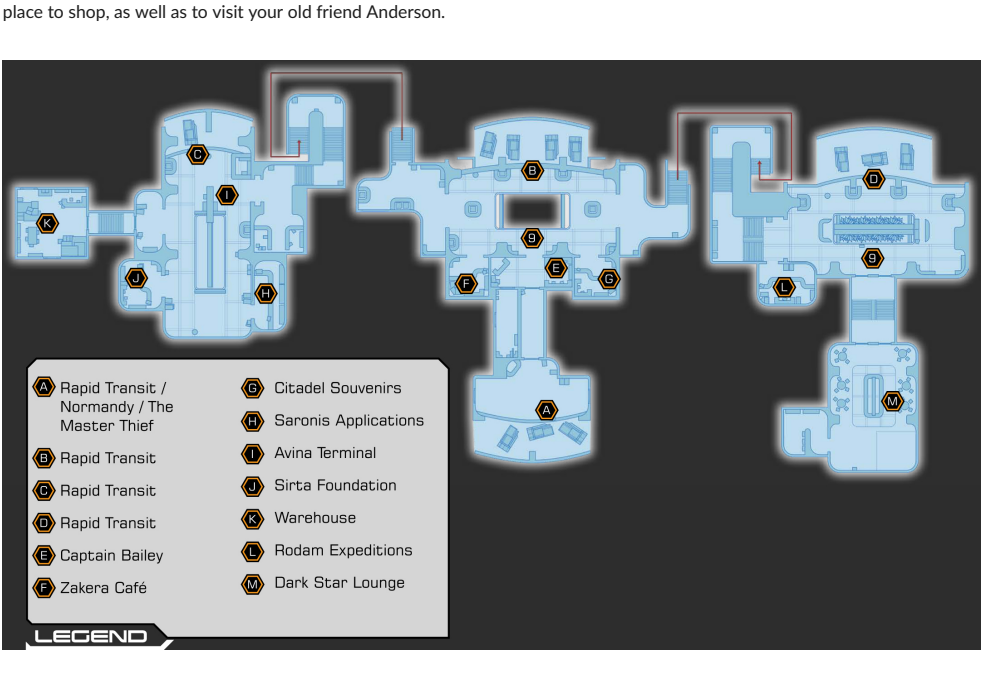
Business to Attend To

You can visit the Citadel as soon as you are able to command the *Normandy* and use the galaxy map on the CIC. However, it is not as central to the story as it was in the first *Mass Effect* .

Currently, there are a couple of critical meetings to undertake while you're docked at this space station: one with Captain Bailey and another with the Council.

There are a few special assignments to attempt (they can be done right now—see the Special Assignments chapter for details), and we recommend you do them now so you can quickly gain a level and accrue experience points.

Furthermore, you'll return here to complete two loyalty missions, which are currently inaccessible. Otherwise, this is a good place to shop, as well as to visit your old friend Anderson.



Mission Data

Location: Milky Way > Serpent Nebula > Widow > Citadel

Experience Available: —

Entities Encountered > Squad Members

- Kasumi Goto

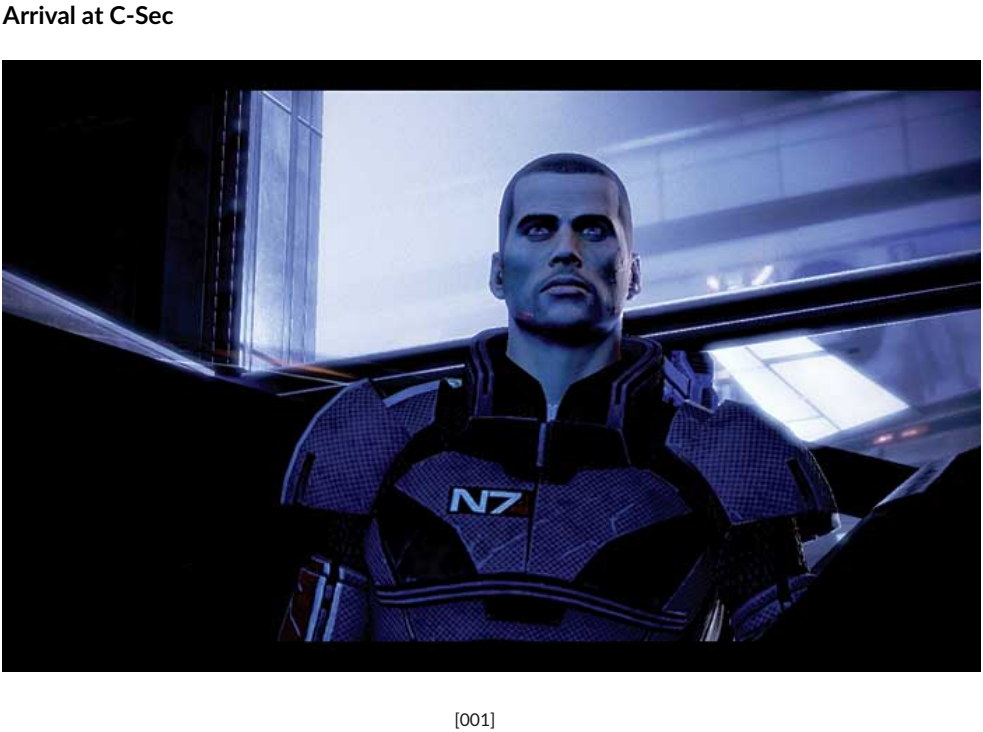
Spoils of War > New Weapons and Upgrades

- See Appendix

Intersecting Missions

- Walkthrough > Citadel > Captain Bailey
- Walkthrough > Citadel > The Council
- Walkthrough > Citadel > Dossier: The Master Thief
- Walkthrough > Citadel > Garrus: Eye for an Eye
- Walkthrough > Citadel > Thane: Sins of the Father
- Special Assignment > Citadel > Crime in Progress
- Special Assignment > Citadel > Found Forged ID and False Positives
- Special Assignment > Citadel > Krogan Sushi

Arrival at C-Sec



[001]

Two years after the attack, Shepard visits the Citadel **[001]** and discovers it has changed noticeably.

However, unlike in the original *Mass Effect* , Shepard's activities on the Citadel this time are limited to just a few floors of the Zakera Ward and the Presidium, where Anderson waits to see if the rumors that Shepard is still alive are indeed true.

The three floors Shepard can explore are primarily shopping areas, although there is still much to learn about how the galaxy's politics work; there are also a few special assignments, most of which are confined to the Citadel.

[002]

When you first stop at the Citadel, you dock at level 27. You can listen to the Galactic News from a terminal, hear a yelling Gunnery Chief explaining Isaac Newton's gravitational theories, and visit the C-Sec desk **[002]** .

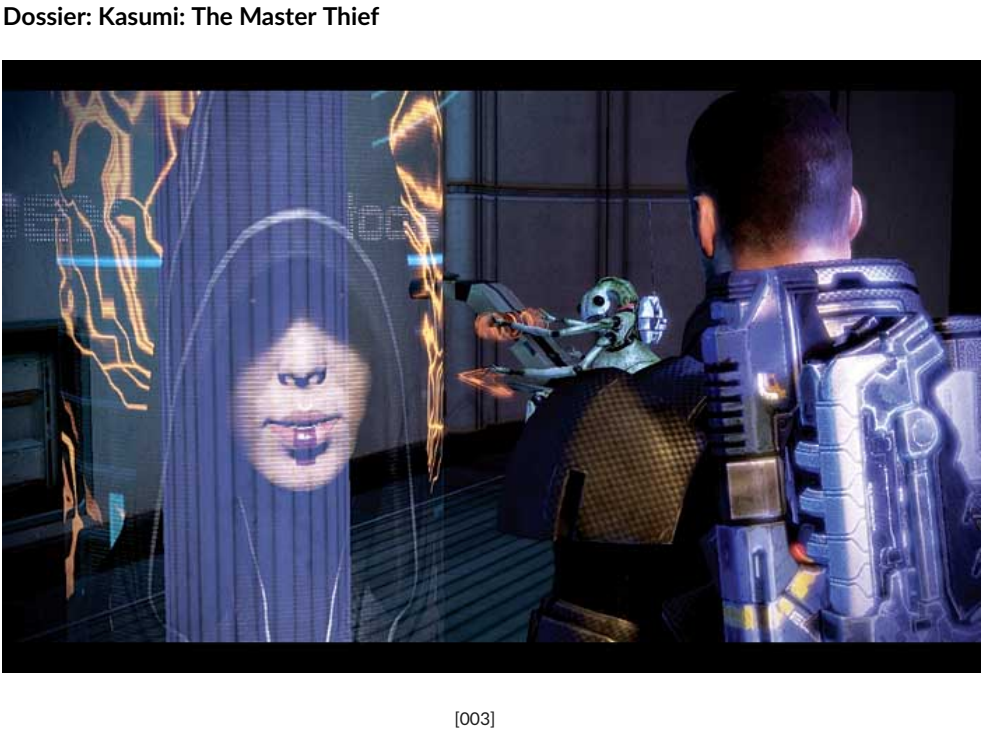
You should check in with the C-Sec desk. It seems that security measures on the station have been bumped up.

The geth attack was a shock, and so to prevent any future infiltration, most visitors are asked to surrender weapons and biotic amps before entering the Citadel. You're able to keep yours. Enter the Citadel once you've inspected one more area.

Glossary

C-Sec: Short for Citadel Security, C-Sec is the internal police force on the Citadel. C-Sec recruits from almost every race in Citadel space, with a few exceptions, such as the krogan and vorcha.

Dossier: Kasumi: The Master Thief



[003]

[004]

The cylindrical advertising terminal to the right displays Kasumi's cowled face **[003]** and a number of hints to speak with her. When you access the terminal, she asks for the password (you can choose either answer).

You soon realize she's watching you from the catwalks above **[004]** , having patched through into the advertising terminal. You can speak to her about her briefing, secrecy, and Cerberus.

You can also inquire about a man named Donovan Hock, evening wear she has for you, grayboxes, and the optional loyalty mission (Stealing Memory) you'll use all of this information in.

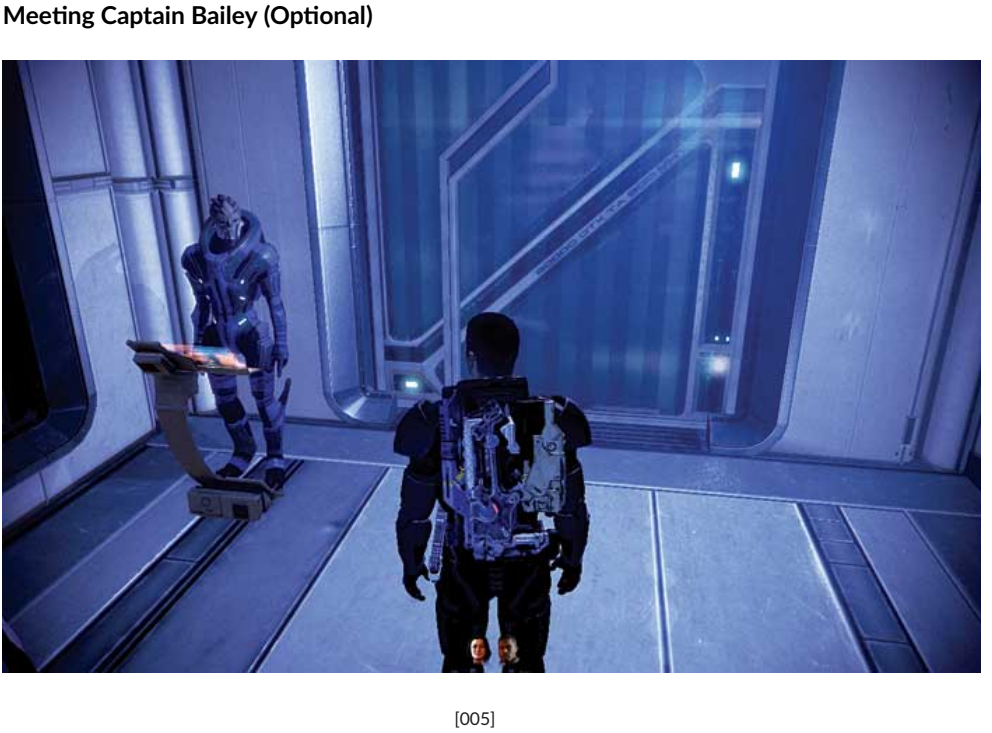
Agree to bring her aboard, and she joins your crew as a squad member. If only all of the dossier missions were that simple!

Note

Kasumi Goto is now available to take with you on future missions. She can be found in the port observation lounge on deck 3 of the *Normandy* .

Entities Encountered > Squad Members > Kasumi Goto

Meeting Captain Bailey (Optional)



[005]

Just beyond the C-Sec desk is a checkpoint. You are stopped by the turian running the checkpoint because the scanner shows that you are dead **[005]** . The C-Sec guard requests that you check in with his captain, just past the scanners on the right.

You can get reinstated in the system there, as well as learn more about changes in the Citadel. Just follow the sound of Captain Bailey's voice. He's loud, even when talking about putting the squeeze on suspects.

[006]

Captain Bailey **[006]** recognizes you right away. He runs through a litany of bureaucratic stuff you will need to do to be reinstated and allowed access to the Citadel, such as stopping by the treasury, since apparently other people have faked their deaths to avoid taxes.

However, Bailey is able to fast-track your access right at his terminal. Bailey's description of C-Sec sounds a touch more sinister, almost as if the security force has deeper reach inside the Citadel than before.

No matter the conversation choices, Bailey recommends you check in at the Presidium to speak with the Council.

Note

Or, you can simply ignore Captain Bailey and still have complete access to the three available floors on the Citadel.

Note

Speaking to Captain Bailey begins Thane's loyalty mission, although he must be found and recruited first!

Citadel Exploration

Level 27

Concourse

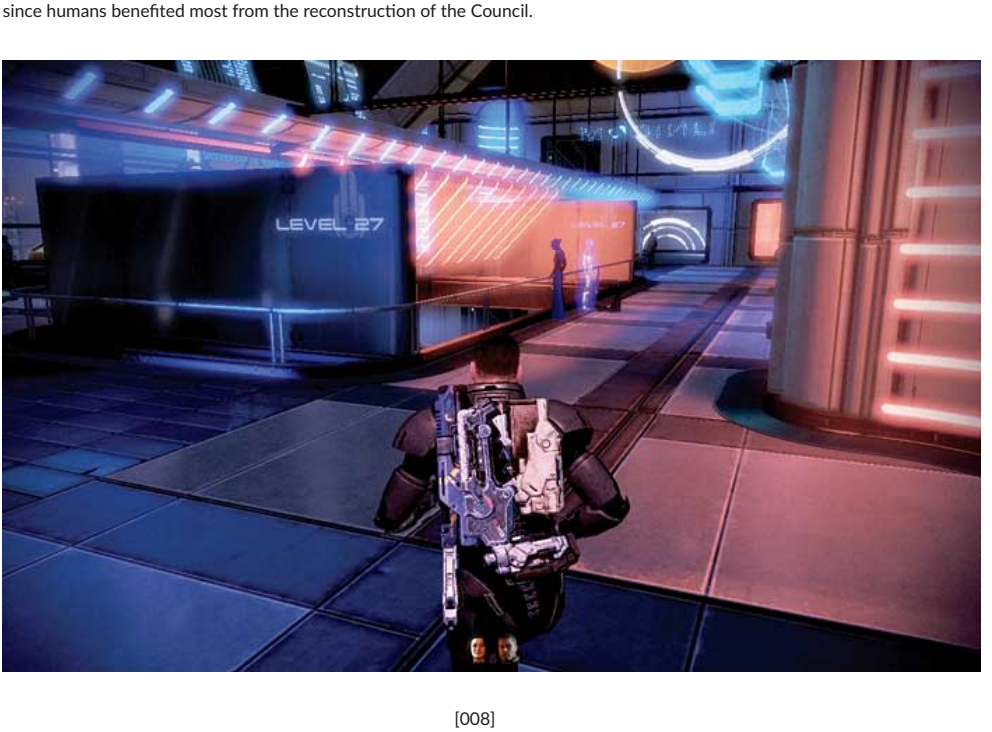
[007]

Avina, located outside Bailey's office, is a tour guide for the Citadel. The hologram **[007]** provides additional background on this location. Close by is another Galactic News terminal; these are everywhere.

Activate them to listen to news reports about the current state of affairs. You are now free to wander the Citadel, beginning here, on the Rapid Transit concourse.

The decisions you made at the end of the first game are felt soon enough, in talks with Bailey as well as information from Avina.

If you allowed the Council to be destroyed, for example, Avina warns you that skepticism of humans is rampant on the Citadel since humans benefited most from the reconstruction of the Council.



[008]

This thoroughfare returns you to C-Sec (although you don't need to return past the security doors, as you can leave via the Rapid Transit), or you can wander the shops and stairs accessing the other two levels of the Zakera Ward.

You can also eavesdrop on two krogan speaking about fish, close to the Rapid Transit cabs.

Special Assignment > Citadel > Krogan Sushi

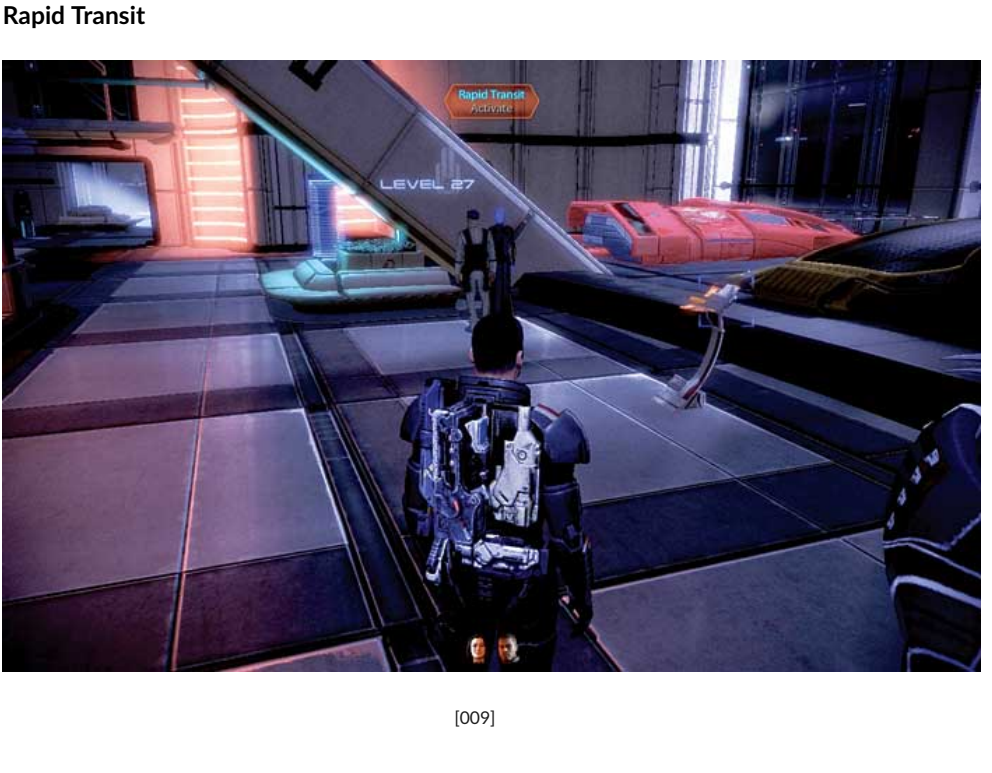
If you're interested in seeing the sights, listening to conversations, or doing a little shopping, stay to explore level 27 of the ward (the level where you dock).

If you want to dive right into some action, head to the other levels to begin other special assignments or proceed to the Presidium.

Note

The Citadel's special assignments are detailed in the Special Assignments chapter.

Rapid Transit



[009]

There are three floors of the Zakera block that you can explore on your first visit. Shepard can also visit the Presidium, the location of the human embassy.

Stairs connect the three floors of the Zakera Ward, but the easiest mode of travel is via Rapid Transit: Just approach a Rapid Transit terminal **[009]** and select the floor you wish to visit.

The current floor will be grayed out, as will the Factory District, which isn't accessible until later into your adventure. From the Rapid Transit menu, you can also stop at the Presidium, request a new squad member (such as Kasumi), or return to the Normandy.

Zakera Cafe

[010]

Stop into the Zakera Cafe **[010]** and browse the kiosk. There are just a handful of things you can buy at the cafe, but if you are searching for the high-quality provisions for Mess Sergeant Gardner back on the Normandy (part of the Special Ingredients assignment), this is the place to buy them.

You can also buy two historical novels at the cafe, which add entries to your codex.

Item to Purchase	Price (c)	Price (c) with Discount
Ascension Novel	5	Not available
Revelation Novel	5	Not available
High Grade Provisions	500	Not available

Citadel Souvenirs

[011]

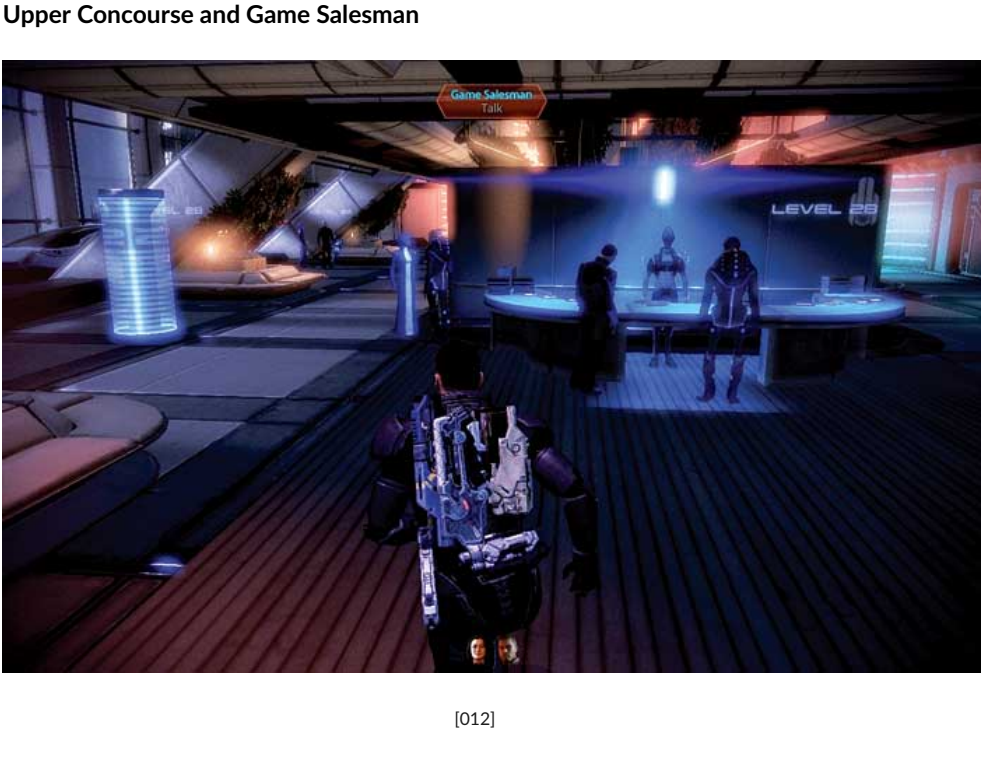
Citadel Souvenirs is run by a friendly asari named Deleia Sanassi. Her shop contains souvenirs for the Citadel and other goods like model ships and fish. You can either lean on Deleia to accept your endorsement for a discount or you can accuse her of classism.

Item to Purchase	Price (c)	Price (c) with Discount
Space Hamster	9,200	7,666
Illium Skaid Fish	500	416
Thessian Sunfish †	500	416
Model: Normandy SR-1	500	416
Model: Destiny Ascension	500	416
Model: Sovereign	500	416

† Only available once Walkthrough > Horizon is complete

Level 28

Upper Concourse and Game Salesman



[012]

There is more shopping on level 28. In addition to frequenting stores, be sure to listen in at the game kiosk for the latest on video games on the Citadel and to chat with other ward dwellers.

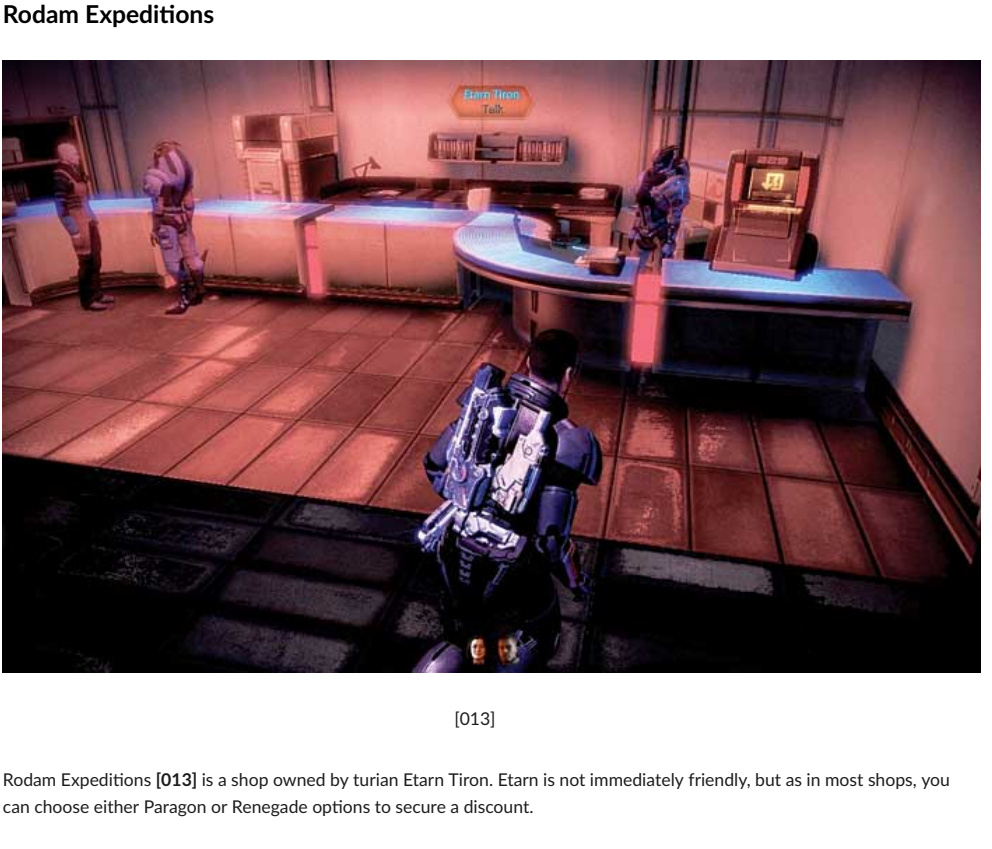
There is also a Rapid Transit access point here, and an area close to the foliage where you can stop and speak with Jacob about how the Citadel never seems to change.

Tip

If you see a location marked with a squad member's name, you can speak to him or her about the surrounding area or view.

Possible Paragon or Renegade points may be accessible, and this changes depending on who you bring with you. This occurs throughout your adventure, mainly on non-hostile worlds.

Rodam Expeditions



[013]

Rodam Expeditions **[013]** is a shop owned by turian Etarn Tiron. Etarn is not immediately friendly, but as in most shops, you can choose either Paragon or Renegade options to secure a discount.

Rodam Expeditions' inventory includes upgrades, such as the Scram Pulsar, which improves sniper rifle damage for the entire squad, and body armor that ups health by 5 percent.

Item to Purchase	Price (c)	Price (c) with Discount
Sniper Rifle Damage (Scram Pulsar)	60,000	50,000
Heavy Pistol Damage (Titan Pulsar)	60,000	50,000
Submachine Gun Damage (Microfield Pulsar)	60,000	50,000
Off-Hand Ammo Pack	2,000	1,666
Aegis Vest	2,000	1,666

The News

[014]

News reporter Khalisah al-Jilani **[014]** is on the Citadel, chasing scoops that sometimes make people look bad.

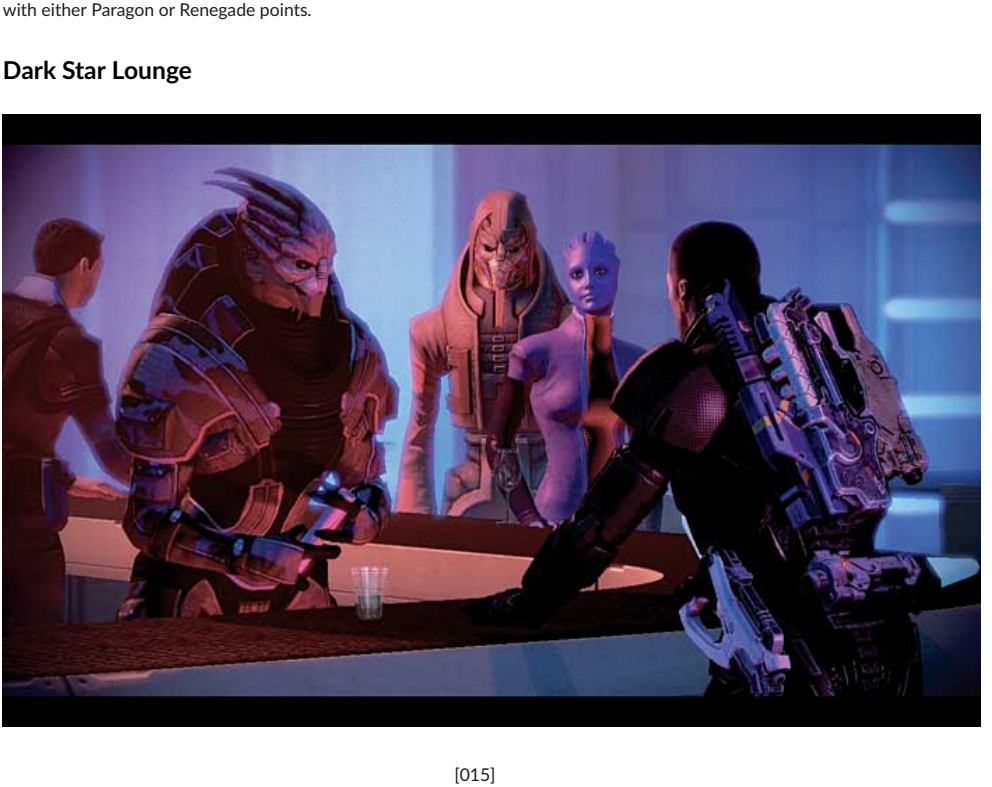
You were once the subject of Khalisah's sensational journalism (in Mass Effect). Now the reporter wants to talk again.

This is another situation where your decisions in the original Mass Effect during the geth attack on the Citadel come into play.

If you allowed the Council to fall, for example, Khalisah rubs that in your face. However, you may have an interrupt opportunity that puts her in her place.

Regardless of your previous choices on the Citadel, your behavior during this conversation determines whether you walk away with either Paragon or Renegade points.

Dark Star Lounge



[015]

The Dark Star **[015]** is a watering hole and club where ward dwellers congregate.

There is no commerce you can do at the bar, but you should at least talk to characters in the room (the Presidium groundskeeper, for example, is part of one of the special assignments in the Citadel).

And why not take a spin around the dance floor? Even formerly dead commanders need to blow off a little steam from time to time.

Special Assignment > Citadel > Krogan Sushi

Level 26

Lower Concourse

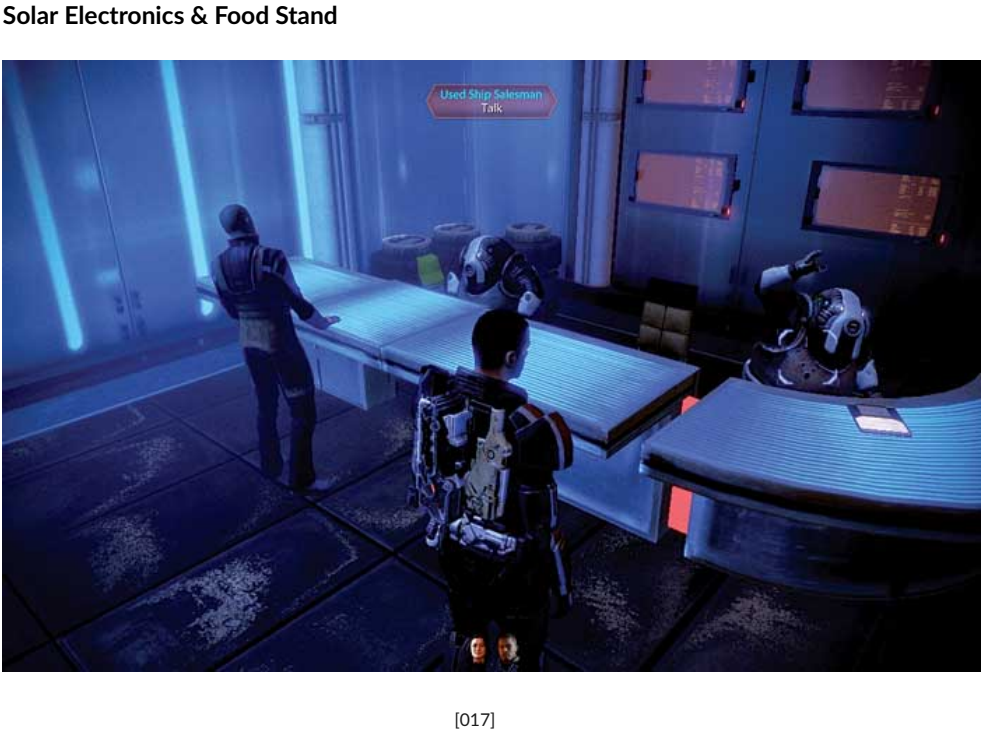
[016]

Level 26 is home to more shops, a transport dealership, and more. There are special assignments to undertake down here, too; speak to Lia'Vael **[016]** , who is in a heated argument with a volus.

If you're interested in completing them, check the Special Assignments chapter to learn who to contact in this area.

Special Assignment > Citadel > Crime in Progress

Solar Electronics & Food Stand



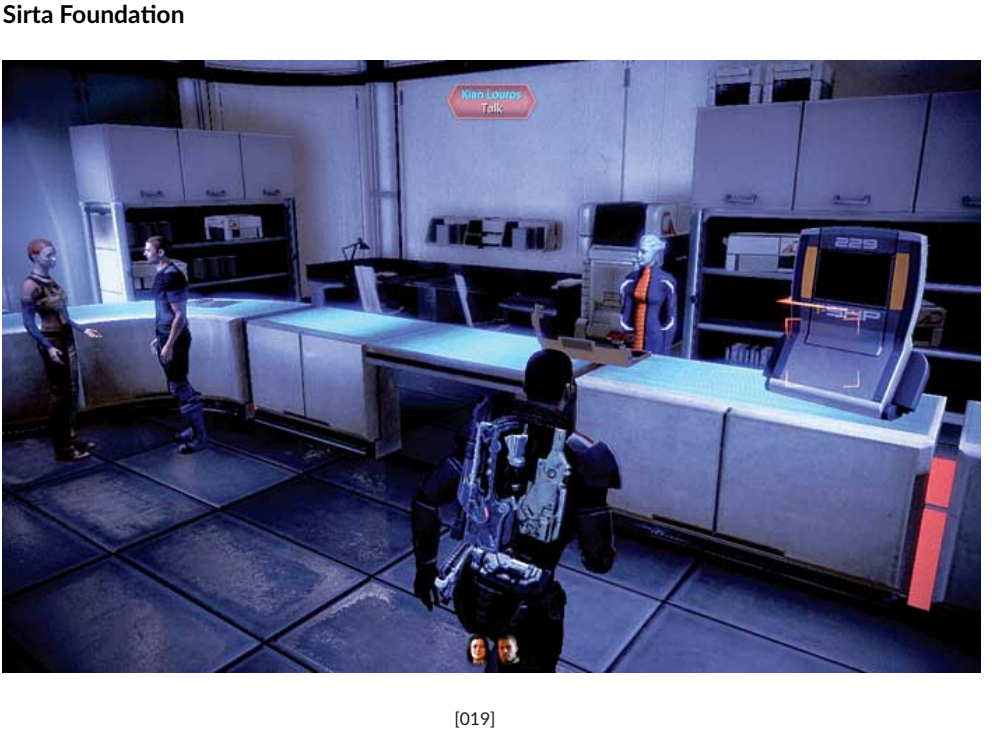
[017]

[018]

The volus attempting to sell some slightly used space ships has his patter down, but you have a state-of-the-art craft, and thus the Solar Electronics store **[017]** is optional to visit.

Close by is the Food Stand **[018]** , where a chef is preparing an Earth delicacy known as "ramen."

Sirta Foundation



[019]

The Sirta Foundation **[019]** is run by an asari, Kian Louros. There are a few defense- and health-related wares available for purchase, such as the Microscanner medical upgrade to increase medi-gel capacity.

Item to Purchase	Price (c)	Price (c) with Discount
Medi-Gel Capacity (Microscanner)	30,000	25,000
Life Support Webbing	8,000	6,667

Saronis Applications

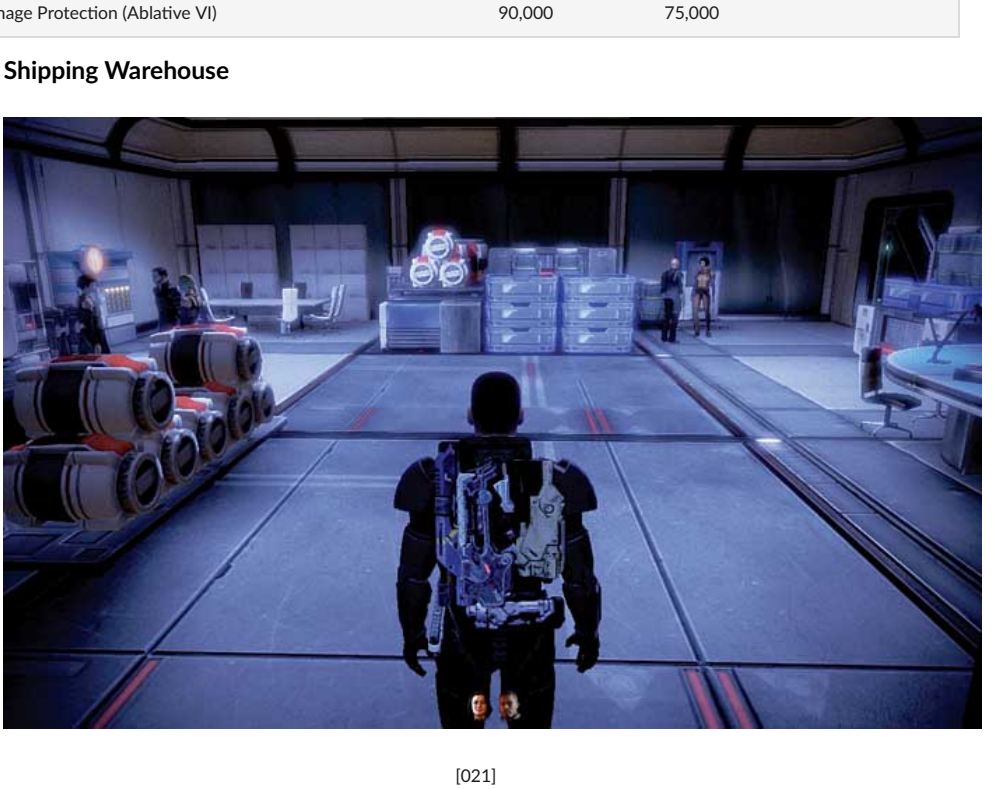
[020]

Marab, the salarian at the counter of Saronis Applications **[020]** , is happy to see a human come into the shop.

Marab is good for a short chat. Don't leave without inspecting his kiosk, though. Saronis carries tech upgrades, such as the Multicore Amplifier, which increases tech power damage.

Item to Purchase	Price (c)	Price (c) with Discount
Tech Damage (Multicore Amplifier)	90,000	75,000
Damage Protection (Ablative VI)	90,000	75,000

Shipping Warehouse

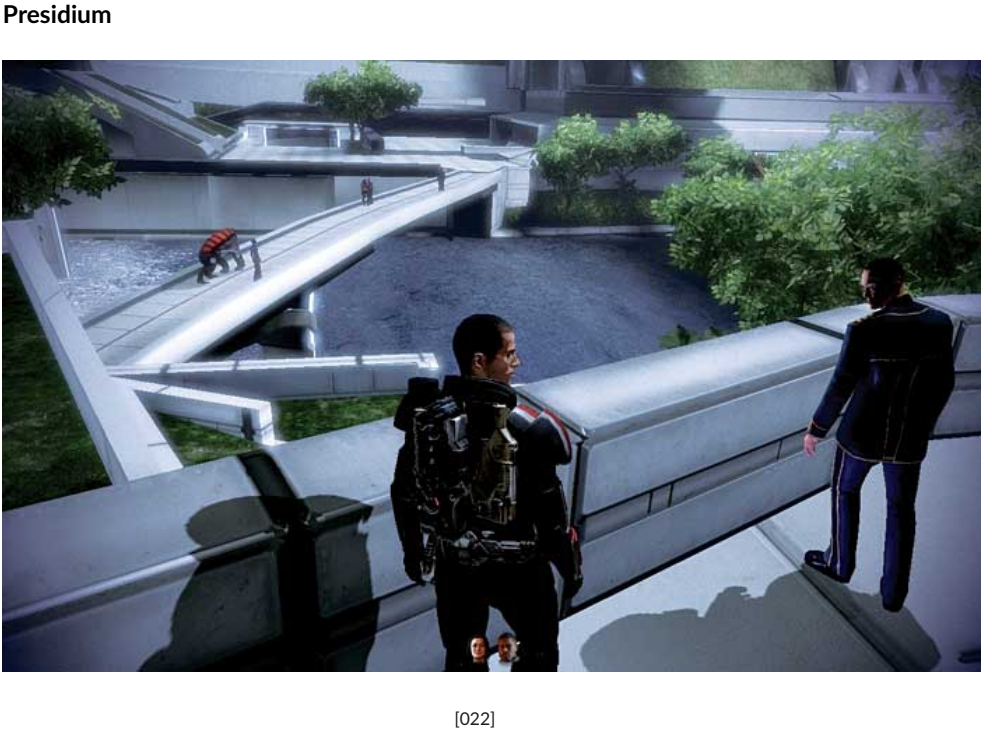


[021]

The entrance to the Shipping Warehouse is on level 26, too; it is the entrance to Garrus's loyalty mission.

Currently, a number of business transactions involving the sorting and distribution of cargo are underway. You can investigate the chamber filled with cargo crates **[021]** before heading back up to the lower concourse.

Presidium



[022]

[023]

After doing a little shopping, Shepard can stop by the Presidium **[022]** and pay a visit to the human embassy. Use Rapid Transit to access the Presidium. Captain David Anderson **[023]** is waiting there to see Shepard.

Anderson is awfully glad to see Shepard alive, although his heart is heavy with all the changes that happened while Shepard was away. One of those changes was Shepard falling in with Cerberus.

The Council is meeting if Shepard saved them during Mass Effect, and you are able to be reinstated as a Spectre. If Shepard failed to save the Council, they refuse to meet with him.

[024]

Shepard talks to Anderson about the Collectors, too.

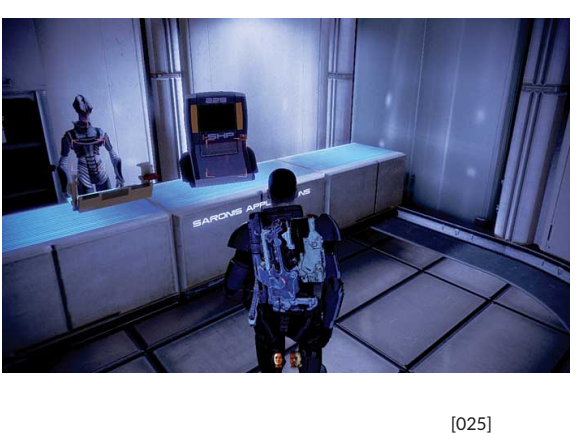
Though Anderson is open to the theory that the Collectors are working with the Reapers to steal away human colonists and are ultimately a threat to the entire Citadel, much work has gone into convincing everyone that Sovereign was a one-off attack by the geth.

Donnel Udina also appears, to offer additional advice, depending on your past actions.

The conversation with Anderson may be fulfilling on a personal note, but the fact that Shepard is working with Cerberus now is still a sticking point. There are things Anderson will not tell Shepard because of that.

After wrapping up the conversation, do any additional shopping in the ward, finish any outstanding special assignments, and then return to the Normandy.

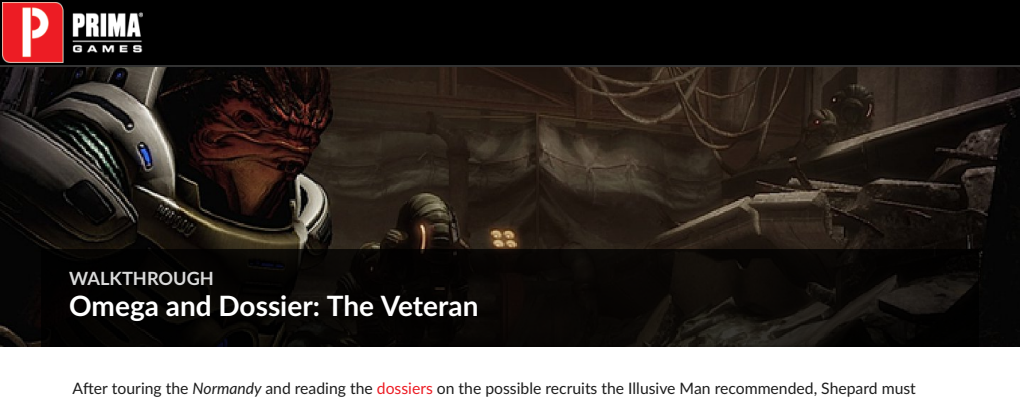
Utilizing Kasumi's Talents



[025]

If you've recruited Kasumi **[025]** , you can immediately complete her loyalty mission (Stealing Memory). Details are listed in the Loyalty section of the walkthrough.

Now is as good a time as any, as once Kasumi is loyal, you can bring her full complement of talents (including her Flashbang Grenade attack) to the critical missions, giving you a slight advantage.



WALKTHROUGH

Omega and Dossier: The Veteran

After touring the *Normandy* and reading the dossiers on the possible recruits the Illusive Man recommended, Shepard must make some decisions. Where does the new crew start searching?

Does Shepard follow Miranda's advice and immediately set out for Omega to locate the salarian professor, Dr. Mordin Solus?

Or should the commander seek out other potential teammates first, like the convict on the prison ship Purgatory?

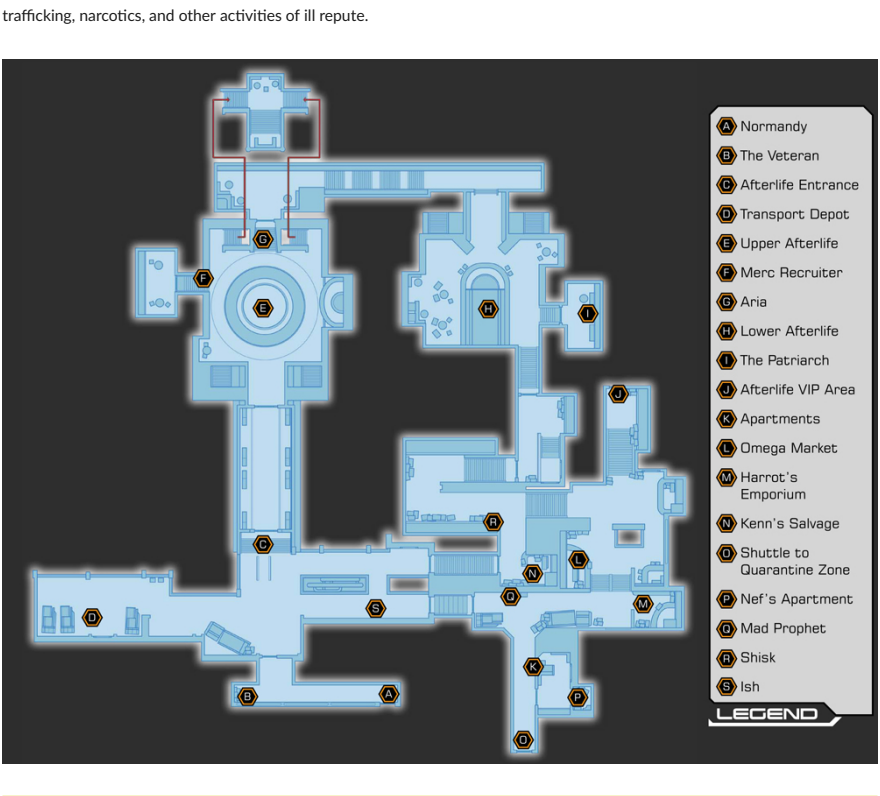
The choice is Shepard's, but without the professor there is no hope of building defenses against the Collector swarms.

So at some point in the near future, even if Shepard recruits the other teammates first, the commander must seek out the professor in the slums of Omega.

A Mined Husk of Ill Repute: Omega

Omega is a hub of criminal activity built on an asteroid once rich with element zero. The asteroid was cracked open in a collision with another asteroid, and corporations descended upon it to extract the valuable element zero.

After the asteroid was mined out, the huge city erected to support the community eventually became a haven for weapon trafficking, narcotics, and other activities of ill repute.



Mission Data

Location: Milky Way > Omega Nebula > Sahrabarik > Omega

Experience Available: —

Entities Encountered > Squad Members

- Zaeed Massani
- Mordin Solus
- Garrus Vakarian

Spoils of War > New Weapons and Upgrades

- See the Omega Marketplace section

Intersecting Missions

- Walkthrough > Omega > Aria T'Loak
- Special Assignment > Omega > Deliver Datapad (Garrus)
- Special Assignment > Omega > Batarian Bartender
- Special Assignment > Omega > Missing Assistant (The Professor)
- Special Assignment > Omega > Packages for Ish
- Special Assignment > Omega > Struggling Quarian
- Special Assignment > Omega > The Patriarch

Business to Attend To

There are two recruits on Omega: the professor and the merc hunter Archangel. No matter which one Shepard seeks first, the Omega hub world must be explored, and it is advantageous to do so now.

So, use the intel on Omega to track down the professor or Archangel. If you choose to go for the convict (Jack) or the krogan (Grunt) first, skip ahead to those mission briefings and then come back to the Omega hub when you're ready to pursue the Omega-based recruits.

Note

Only after all four recruits are located does the Illusive Man communicate the next step of the mission to Shepard.

Currently, there is a critical meeting to undertake while you are docked at this mined-out asteroid—meeting with an asari named Aria T'Loak.

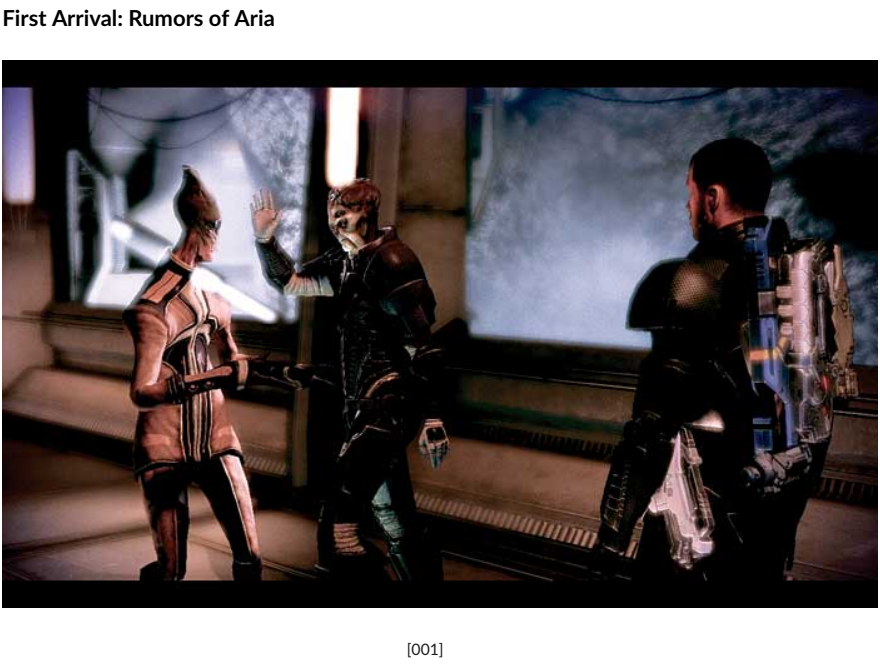
There are various special assignments to attempt too, although some aren't accessible until you return here later into the adventure.

Consult the Special Assignments chapter for further information. Continue to explore (and shop) until you've met Aria and wish to recruit either Mordin or Garrus.

Note

Both Archangel and the professor are located on Omega, so use this section to make sure to see all of Omega as you work on these two recruits.

First Arrival: Rumors of Aria



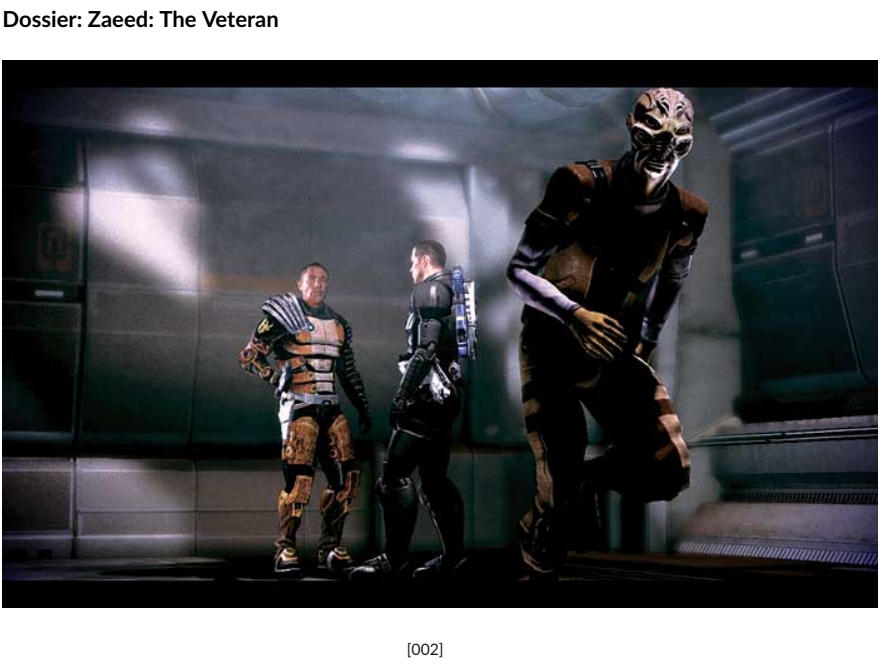
[001]

Omega is a pretty rough corner of the galaxy. As soon as Shepard steps off of the *Normandy* , the commander is greeted by a batarian with a nasty disposition **[001]** .

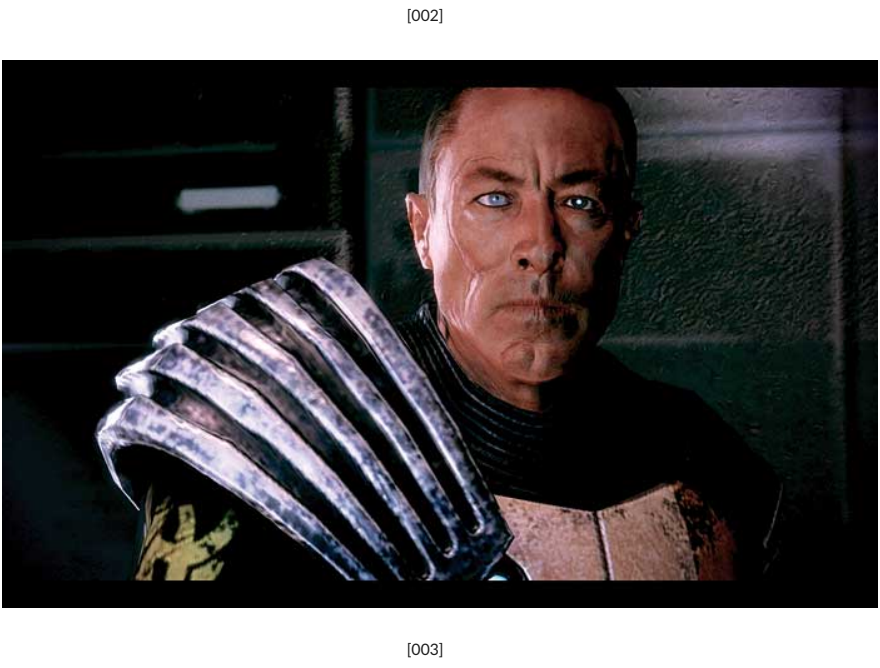
The batarian "recommends" that Shepard check in with Aria, who sounds like the kingpin of Omega—or at least, this month's kingpin.

With all of the mercenary gangs, vorcha, and lowlifes running the joint, stable leadership seems like an anomaly rather than a constant. Continue down the entrance corridor.

Dossier: Zaeed: The Veteran



[002]



[003]

The shouts of a batarian being brutalized ring out from the end of the corridor. An armored man with a large facial scar pauses from beating his prisoner to speak to Shepard.

You can welcome him aboard as a squad member immediately; he already knows about Cerberus, although you can quiz him about the company, his "friend," and what he knows.

Afterwards, the batarian is foolish enough to flee but is shot in the leg **[002]** . Zaeed strolls off to collect his bounty.

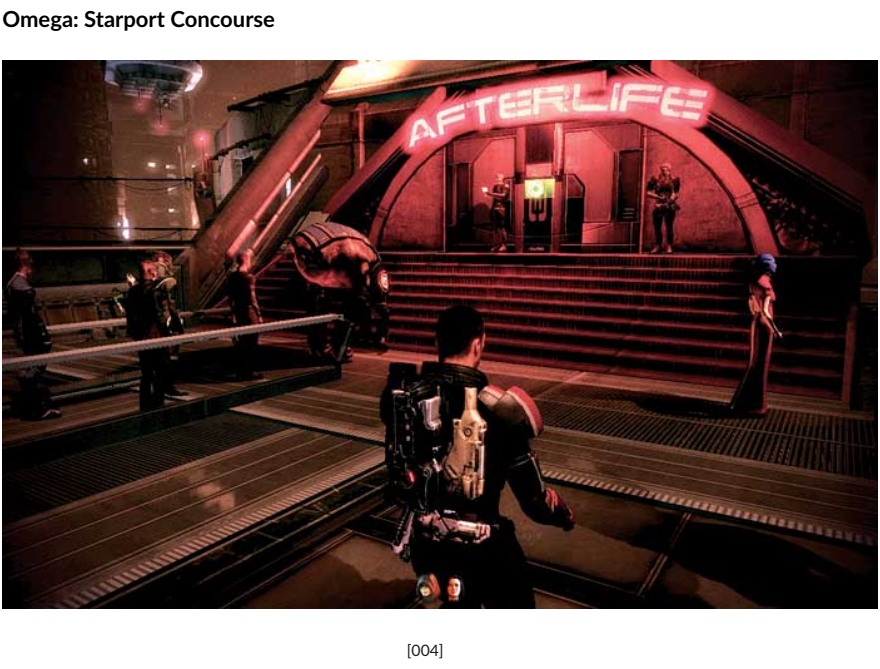
Agree to bring Zaeed **[003]** aboard, and he joins your crew as a squad member. He can now accompany you, or you can undertake his loyalty mission (The Price of Revenge) at your earliest convenience.

Note

Zaeed Massani is now available to take with you on future missions. He has made himself comfortable in the port cargo hold on deck 4 of the *Normandy* .

Entities Encountered > Squad Members > Zaeed Massani

Omega: Starport Concourse



[004]

Omega is divided into a handful of areas: the marketplace, Afterlife, the slums, and the port where Archangel is holed up.

The marketplace is available to you right away and you can go shopping any time you wish. The slums are where you should report if you want to chase down the professor.

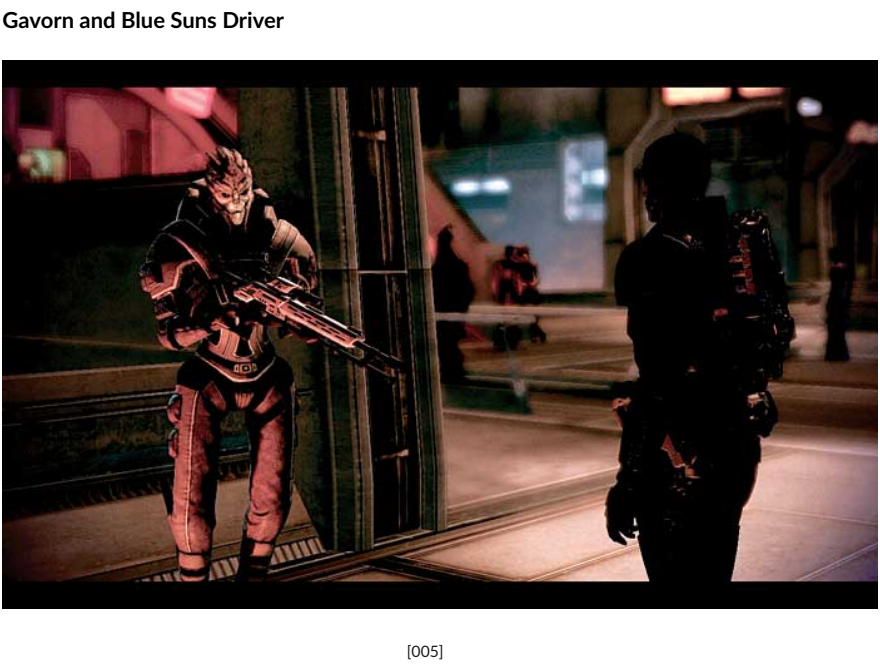
You cannot locate Archangel without paying a visit to Afterlife, the giant nightclub just outside the *Normandy's* dock.

So, make Afterlife your first stop, no matter which recruit you decide to chase down. Head through into the main concourse, and the entrance is difficult to miss **[004]** .

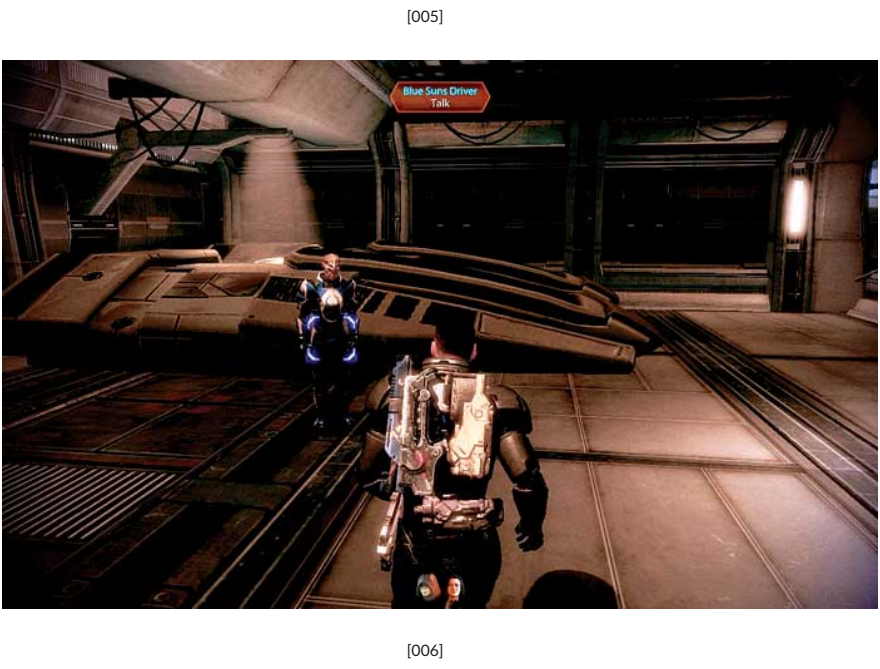
Note

Omega never closes down, so you can come back as many times as you like until the story places Shepard beyond the point of no return (The Reaper IFF mission).

Gavorn and Blue Suns Driver



[005]

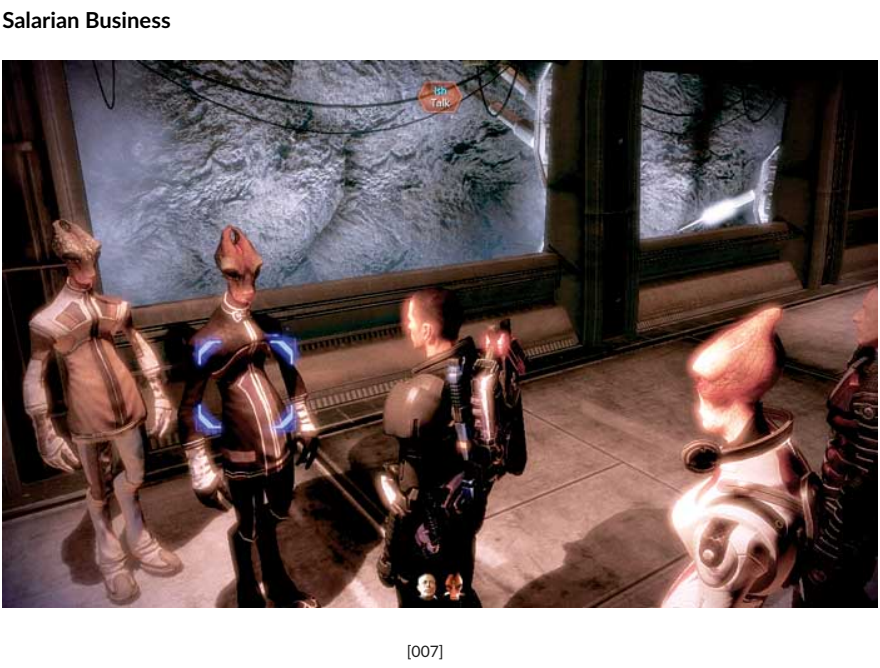


[006]

These two entities appear only after you've spoken with certain individuals on Omega. Captain Preitor Gavorn **[005]** is a turian hired by Aria who appears once you've talked with Shisk, down in the slums alleyway.

He isn't a fan of the vorcha, but provides little other information. The Blue Suns driver **[006]** appears only after you speak with Aria T'Loak at the Afterlife club, and provides transportation at the start of the Dossier: The Archangel mission.

Salarian Business



[007]

Once the critical mission aboard the Collector Ship has been completed, and you return to Omega, a couple of salarians are spotted loitering on the main concourse.

They require a couple of packages, and the pay is good. Remember; Ish and his colleague are not available until the Collector Ship mission has been completed!

Special Assignment > Omega > Packages for Ish

Glossary

Asari: The asari are one of the four Council races that sit on the Citadel. In fact, they were the first to discover the Citadel and sought to establish the Council once the salarians arrived via their own mass relays.

Asari are mono-gendered, with no concept of gender differences. The asari resemble human females, but they can mate with any race and live for up to 1,000 years.Asari go through three stages in their life-cycle: the youthful maiden, the maternal matron, and finally the wise matriarch.

Salarian: The second race to join the Citadel, the salarians have a mixed reputation in the galaxy.

Though admired for their intelligence and for bringing the krogan out of their primitive state, the salarians are also judged harshly for their development of the krogan genophage, which the turians used to sterilize the majority of the krogan following the Krogan Rebellions.

Turian: The turians joined the Council 1,200 years ago and are considered the galaxy's peacekeepers, thanks to the sheer size of their fleet and their spread across the stars.

They are a militaristic and highly disciplined race who first proposed the idea of the Citadel Security Services.

Turians and humans were involved in a conflict called the First Contact War of 2157, although many of those differences have been set aside.

Batarian: The batarians are an aggressive species that withdrew from the Citadel following the Council decision to consider batarian colony space unsettled and open for human development.

Batarians have funded a number of criminal enterprises and pirate operations since then to strike human colonies, but humanity was able to push the batarians back into their own systems.

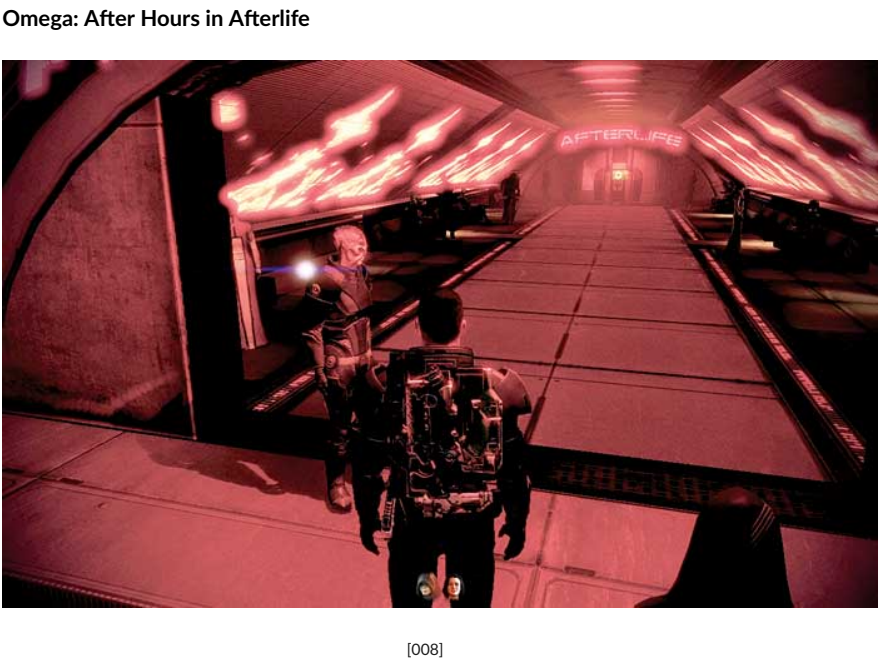
Vorcha: Vorcha are reptilian aliens that are victims of much hostility and racism in the galaxy. Because the vorcha are unable to get a foothold in civilized society, they largely turn to criminal gangs for employment and camaraderie.

Vorcha have regenerative bodies that withstand pain and injury, but they have a short life expectancy due to their violent nature.

Krogan: The krogan are a brutal race discovered by the salarians and transformed into a mighty army to help put down the spider-like rachni in the great Rachni Wars. After being brought out of their primitive state, though, the krogan multiplied exponentially and aggressively colonized.

The salarians developed a bioweapon (deployed by the turians in the Krogan Rebellions) called the genophage that renders only one in every 1,000 krogan pregnancies viable. As a result, the krogan face eventual extinction unless a cure for the genophage is found.

Omega: After Hours in Afterlife



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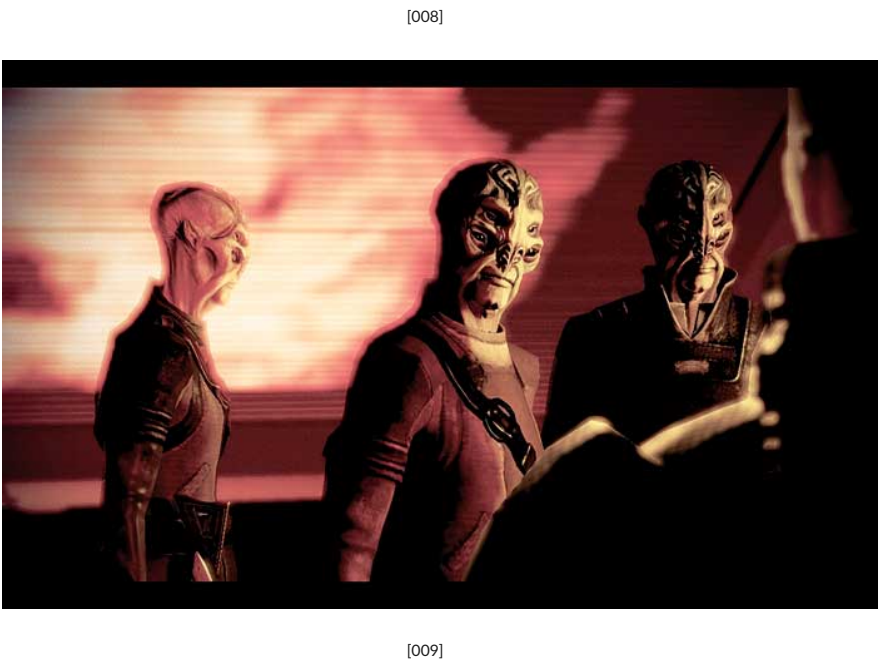


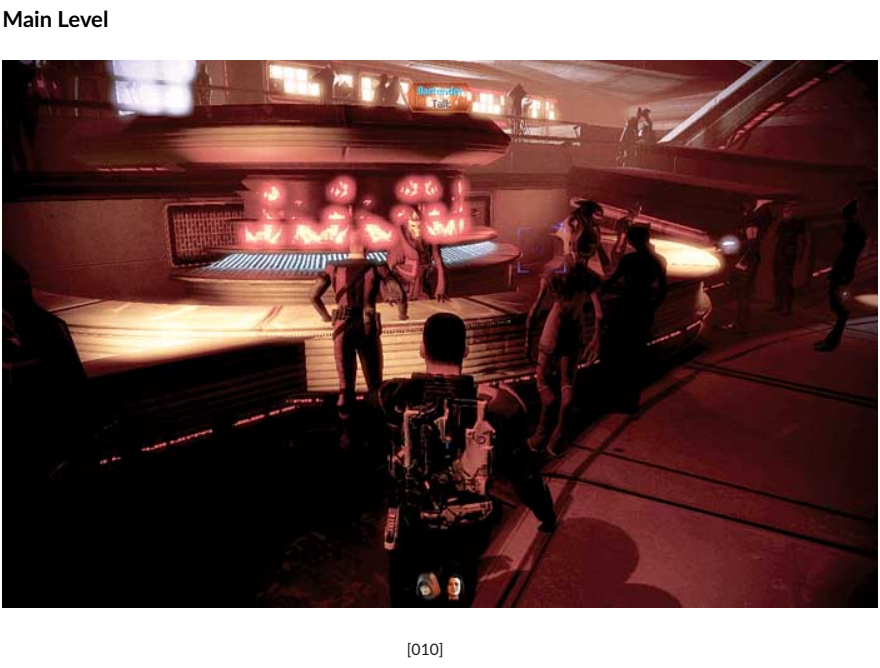
[009]

Afterlife is a two-level nightclub and a central feature of Omega. The bar throbs with the latest dance music.

Patrons drown their sorrows and toast their successes at the upstairs bar. The bar is directly in front of you when you enter the long tunnel leading to the club interior. Skip the line and enter the flame-effect walled entrance tunnel **[008]** .

Halfway along the tunnel, you can speak with Kylan **[009]** . Confront the batarian in the hallway to earn some Paragon or Renegade points.

Main Level

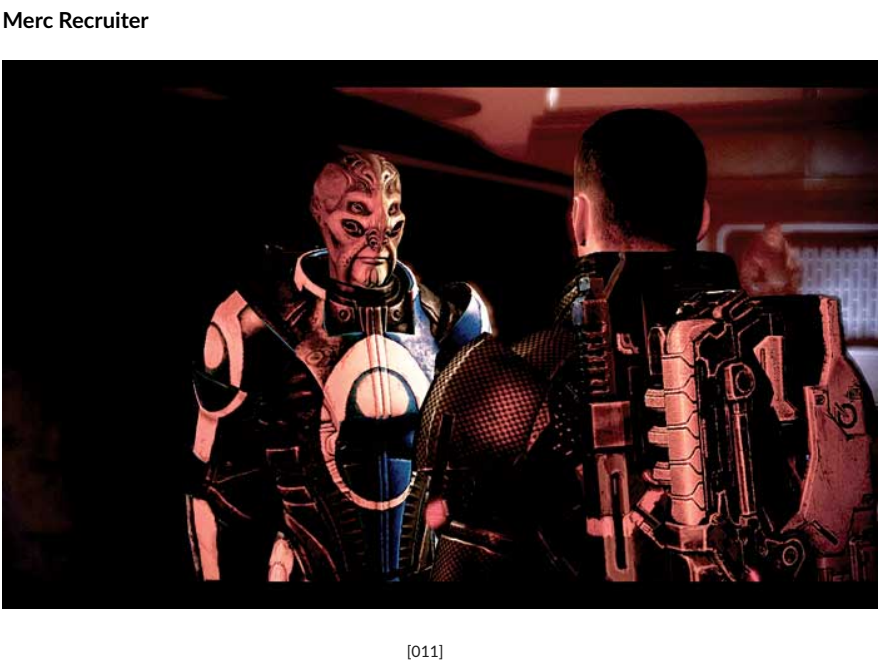


[010]

Afterlife has three separate areas, and the initial (upper) main level is composed of a large circular stage with gyrating asari dancers.

There is a lower level (with a VIP Room area) as well as the area where Aria hangs out, accessed via the main bar. Conduct a quick run around the place. The area behind the stage has a bar where you can order drinks **[010]** .

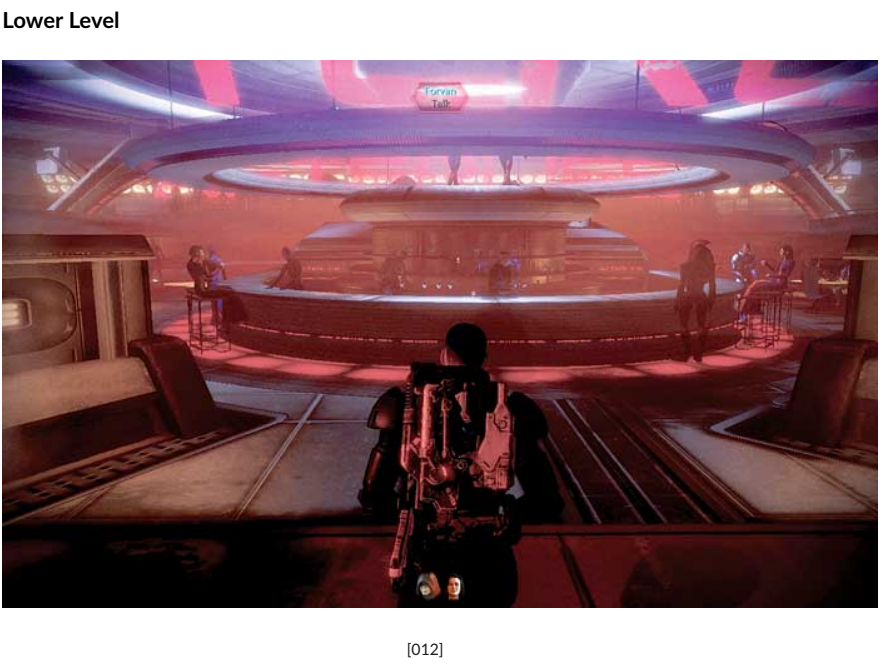
Merc Recruiter



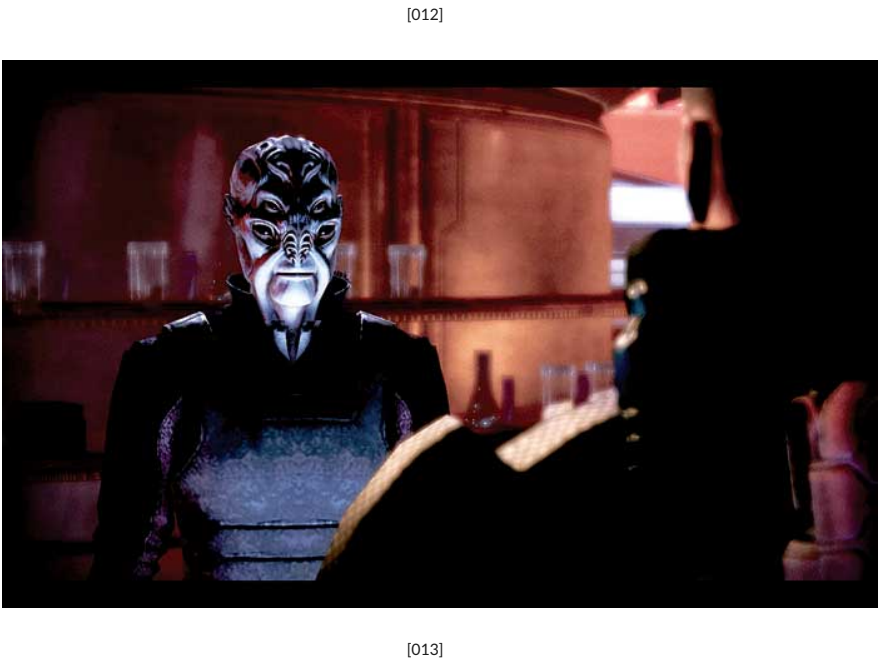
[011]

This recruiter doesn't have time for the likes of you **[011]** , and is only interested in speaking once you visit Aria and begin the Dossier: Archangel mission.

Lower Level



[012]



[013]

Afterlife's VIP Room is not exactly welcoming to humans. You can currently enter the lower floor via the entrance inside Afterlife's main floor or seek out the alternative entrance into the lower bar, which is downstairs from the main bar.

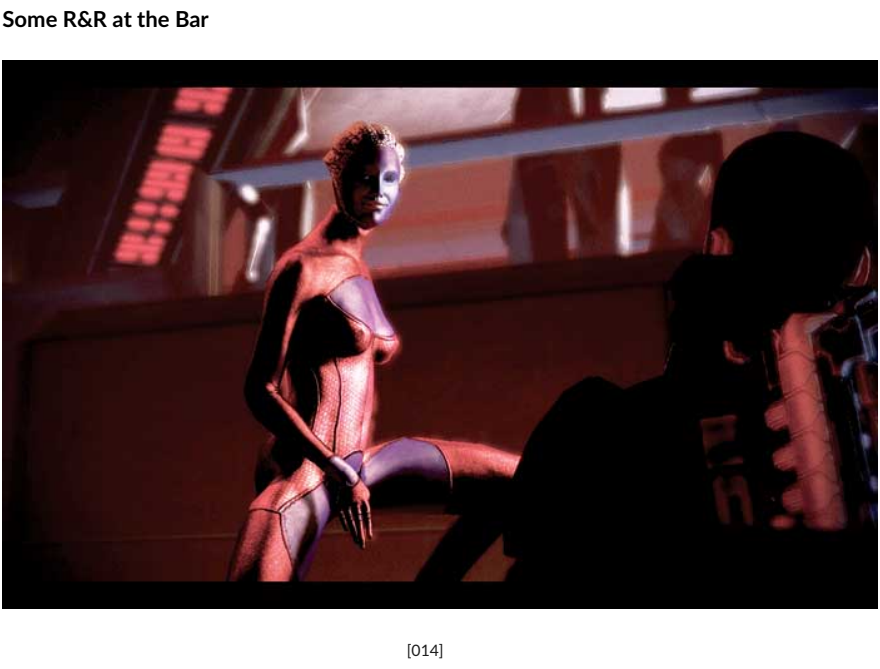
Head into the marketplace and use the map to wind through the stalls and debris. The secret entrance leads to a long staircase that deposits you right inside the bar, but it is locked until Samara's loyalty mission.

The lower bar is smaller and more intimate than the main floor **[012]** . It's just as loud, though. If you like, you can stop by the bar.

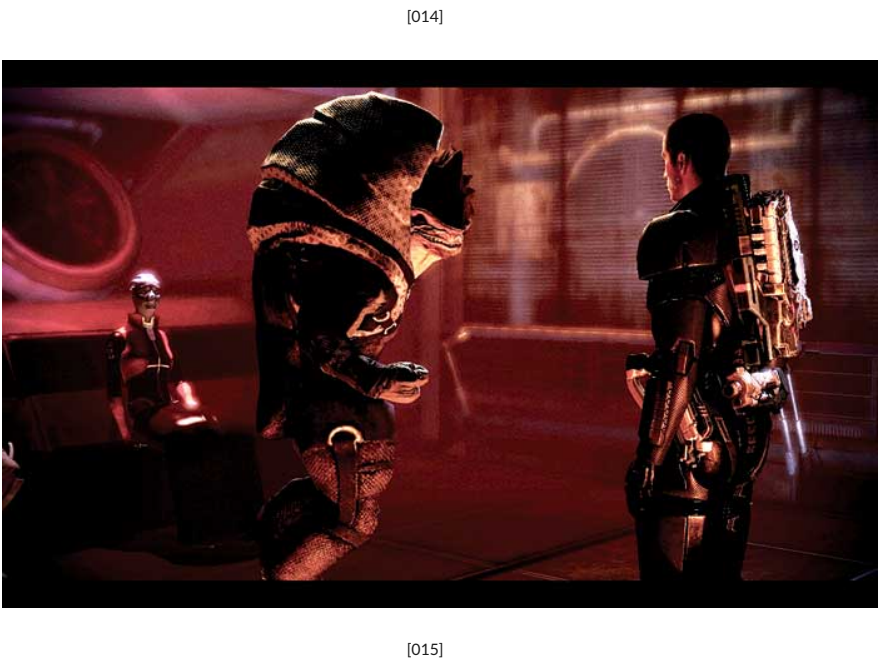
A batarian named Forvan is slinging drinks **[013]** . If you order a drink from the bartender, after slugging it, you collapse to the ground. Look for details in the Special Assignments chapter.

Special Assignment > Omega > Batarian Bartender

Some R&R at the Bar



[014]



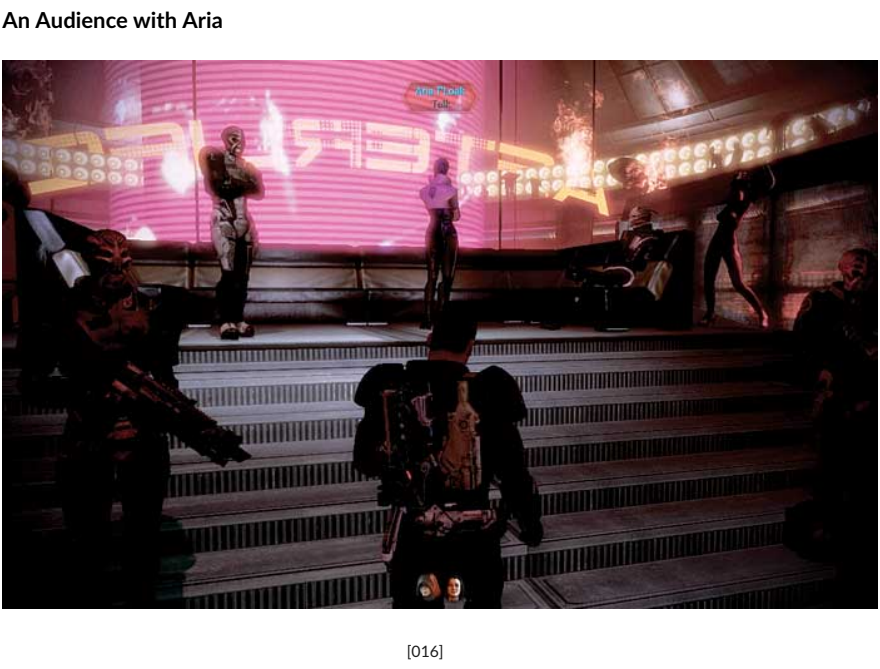
[015]

The lower bar also has an asari table dancer that responds to your tip **[014]** , a group of dancing humans you can gyrate with, and a ramped lower entrance to a back room where a krogan named Patriarch **[015]** —one of Aria's conquests—resides.

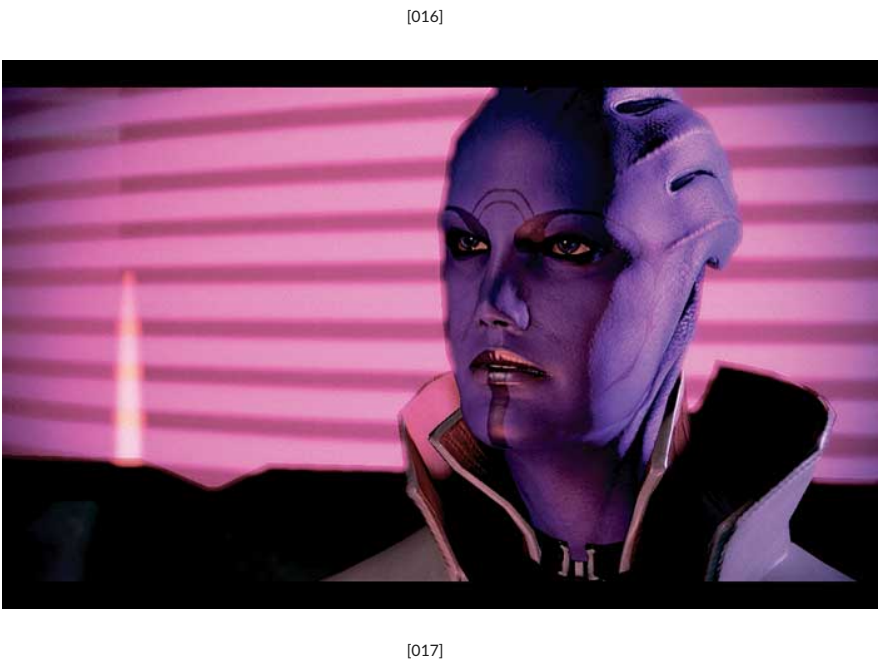
Tip

On the lookout for a bottle of Serrice Ice Brandy for Dr. Chakwas? Pick it up at the small bar inside Afterlife. The special assignment ends when you take it back to the Normandy's medical officer.

An Audience with Aria



[016]



[017]

However enticing the bar looks, the main reason to visit Afterlife is to seek an audience with Aria. She is behind the bar, on a platform that lets her survey her kingdom.

She's flanked by Anto and her heavies, but they will not give you any trouble in her presence [016]. In fact, Aria seems quite content to talk to Shepard.

Aria is the asari in charge of Omega. She oversees all from her perch at the top of this station's food chain.

She didn't get there by being nice, so don't be offended if she is a touch brusque when you speak with her. Aria has information on Professor Mordin Solus and Archangel, so talk to her about each potential recruit.

Aria talks about the professor being both a genius and a madman, taking up residence inside the slums, which are currently under lockdown due to a plague. The plague affects all alien races except vorcha and humans.

Meanwhile, Archangel is a thorn in the paw of the mercenary companies doing business on Omega.

Aria seems more amused by him than anything, probably because Archangel hasn't directly interfered with her business, which would break Aria's first rule of living on Omega: Don't mess with Aria **[017]** . (Her phrasing is a touch more colorful.)

You should also use this chance to familiarize yourself with Omega through Aria's eyes, so explore every bit of potential conversation.

Note

Aria gives Shepard information about the professor and Archangel, but she is not directly involved with either of them. However, after completing either of the recruitment missions on Omega, return to Afterlife.

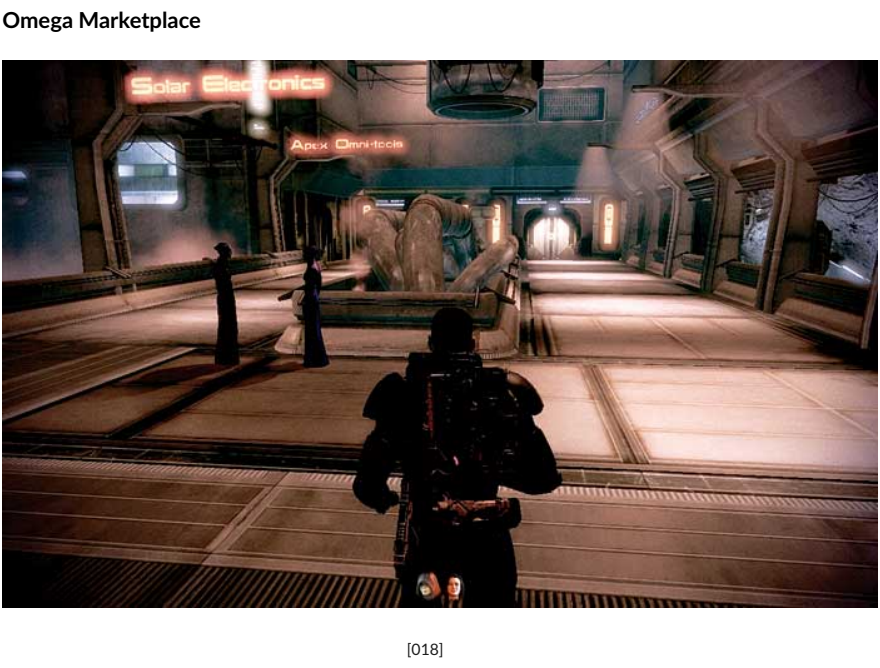
Speak to Grizz, the turian watching the stairs to the left of Aria. The turian informs you that Aria has a small side job she needs done. The special assignment involves a local krogan called the Patriarch.

The special assignment is called The Patriarch and is explained in the Special Assignments chapter following the walkthrough for the main story.

Special Assignment > Omega > Datapad Recovered (Garrus)

Special Assignment > Omega > The Patriarch

Omega Marketplace

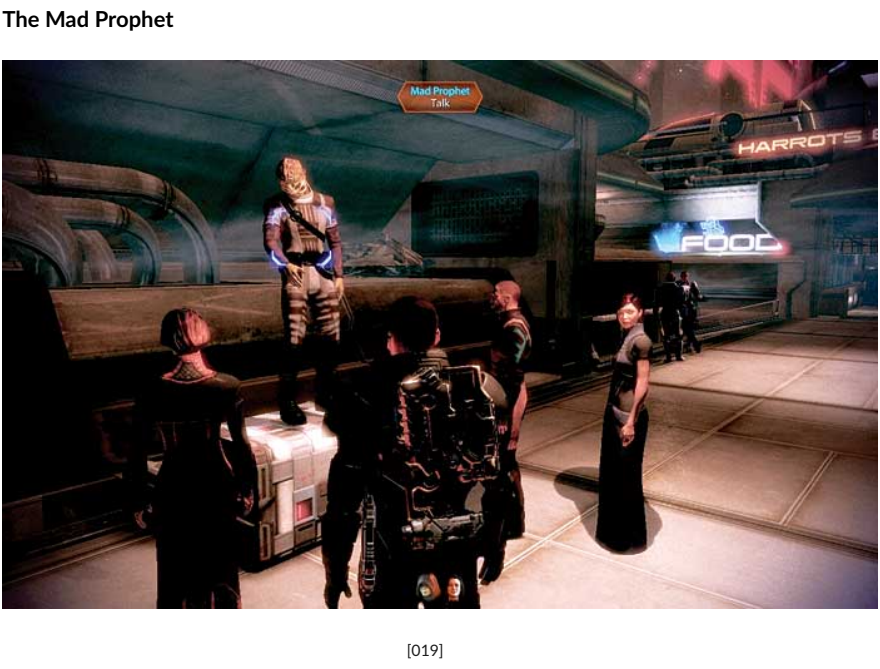


[018]

To locate the shopping on Omega, pass through the door marked "Marketplace" or "Apartments" to the right of Afterlife on the main concourse **[018]** .

You can also find access (with a bit of extra walking) from the door marked "Lower Section." The shopping area is pretty crowded, so expect to see a solid cross-section of aliens wheeling and dealing.

The Mad Prophet

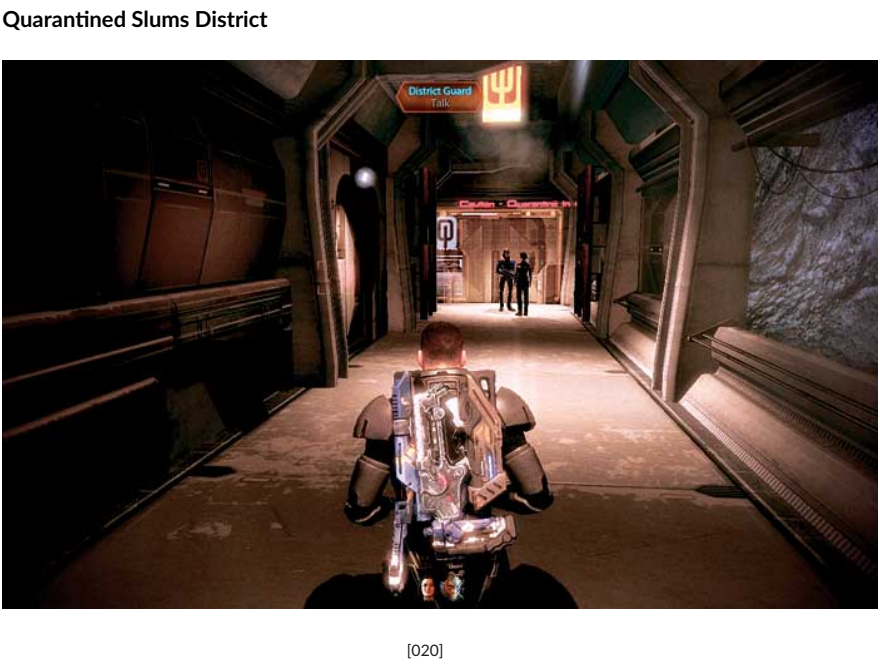


[019]

The ramblings of the Mad Prophet on his soapbox greet you as you walk inside the marketplace via the apartment doors.

Stop and have a listen if you'd like, and egg him on to unfurl more of his grand prophecy on humanity being a blight on the galaxy. The Mad Prophet **[019]** can be left alone, too, without any consequences.

Quarantined Slums District

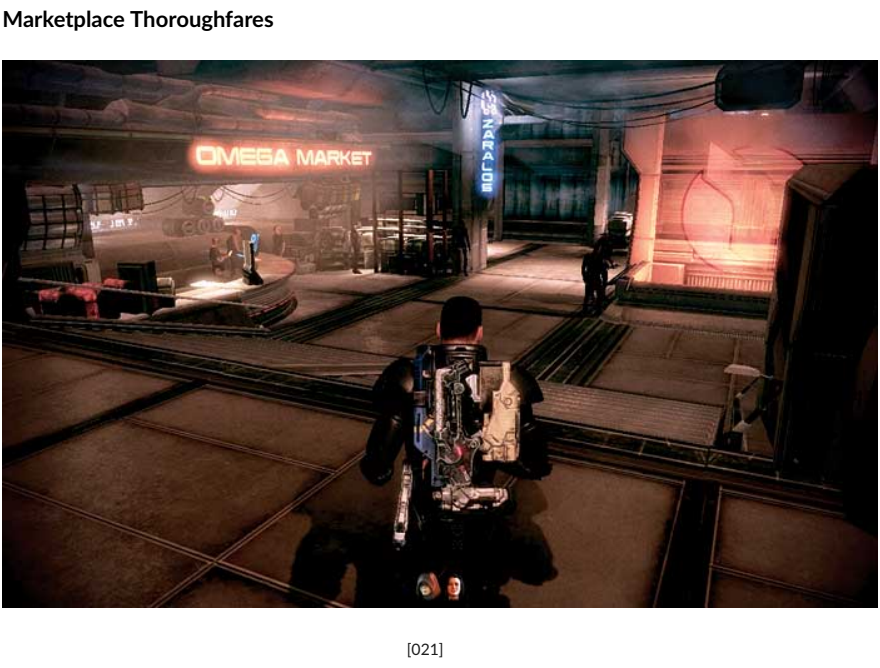


[020]

To the right of the Mad Prophet's crate is a dead-end alley leading to a locked apartment (which is accessible during Samara's loyalty mission) and a quarantined area **[020]** , which is the epicenter of the infections spreading across the station.

A District Guard prevents you from entering until you've spoken with Aria.

Marketplace Thoroughfares



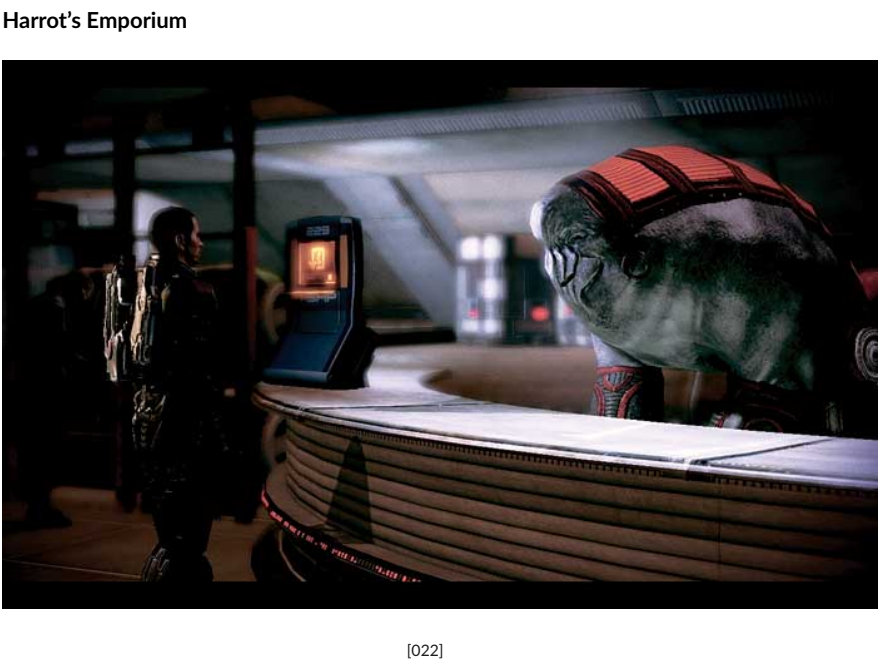
[021]

What you really want to do, though, is explore the stalls in the marketplace **[021]** and see what is for sale. Some of the stalls refuse to do business with a human, however, and those will offer no options for interaction when you look at them.

Note

The entrance to the slums is inside the marketplace, too. It's close to the "Apartments" door, just down the long corridor. You'll spot a turian guard at the slum entrance, turning back anybody who tries to access the plague-ridden district.

Harrot's Emporium



[022]

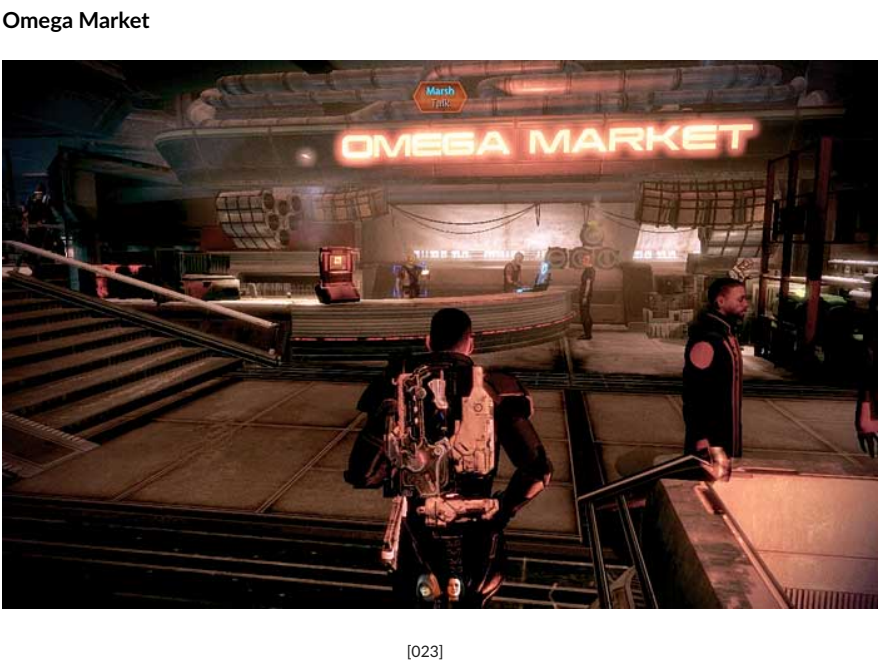
Harrot's Emporium is on the main floor of the Omega marketplace. The shop **[022]** is run by an elcor, one of a race of aliens that speak in such a monotone they are forced to declare their inflections before each sentence.

Harrot sells useful tech and model ships. He is also involved in a trade dispute with a quarian named Kenn, who runs the nearby salvage store. The following wares are available:

Item to Purchase	Price (c)	Price (c) with Discount
Kuwashi Visor	2,000	1,666
Model: Geth Ship	2,000	1,666
Capacitor Chestplate	4,000	3,333
Ordnance Packs †	2,000	1,666
Hack Module	30,000	25,000

† Only available once Walkthrough > Collector Ship is complete

Omega Market



[023]

The Omega Market on the main floor of the marketplace is run by Marsh **[023]** , a batarian. Batarians are not necessarily partial to humans, but Marsh values business over race relations and is willing to deal with you.

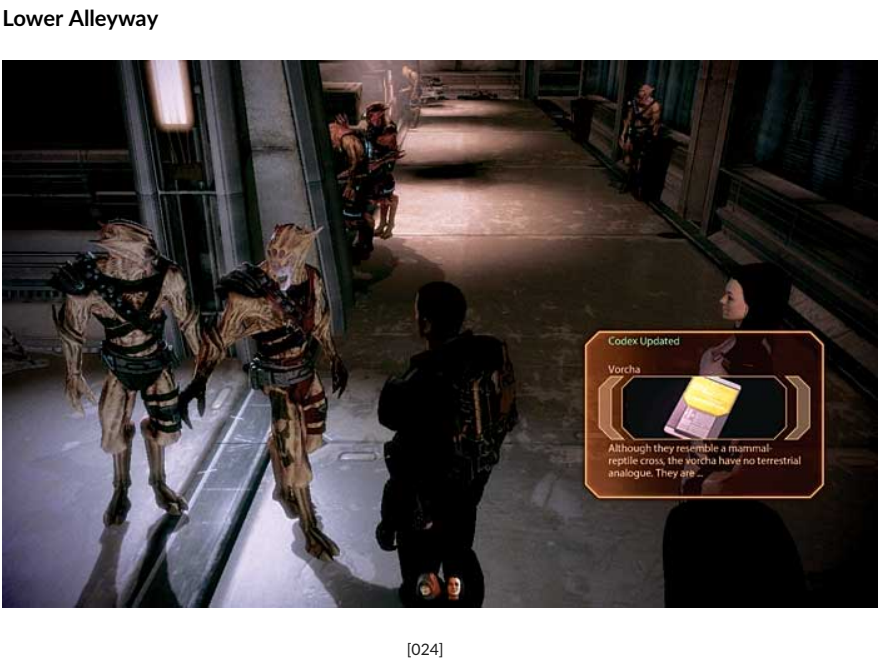
Marsh sells a variety of goods, from model ships to useful tech, including the sniper-rifle-damage-boosting Scram Pulsar upgrade.

Item to Purchase	Price (c)	Price (c) with Discount
Simulator Conduits	4,000	3,333
Model: Turian Cruiser	500	416
Simulator Conduits	4,000	3,333
Scram Pulsar	60,000	50,000
Fornax	5	4
Strength Boost Pads †	4,000	3,333
Stabilization Gauntlets ‡	8,000	6,666

† Only available once Walkthrough > Horizon is complete

‡ Only available once Walkthrough > Collector Ship is complete

Lower Alleyway


Codex Updated
Vorcha
Although they resemble a mammal-reptile cross, the vorcha have no terrestrial analogue. They are...

[024]

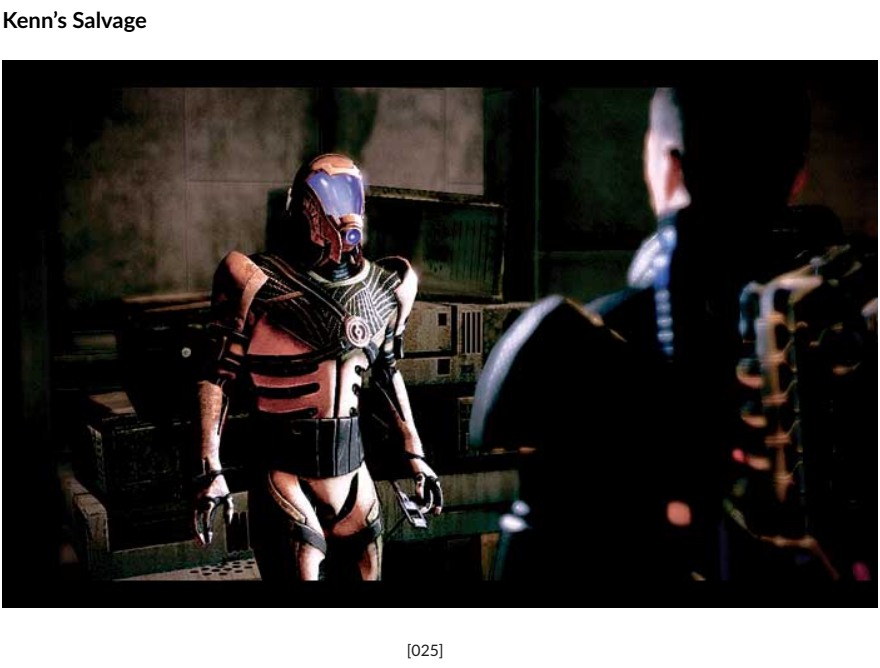
The results of a virulent virus, said to be spread by humans (hence the murmurs of anti-human sentiment Shepard is encountering throughout these parts) can be seen in the dying inhabitants scattered through this section.

Head down the steps, and you can speak to Shisk **[024]** , the leader of the vorcha in these parts.

They aren't friendly, and have a message for someone named Captain Gavorn (whom you may have met; he's the turian guard on the concourse near the entrance to the Afterlife club).

Leave Shisk, and you can visit Kenn's Salvage down the side alley (which connects back to the starport concourse) or continue down past more dying aliens.

Kenn's Salvage



[025]

Kenn is a young quarian who was stranded on Omega when he lost the majority of his savings. He has since taken to selling salvaged tech to make a meager living on Omega **[025]** .

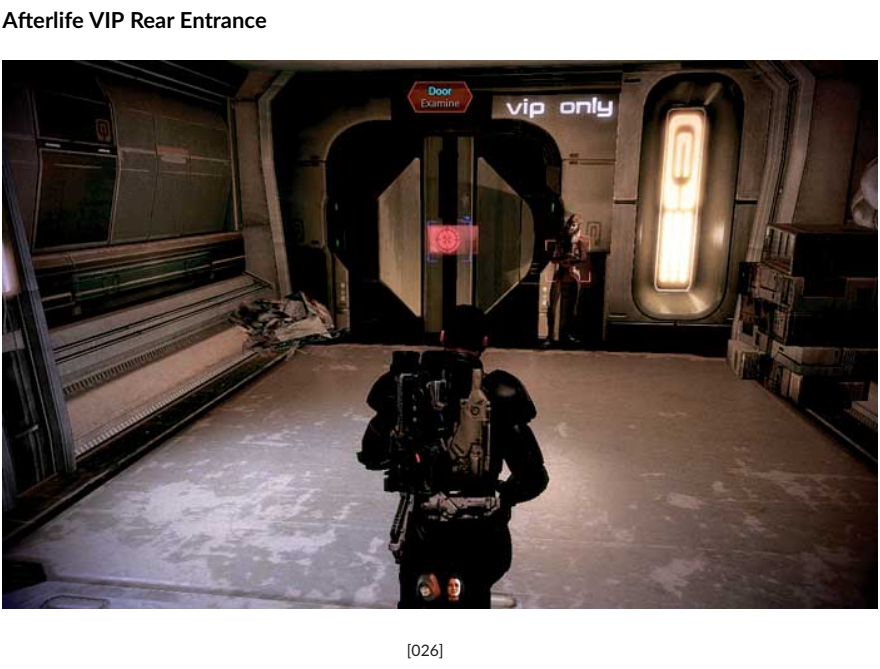
You are able to appeal to Kenn to get a discount on his goods, although he needs to sell his goods for high prices to keep peace with Harrot. Kenn also needs 1,000 credits to get off Omega, as part of his special assignment.

Item to Purchase	Price (c)	Price (c) with Discount
Heavy Weapon Ammo	30,000	25,000
Nashan Stellar Dynamics T6-FBA Couplings †	500	416
Heavy Skin Weave	90,000	75,000
Shotgun Damage	60,000	50,000

† Buy the FBA Couplings needed for the engineers on the Normandy

Special Assignment > Omega > Struggling Quarian

Afterlife VIP Rear Entrance



[026]

This section of the Afterlife club is sealed off, and a turian bouncer plans to keep it that way **[026]** . You don't have the appropriate password to enter this area (yet).

Note

An interior investigation of this area is detailed during Samara's loyalty mission: The Ardat-Yakshi.

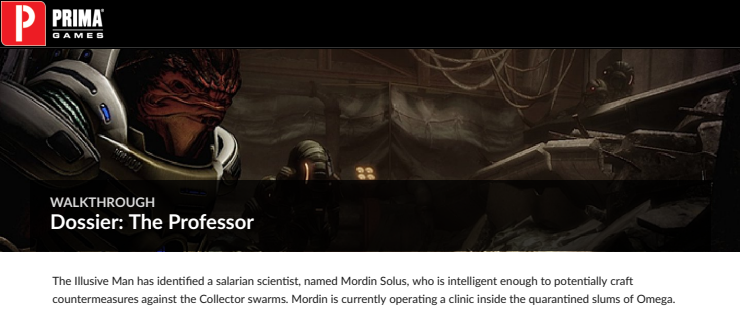
Note

You now have a large number of options, but the optimal ones are to complete Dossier: The Professor and Dossier: Archangel before leaving Omega.

Utilizing Zaeed's Talents

If you've recruited Zaeed **[027]** , you can immediately complete his loyalty mission (The Price of Revenge). Details are listed in the Loyalty section of the walkthrough.

Now is as good a time as any, as once Zaeed is loyal, you can bring his full complement of talents (including his Inferno Grenade attack) to the critical missions, giving you a slight advantage.



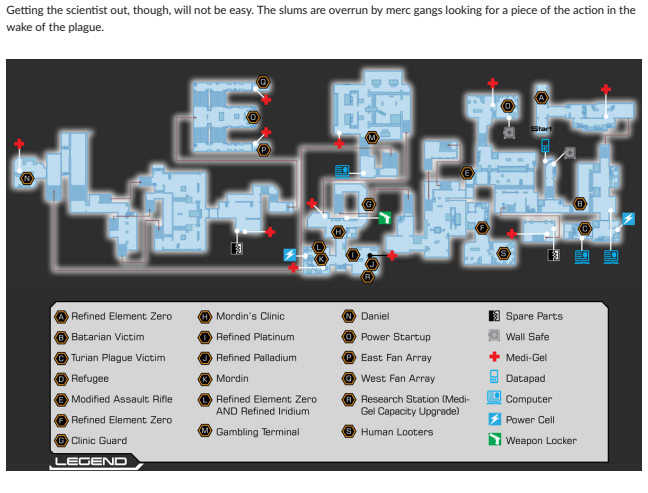
WALKTHROUGH

Dossier: The Professor

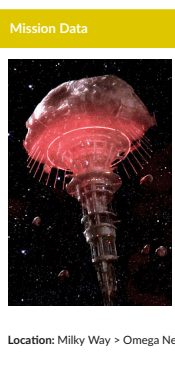
The Illusive Man has identified a salarian scientist, named Mordin Solus, who is intelligent enough to potentially craft countermeasures against the Collector swarms. Mordin is currently operating a clinic inside the quarantined slums of Omega.

A plague has ripped through the slums, affecting all races except humans and vorcha. Shepard must find a way into the slums and then locate Mordin.

Getting the scientist out, though, will not be easy. The slums are overrun by merc gangs looking for a piece of the action in the wake of the plague.



Mission Data



Location: Milky Way > Omega Nebula > Sahrabarik > Omega

Experience Available: 1,000

Entities Encountered > Squad Members

- Garrus Vakarian

Entities Encountered > Enemies

- Blood Pack > Boom-Squad
- Blood Pack > Pyro
- Blood Pack > Trooper
- Blood Pack > Warrior
- Blue Suns > Trooper
- Varren

Spoils of War > Total Credits: 50,000

- Cerberus Funding: 25,000
- Credits: 25,000

Spoils of War > Upgrades > Medi-Gel Capacity (Microscanner)

Spoils of War > Upgrades > Assault Rifle Damage (Kinetic Pulsar)

Spoils of War > Resources > Element Zero: 1,000

Spoils of War > Resources > Iridium: 2,000

Spoils of War > Resources > Palladium: 2,000

Spoils of War > Resources > Platinum: 2,000

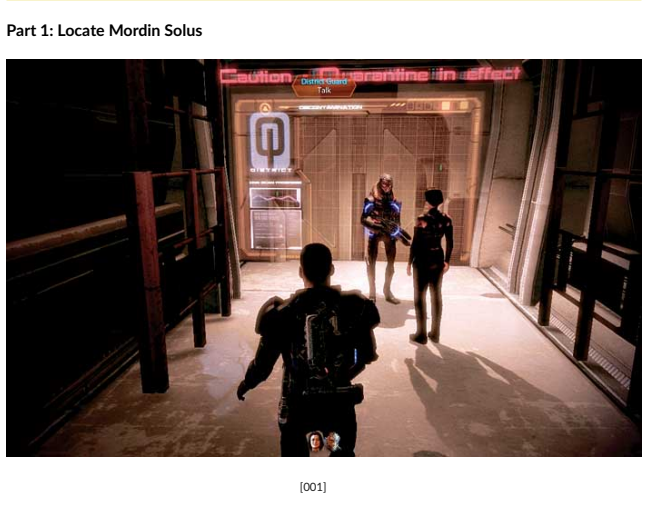
Spoils of War > New Weapons

- M-6 Carnifex Hand Cannon

Intersecting Missions

- Special Assignment > Omega > Missing Assistant (The Professor)

Part 1: Locate Mordin Solus



[001]

The slums are currently off-limits to Omega residents. The entrance is guarded by an armed turian.

When you arrive, he's busy turning away a human female. Despite humans not being susceptible to the plague, the turian still refuses to let the human in, lest she bring it back out with her.

You must talk to the turian down the corridor from the Mad Prophet, in the Omega Marketplace district, in order to enter the slums **[001]** .

The turian is stubborn at first, but use your powers of persuasion to talk the turian into stepping aside.

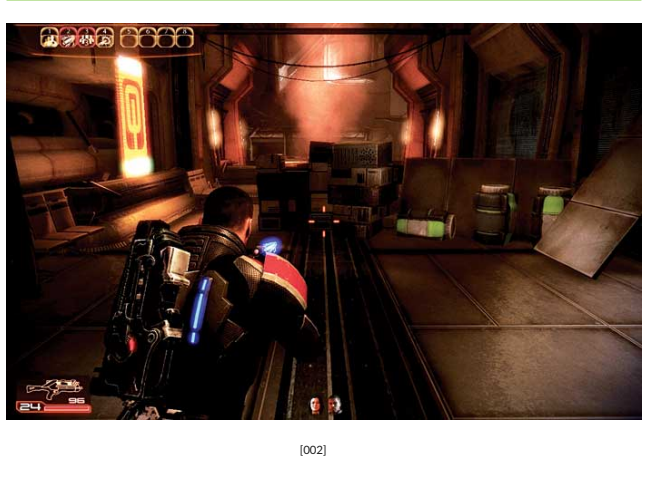
You can tell the turian either that you're on a mission to find Mordin or that you can help clean up the merc problem that's almost as much of a plague in the slums as the Blue Suns and other gangs.

Or, you can threaten the turian and bring your weapons to bear.

No matter your choice, the turian relents and you're able to step inside, although the turian (if alive) warns that the Blue Suns guards enforcing the quarantine inside the slums are likely to open fire as soon as you try to enter the area.

Tip

Even though the plague affects all non-human and non-vorcha races, you can take non-human teammates inside. The plague will not affect them.

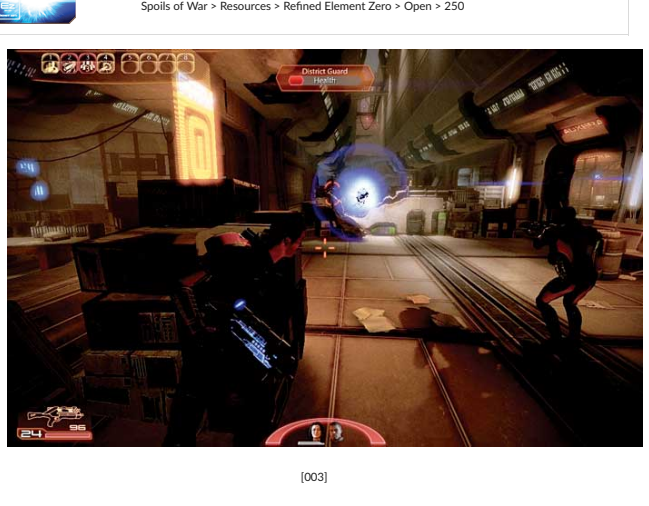


[002]

Enter the Slums

The slums seem deserted. There are a few bodies slumped in the corners. Check behind the barricade of crates directly inside the slums **[002]** to find some refined element zero. After collecting the element zero, press deeper into the slums.

Spoils of War > Resources > Refined Element Zero > Open > 250

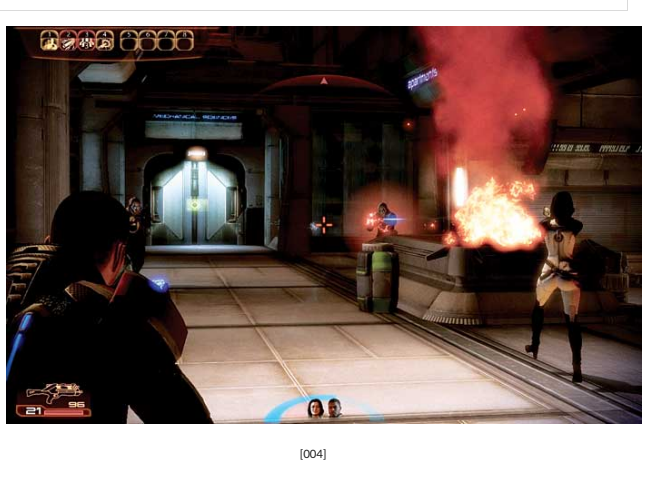


[003]

Sure enough, when you reach the first checkpoint, district guards pop up from behind a barricade and open fire. Pick off the guards from cover **[003]** . Then, slip through the archway to the right of the checkpoint and move along the corridor.

Collect the medi-gel from the station on the nearby wall and then move down to the Gozu District via the door beyond the checkpoint.

Medical Station > Open > Med Kit > 100 Credits



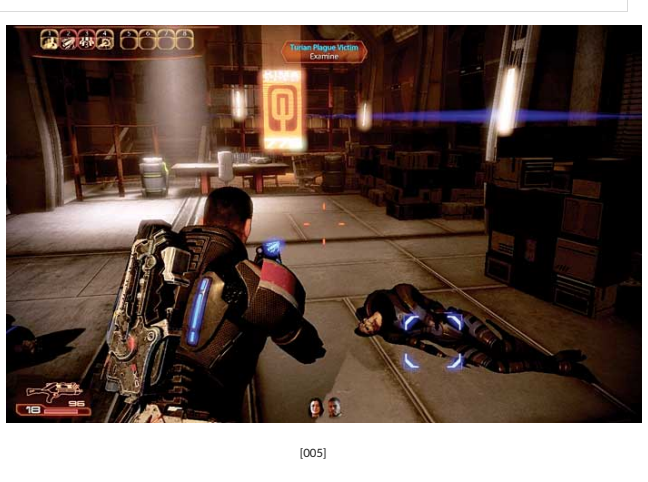
[004]

The Sick Batarian

There is a stack of burning bodies inside the Gozu District—a barbaric way to dispose of the dead in hopes of curtailing the spread of the plague.

Before you investigate the area, take cover and dispatch the Blue Suns troopers **[004]** . Move to where the troopers were attacking from and hack the terminal next to the mechanical services door.

Spoils of War > Bank Terminal > Hack > 5,000 Credits



[005]

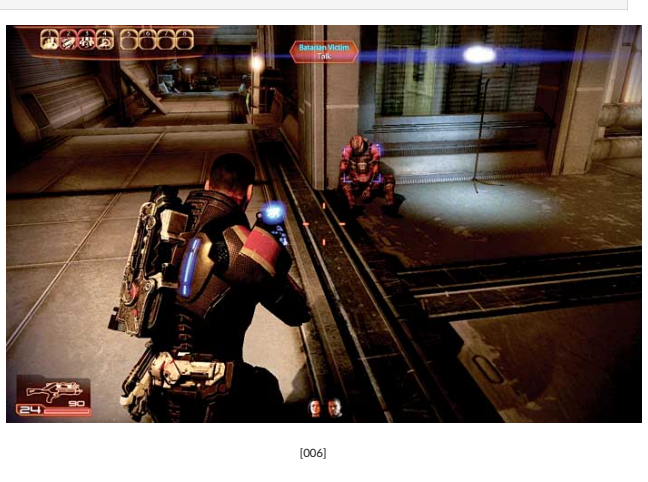
Inside the room just to the right of the bank terminal is the mechanical services room. Here, you can replenish heavy weapons by opening the crate of power cells.

Bypass the locks on the door near the crate to enter the tomb of two slum residents.

Inspect the body of the turian plague victim **[005]** and then play the data logs on the nearby console to listen to the unfortunate turian's final plight.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Codex Updated > Computer Console > Play Logs > Entry 1, 2, 3, 4



[006]

There is a batarian still alive next to one of the fires **[006]** . He's fallen victim to the plague and is in really bad shape. Talk to the batarian to learn more about the source of the plague.

The batarian is convinced that because humans are not affected by the plague, humans must have created the plague.

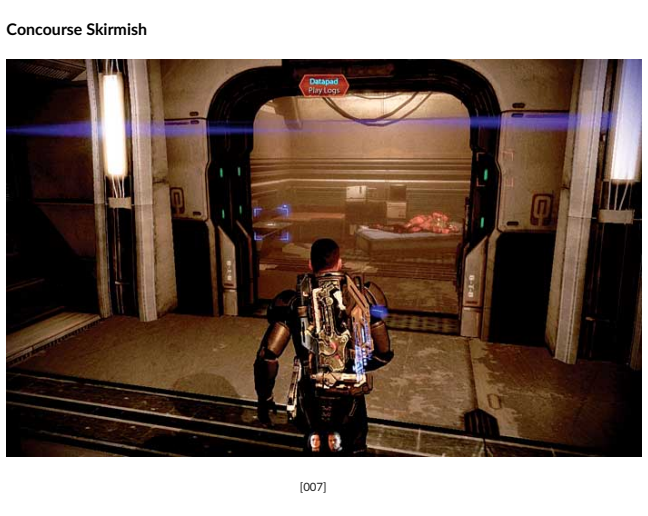
While he is in the middle of a coughing fit, you have a Paragon interrupt opportunity to give the batarian medi-gel.

The offering of medicine and sympathy changes the batarian's tone. He is willing to talk to you about the plague and conditions inside the slums.

If you ask about Mordin, the batarian paints a picture of a doctor with unorthodox methods. Blue Suns mercs tried to press Mordin for protection money, but the salarian just killed them.

After talking to the batarian, it's time to wish him luck and move farther into the slums.

Concourse Skirmish



[007]

Continue down the corridor just behind the batarian. A locked door on the right can be bypassed.

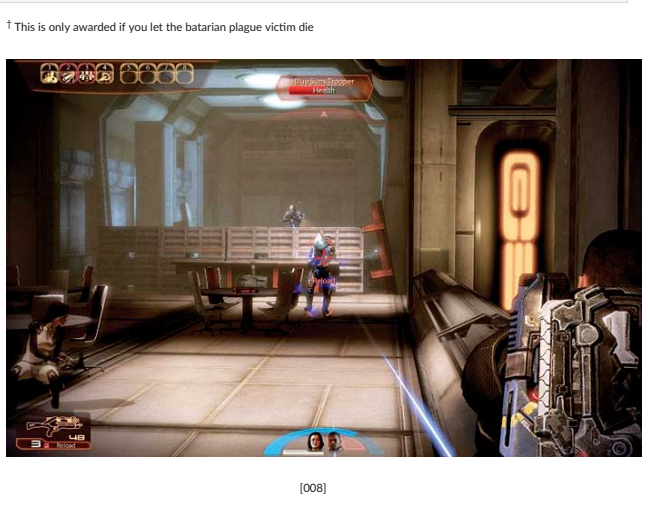
At the bottom of the stairs, you find a small room with another plague victim **[007]** . His datapad reveals that the Blue Suns have been busy locking residents up to die.

Check the wall safe and then head back up the stairs.

Codex Updated > Datapad > Play Logs > 2,000 Credits †

Spoils of War > Wall Safe > Open > 4,000 Credits

† This is only awarded if you let the batarian plague victim die



[008]

When you inch up to the corner just beyond the locked door, you can hear the grunt of Blue Suns thugs. They have taken up position behind a barricade and will fire on you as soon as they see you.

Use cover to inch up to the barricade and fire on the Blue Suns troopers **[008]** .

The troopers are in an ideal spot, so you might be better served firing at them to get a little cover and then running across the hall to flank them from the right.

Or, you can leave your squad members downstairs, head up onto the mezzanine overlooking the barricade, and fire down on the foes from above.

Tip

The Blue Suns at the barricade have mulTiple reinforcements, including Blue Suns legionnaires. If you flank, you can cut them down with the explosive containers.

Tip

On higher difficulty levels: Focus on the legionnaires first, and move quickly to outflank them to the right.

Afterwards, collect any thermal clips you find, check the mezzanine overlooking the barricaded concourse for a med kit and salvage, and then examine a slumped corpse in the far corner for information on an assault rifle upgrade.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Circuit Boards > Salvage > 1,000 Credits

Upgrade > Modified Assault Rifle > Examine > Research Data > Assault Rifle Damage

[009]

Before opening the unlocked door, check to the right of the Blue Suns barricade; two humans are holed up in their apartment. When you enter, take the medi-gel from the kitchen table and then walk up to the living room.

The humans come out of hiding **[009]** . They explain that because the plague does not affect humans, the Blue Suns also believe that humans are responsible. As a result, they shoot humans on sight.

Talk to the humans about Mordin. They explain that his lab is pretty deep in the slums. Mordin is taking in refugees now but the humans are suspicious.

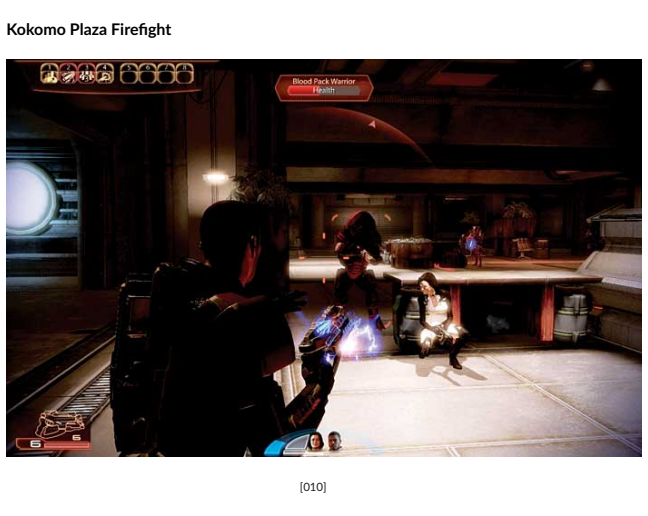
Mordin was able to kill vorcha and Blue Suns mercs without much effort.

He must be more than just a doctor—perhaps a former soldier. When you have exhausted the conversation, check the wall safe before you return to the barricade.

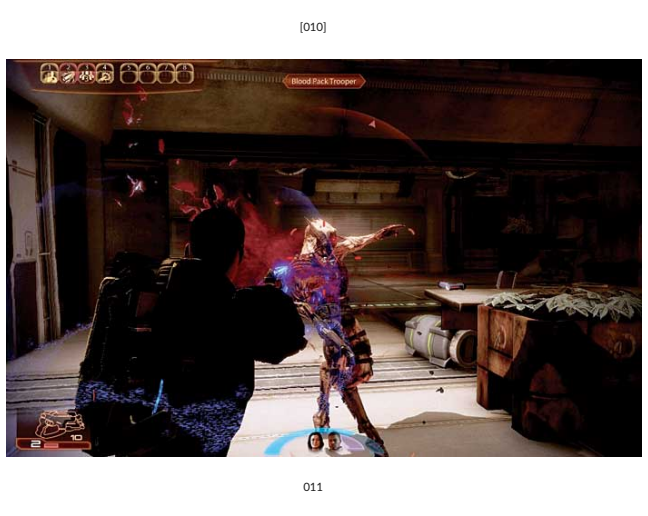
Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Wall Safe > Open > 4,000 Credits

Kokomo Plaza Firefight



[010]



011

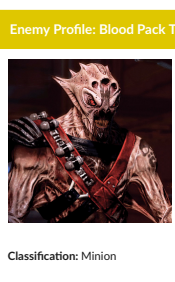
Enter the unlocked door adjacent to the Kokomo Plaza sign. As you move along, you pick up the sounds of a battle. Inch up to the corner, where you hear gunshots. The Blue Suns are opening fire, but not on you.

Use the stairs to get a top-down view of the scene. The Blue Suns are locked in a gunfight with Blood Pack thugs: krogan and vorcha. And the Blue Suns are losing.

The Blood Pack mercs are moving in on Blue Suns territory. There are Blood Pack troopers, pyros, and warriors. Some of the troopers and the pyros are vorcha and so they are aggressive **[010]** , but they do not charge like the krogan warriors.

You must watch for the krogan and not get too close **[011]** . The krogan will charge, which causes a lot of damage.

Enemy Profile: Blood Pack Trooper



Classification: Minion

Powers: —

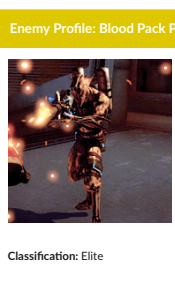
Defenses: Vorcha Regeneration (Vorcha only)

Weapons: Assault Rifle, Heavy Pistol

Notes and Tactics: These are rank-and-file minions in the merc gang. They have been trained to seek and use cover while allowing heavier forces to storm the enemy.

While the enemy is busy fighting off the frontal force, the troopers can attack from a safe distance.

Enemy Profile: Blood Pack Pyro



Classification: Elite

Powers: Vorcha Regeneration

Defenses: —

Weapons: Flamethrower

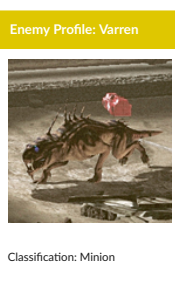
Notes and Tactics: Elite vorcha are hired as Blood Pack pyros. These thugs use flamethrowers to roast their enemies alive. Since the weapon is not effective at long range, the pyro will try to close the gap as quickly as possible.

You can repel the pyros with your regular weapons since they have no shields or barriers. But if you want to take down a pyro in style, target the flamethrower pack. A crack shot detonates the weapon, killing the vorcha.

Caution

The Blood Pack mercs brought varren with them. These war dogs close in fast, so take them down as soon as possible.

Enemy Profile: Varren



Classification: Minion

Powers: —

Defenses: —

Weapons: Bite Attack

Notes and Tactics: Varren in the wild are fast, brutal war dogs with terrible bites. The Blood Pack mercs train their varren to sniff out enemies using cover and flush them out. Simply drop them with gunfire to the head before they maul you.

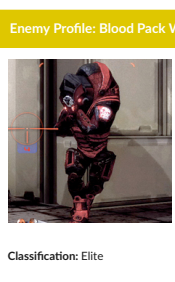
Tip

Use the explosive containers as makeshift bombs to clear out as many of the Blood Pack as possible.

Tip

You can do a lot of damage from the walkway overlooking the courtyard, but watch out for krogan Blood Pack warriors who storm the stairs so they can charge and use their shotguns up close.

Enemy Profile: Blood Pack Warrior



Classification: Elite

Powers: Krogan Regeneration, Krogan Charge, Carnage, Incendiary Ammo

Defenses: Heavy Armor

Weapons: Assault Shotgun

Notes and Tactics: Blood Pack warriors are krogan, making them terribly fearsome in battle. Krogan do not necessarily look for any strategy other than to rush the enemy and attack at close range.

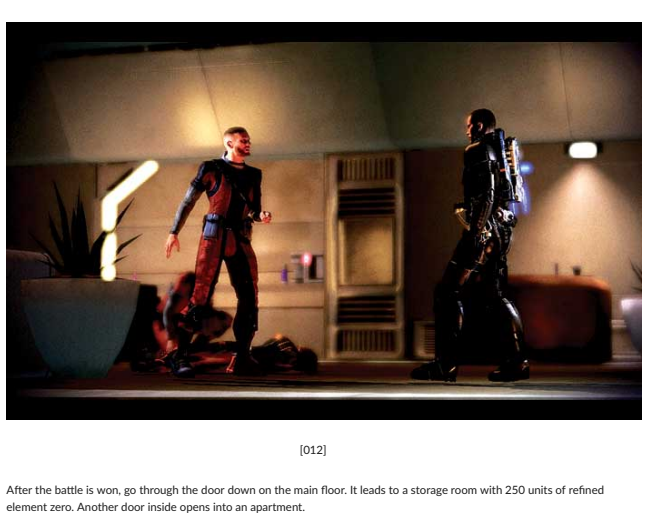
Look out for shotgun blasts and charge attacks when a Blood Pack warrior closes the gap.

Make sure that when you drop a Blood Pack warrior, it is all the way down. Left with any health, the krogan will use regeneration to replenish spent stamina and get up for another attack.

Tip

On higher difficulty levels: Use the balcony at the top of the stairs, and bring Zaeed with you to tag vorcha and krogan from range.

Because both these alien races regenerate health, they should be tackled as a priority, using ranged and warp attacks.



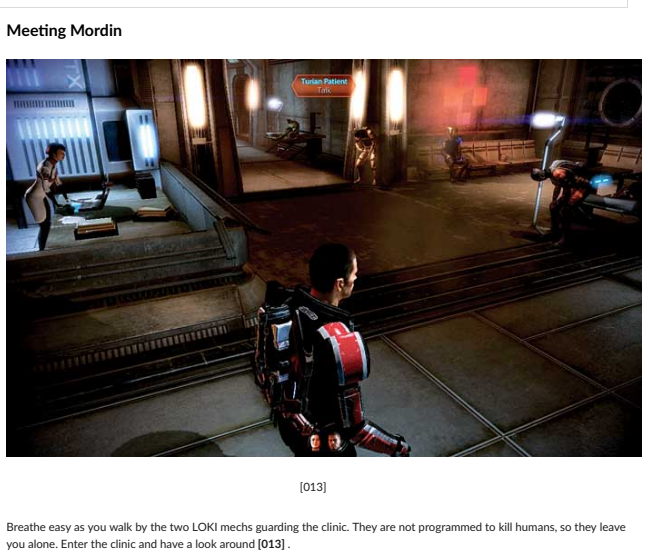
[012]

After the battle is won, go through the door down on the main floor. It leads to a storage room with 250 units of refined element zero. Another door inside opens into an apartment.

Two human looters are ransacking the place **[012]** . Have words with them. You can either turn a blind eye or appeal to their dignity. After leaving the humans, follow the signs to the clinic.

Spoils of War > Resources > Refined Element Zero > Open > 250

Meeting Mordin



[013]

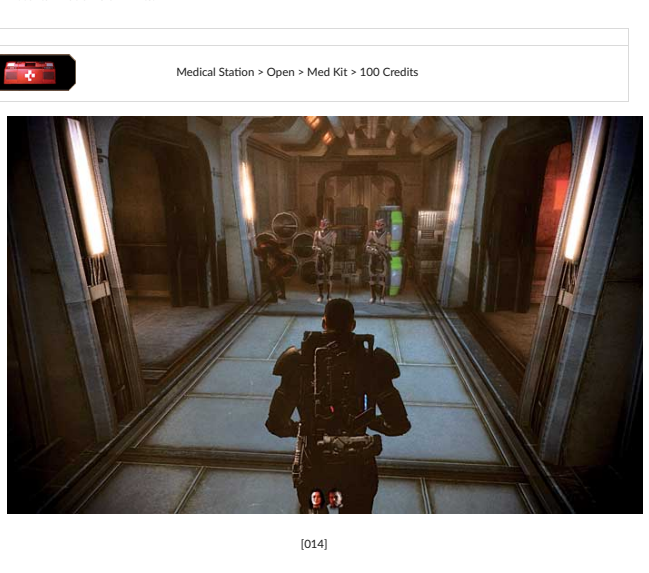
Breathe easy as you walk by the two LOKI mechs guarding the clinic. They are not programmed to kill humans, so they leave you alone. Enter the clinic and have a look around **[013]** .

There are a lot of refugees seeking sanctuary at the clinic. A weapons locker near the entrance lets you swap out guns before heading back out into the slums. Medi-gel stations on the wall restock your spent supplies.

The clinic receptionists are overworked and have little time to help you. The clinic guard prevents you from opening the locked door (it's accessible after you've spoken with Mordin).

There's a batarian patient (who talks about humans looting) and a turian patient (who owes his life to Mordin). Decontamination is off-limits.

Medical Station > Open > Med Kit > 100 Credits



[014]

Head down the main clinic corridor. Mordin's surgery is to your right, and there's an identically sized room to your left (both are guarded by LOKI mechs that won't attack you).

Head to this junction **[014]** and check the left storage room for the following items before meeting up with Mordin:

Spoils of War > Resources > Refined Platinum > Open > 2,000 Platinum

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium

Upgrade > Research Station > Download > Research Data > Medi-Gel Capacity

[015]

Mordin **[015]** is friendly to you, which is a nice change of pace from the other aliens in the slums.

The salarian talks fast and seems scatterbrained, but that's just his non-linear thinking getting ahead of his mouth. Mordin is a genius and has developed a cure for the plague.

Mordin has heard of the Collectors. He wonders if there might be some connection between the plague—which leaves humans alive—and the fact that the Collectors are seizing only human colonists.

Mordin would join your team, but he is too busy at the clinic right now. He still needs to deploy his cure and get the plague under control. He wants to distribute it through the air-cycling system, but the vorcha are guarding it.

Mordin needs you to brave the merc-controlled slums again and release the plague cure into the air-cycling system. Once the plague has been cured, Mordin will join your team.

Mordin also requests that you keep an eye out for Daniel, one of his assistants, who went into the slums to help plague victims. Can you please make sure he gets back to the clinic?

Special Assignment > Omega > Missing Assistant

Tip

Be sure to tell Mordin about the batarian at the entrance to the slums. Perhaps the salarian can help him?

[016]

Before you leave, Mordin hands over a new weapon: the hand cannon. The handgun holds fewer shots than the heavy pistol, but each shot packs a greater kick. This is a perfect weapon for headshots.

You can take down weaker vorcha with a single shot from the hand cannon at medium range.

After searching the clinic **[016]** and making sure you have your preferred weapon, use the door in the back of the clinic to move on to the environmental control center, where you can release the cure into the air-cycling system.

Spoils of War > Resources > Refined Iridium > Open > 2,000 Iridium

Spoils of War > Resources > Refined Element Zero > Open > 500

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits

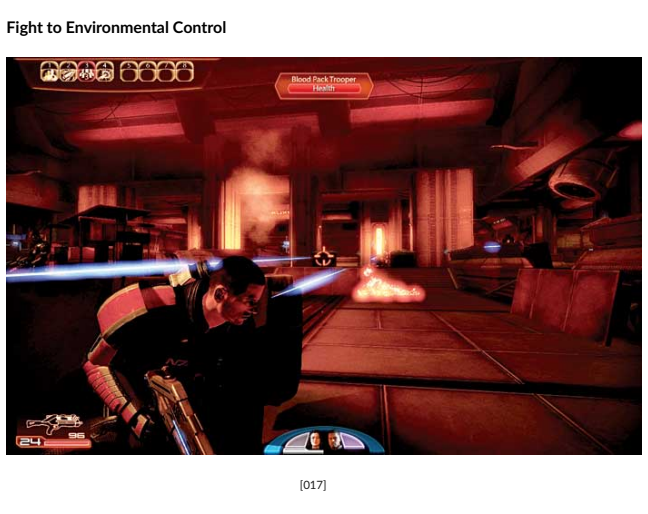
New Weapon : M-6 Carnifex Hand Cannon

Tip

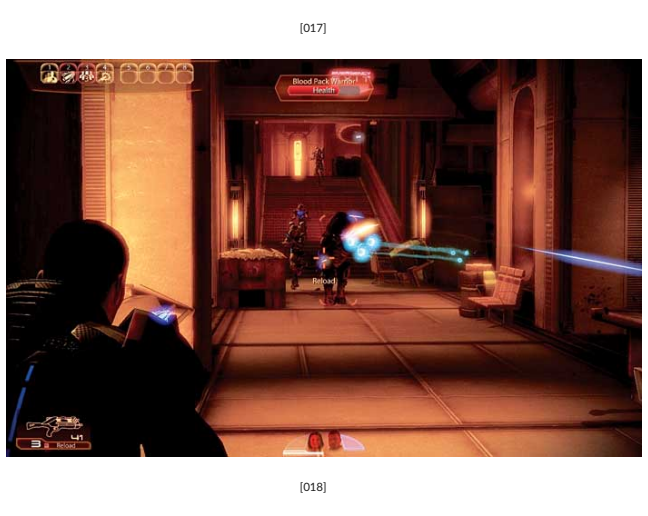
Save your game and swap your old pistol for the hand cannon before continuing.

Part 2: Cure the Plague

Fight to Environmental Control



[017]



[018]

It doesn't take long to find the Blood Pack. The Blood Pack thugs have set up an ambush behind the clinic **[017]** . At least the courtyard has enough cover for your team to use when launching a counterattack.

Look out for Blood Pack troopers in the rear of the room; they will not get too deep into the fight but instead squeeze off shots from a distance in hopes of killing you with a dozen small wounds.

Tip

The width of the courtyard is well suited for flanking. Move along one side of the room to get closer to the Blood Pack and pick them off.

Running low on thermal clips? With so many enemies killed, there will be plenty of dropped thermal clips on the floor.

Before long, the weak Blood Pack troopers are reinforced with Blood Pack warriors. These krogan do not believe in staying back **[018]** . There are stairs near the gambling terminal.

Don't leave without hacking it, then head up the stairs and hack the nearby banking terminal.

Continue up the stairs until you reach a hall with two doors and the medical station. Open the door on the left first; Daniel is behind that door.

Tip

On higher difficulty levels: The Blood Pack pyros should be targeted first, as their fire damage can cause terrible damage to your team.

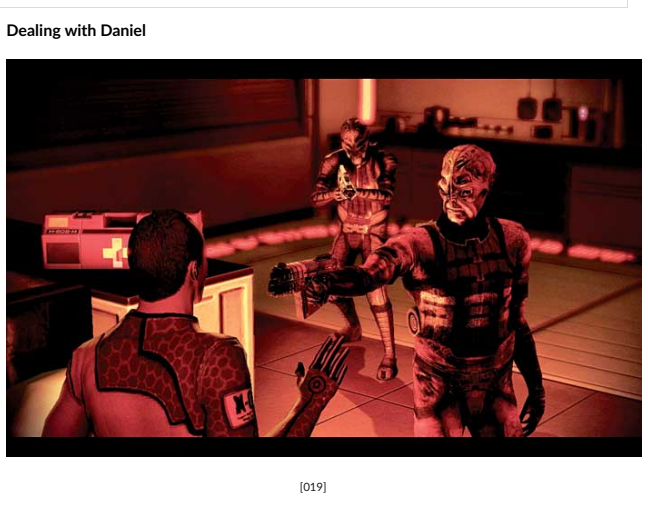
Use your newly acquired Carnifex hand cannon and a sniper rifle on the heads of your foes, especially the vorcha. Use biotic powers mainly on the krogan to knock them down and remove their armor as fast as possible.

Spoils of War > Gambling Terminal > Hack > 3,000 Credits

Spoils of War > Banking Terminal > Hack > 5,000 Credits

Medical Station > Open > Med Kit > 100 Credits

Dealing with Daniel



[019]

Daniel has been seized by batarians **[019]** . The scene turns into a standoff within seconds. Try to convince the batarians that Daniel is not there to spread any more disease.

You can end this standoff by letting the batarians back down, thus earning Paragon points, or you can refuse to let them leave and earn Renegade points.

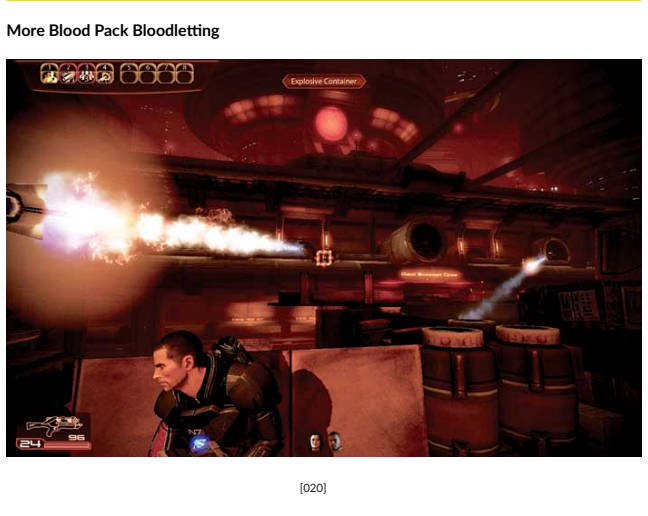
If Daniel survives, he heads back to the clinic, leaving behind a medi-gel crate. You may wish to save your game before opening the door, in case Daniel dies.

Med Kit > +1 Medi-gel > 100 Credits

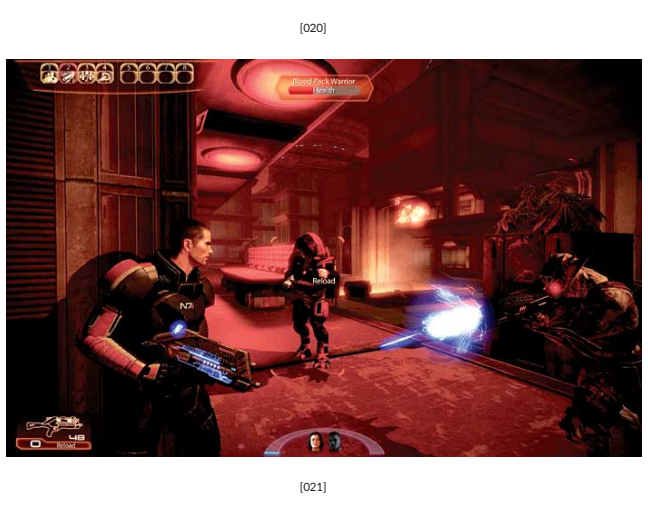
Note

This is a rare example of a special assignment that must be completed within the confines of a mission.

More Blood Pack Bloodletting



[020]



[021]

The Blood Pack has taken a lot of territory away from the Blue Suns. More Blood Pack troopers wait just inside the door across the hall, but that's the only way to the air systems. Open the door and then immediately fire on the vorcha scum on the other side of the room.

Those Blood Pack troopers were just a couple of advance soldiers. When you try to close in on the air systems, rockets rain down from a Blood Pack boom-squad on a ledge above you **[020]** .

Use the stairs to avoid the rockets or run to the right to flank the Blood Pack and fire at them from an angle. (You can get clean shots at explosive containers on the ledge from here.)

More Blood Pack thugs move through the courtyard directly in front of the environmental control room **[021]** . Fire on them from above for as long as you can.

You will soon have to use the stairs to drop to their level and directly engage. Use the tactical planning from previous battles to mop up any remaining foes. After cleaning out the Blood Pack, follow the doors to the environmental control center.

More Blood Pack foes attack the closer you get. Salvage the spare parts in the corner of this room. There's medi-gel nearby, too.

Tip

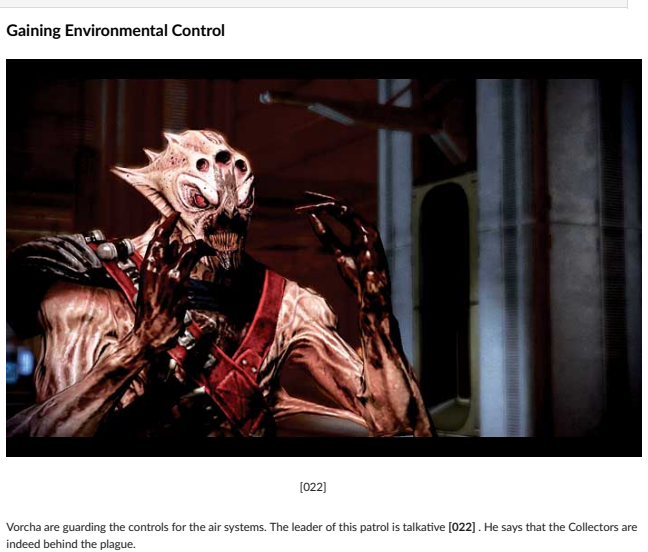
On higher difficulty levels: You must target the heavy weapons troopers on the balconies. Then stay as high up as you can, raining death down for as long as possible.

Once again, use your new hand cannon, a sniper rifle (ideally wielded by someone skilled, like Zaeed), and warp or pull attacks.

Spoils of War > Spare Parts > Salvage > 1,000 Credits

Med Kit > +1 Medi-gel > 100 Credits

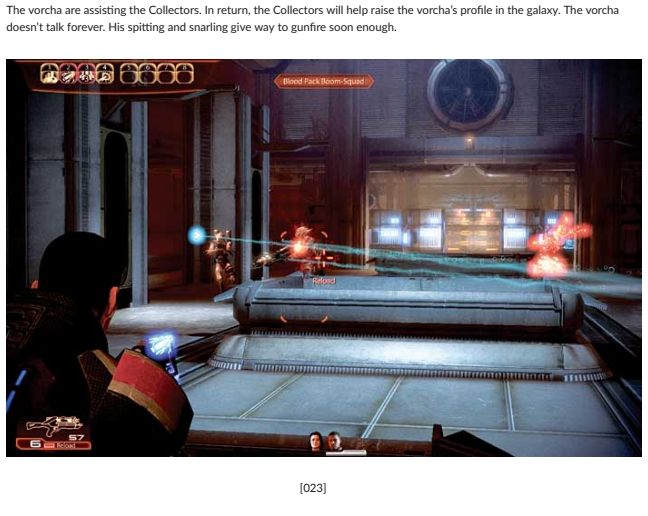
Gaining Environmental Control



[022]

Vorcha are guarding the controls for the air systems. The leader of this patrol is talkative **[022]** . He says that the Collectors are indeed behind the plague.

The vorcha are assisting the Collectors. In return, the Collectors will help raise the vorcha's profile in the galaxy. The vorcha doesn't talk forever. His spitting and snarling give way to gunfire soon enough.



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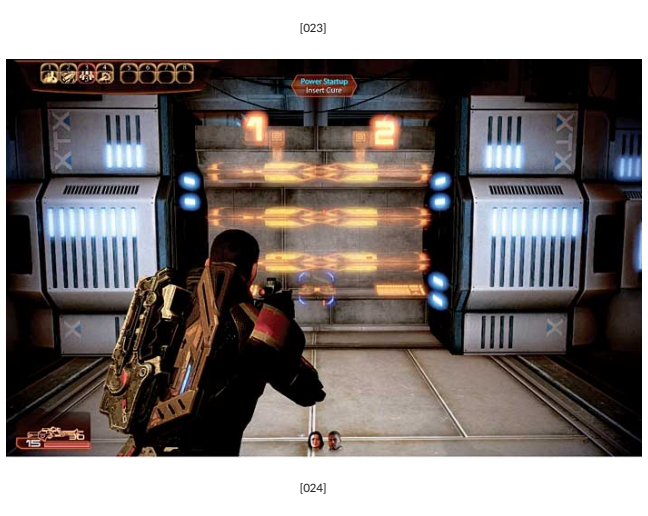
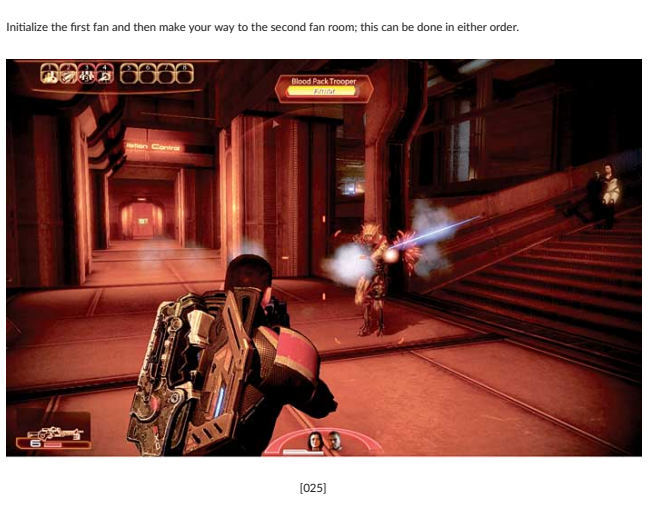


[024]

Blood Pack boom-squads fill the air with rockets, so dive into cover. Pick off the advancing Blood Pack pyro and clear the Blood Pack out of the room **[023]** . As soon as the Blood Pack opposition is dead, you can approach the central console **[024]** .

Insert the cure and unlock doors to the two fans that will spread it. Battle down the ramps and defeat all appearing foes as you fight to each fan room.

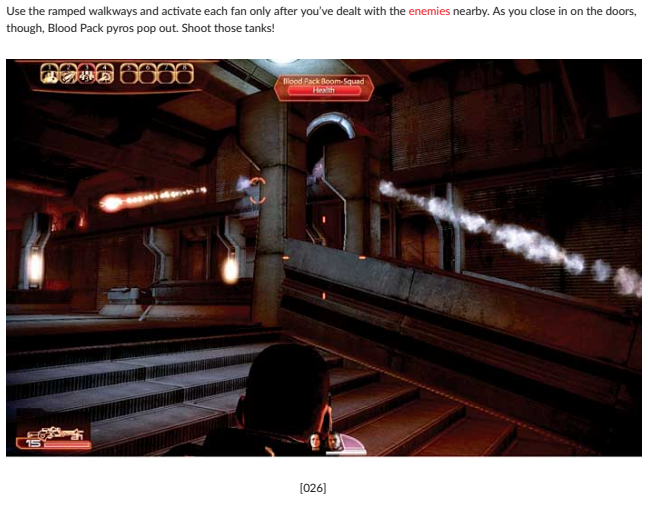
Initialize the first fan and then make your way to the second fan room; this can be done in either order.



[025]

As soon as you insert the cure, more Blood Pack members fill the chamber **[025]** . You must turn on the fans. There is one on each side of the console, behind doors.

Use the ramped walkways and activate each fan only after you've dealt with the enemies nearby. As you close in on the doors, though, Blood Pack pyros pop out. Shoot those tanks!

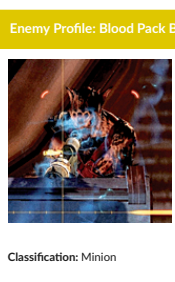


[026]

The Blood Pack puts up an even greater fight to keep you out of the second fan room. Not only do Blood Pack troopers fan out, but krogan Blood Pack warriors also try to rush you as you cross the room.

Rockets from Blood Pack boom-squads streak across the room **[026]** . You cannot spend much time out of cover as you move on the second fan. Take down as many as you can, but be sure to use your team to keep the Blood Pack busy, too. This isn't a solo operation, after all.

Enemy Profile: Blood Pack Boom-Squad



Classification: Minion

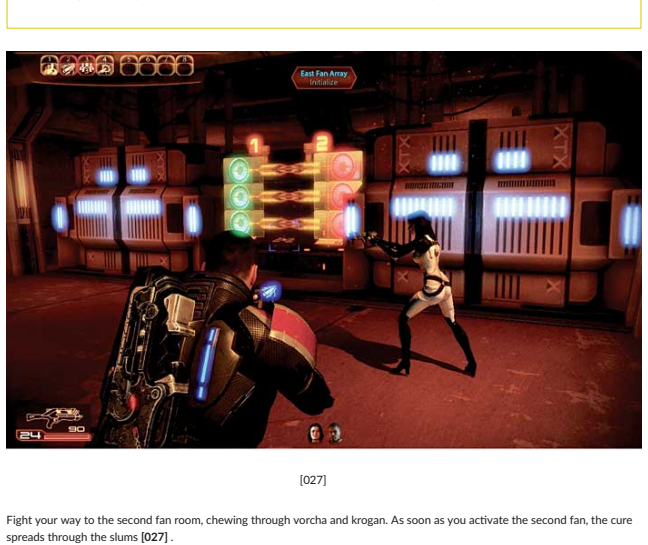
Powers: Vorcha Regeneration

Defenses: —

Weapons: Rocket Launcher

Notes and Tactics: Blood Pack boom-squads are vorcha that fire rockets. Do not leave any vorcha with even a sliver of health.

They will regenerate if given half a chance, so shoot to kill and do not stop shooting until the vorcha is lifeless on the floor.



[027]

Fight your way to the second fan room, chewing through vorcha and krogan. As soon as you activate the second fan, the cure spreads through the slums **[027]** .

It works right away, eliminating the virus causing the plague. You head back to Mordin to reiterate your offer to join the team and take the fight to the Collectors. After all, they were the ones responsible for this plague.

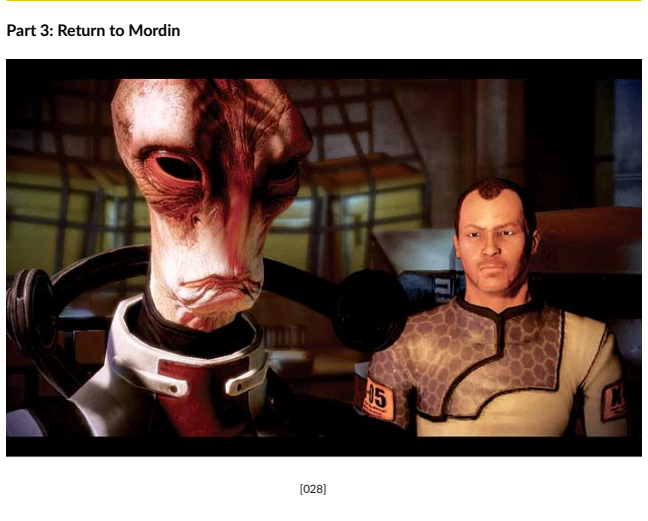
Note

On higher difficulty levels: Prepare for a protracted battle, staying in cover and utilizing your long-range sniping, especially when missile-launching vorcha appear from their balconies.

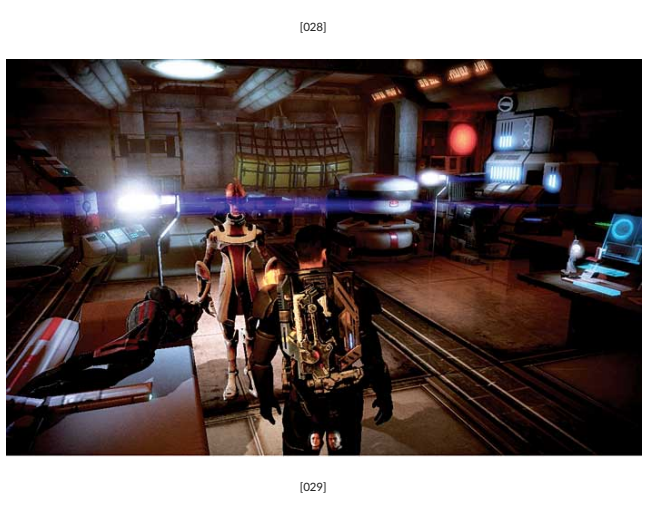
When the first fan starts to spin, attacks such as Pull become more potent, as the wind lifts the foes and throws them about.

Also make sure the enemy ventures toward you; set up your team at consecutive hiding spots, and catch foes in the crossfire.

Part 3: Return to Mordin



[028]



[029]

Back at the clinic, Mordin is happily noting that the cure is working exactly as it should **[028]** . Patients are improving. (If you saved Daniel, the assistant is at the doctor's side.) Mordin is happy to join your team now.

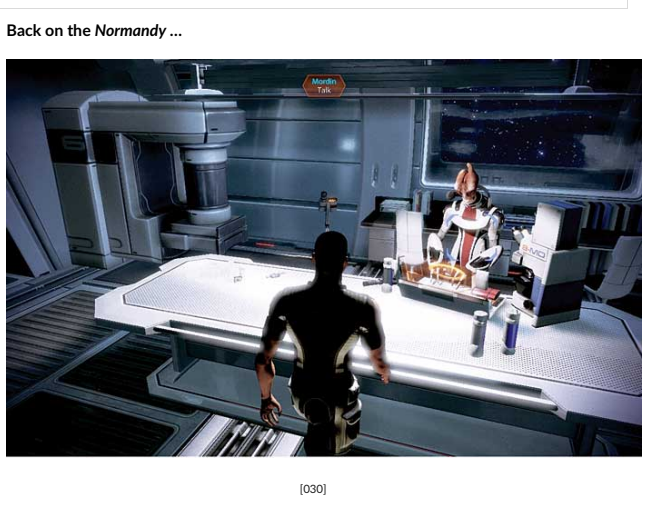
He's ready to see what he can do to stop the Collectors and agrees to meet you at your ship. You can opt to leave for the *Normandy* right away or look around the clinic **[029]** . Medi-gel and power cells can be collected, and it's good to catch up with the patients.

Note

If you sent for the batarian plague victim, he is in the clinic now and feeling much better. He is also pleased to see that his assumptions about humans were wrong.

Entities Encountered > Squad Members > Mordin Solus

Back on the *Normandy* ...



[030]

Mordin is ready to work **[030]** . After a brief conversation aboard the *Normandy* where you and Jacob bring the professor up to speed about the Collector situation, the salarian heads straight for the tech labs.

Now that Mordin is on the team, you can access that part of the ship and order up research projects—as long as you have the required minerals.

Be sure to go see Mordin right away. Talk to the salarian about his previous work with the krogan genophage. Mordin was very involved in the genophage. He knows an awful lot about it—perhaps too much.

This is also a good opportunity to walk the ship and check in with existing crew. If you have recruited others, stop by their quarters for a chat. And be sure to see Joker, too.

After Recruitment: Upgrades and Mining

Research Terminal
Investigate
LAB

[031]

At this point (now that you have Mordin), it is thoroughly recommended that you research as many upgrades **[031]** as you can.

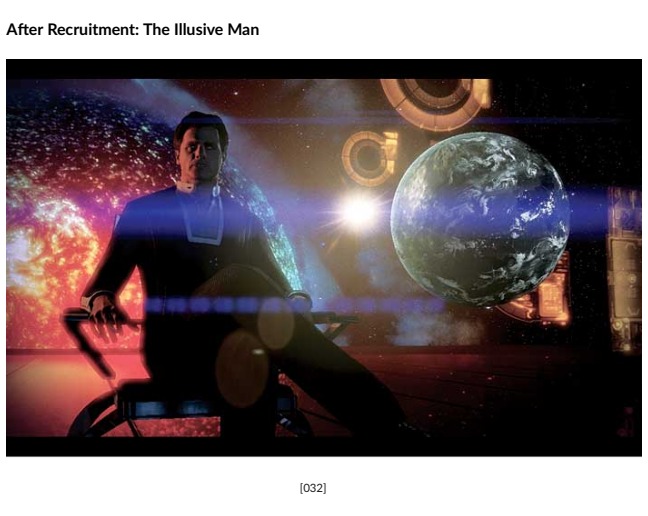
Spend some time exploring the Milky Way and gathering more resources (using the *Planetary Database* in this guide to help).

Ask Miranda about upgrading to an Advanced Mineral Scanner to help you in this task (this speeds up the scans).

There are also anomalies to investigate; these are detailed in the N7 Assignments section of the Special Assignments chapter.

This is a good time to investigate the Project Firewalker mission, check the *Normandy* crash site, and complete both Kasumi's and Zaeed's loyalty missions.

After Recruitment: The Illusive Man



[032]

It should not take Mordin long to develop the means to stop the Collector swarms. As soon as Shepard has all the recommended recruits, the Illusive Man requests that the commander talk to him.

Report to the communications room on deck 2 to speak to the Illusive Man and determine the next course of action.

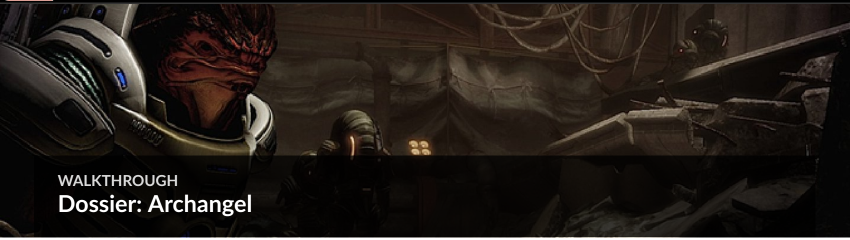
The Illusive Man **[032]** informs Shepard that a human colony on Horizon has just gone silent—that's a fingerprint of the Collectors. Hopefully, Mordin's countermeasures will be ready.

Illusive Man also informs Shepard that a former *Normandy* crew member is also on Horizon. That's too big of a coincidence.

The Collectors have to be aware of Shepard. The Illusive Man gives Joker the coordinates for Horizon. It's time to save some colonists.

Sure enough, Mordin is able to develop the means to stop the swarms right before Shepard goes to Horizon—the salarian seems to work best under pressure.

Now that you cannot be stunned by the swarm, Shepard can actually watch the Collectors operate. The commander had better be ready for what is about to unfold.

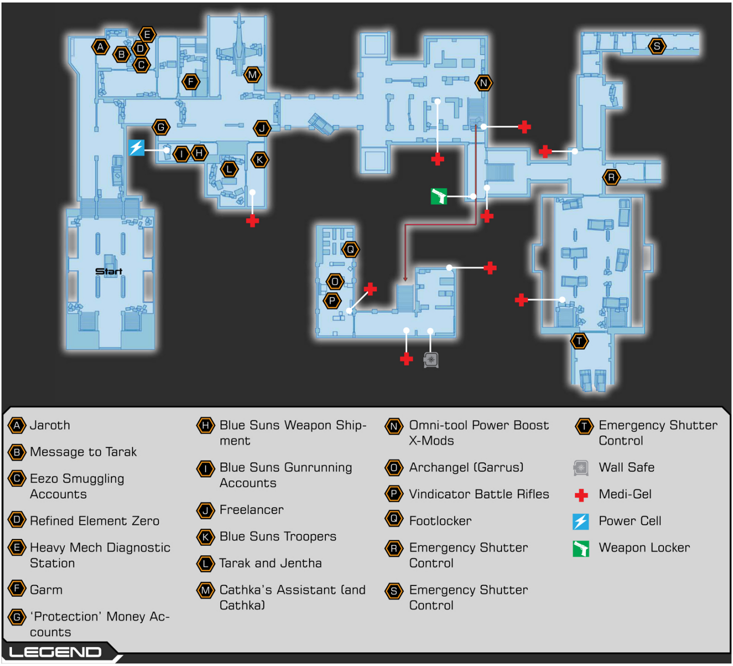


WALKTHROUGH

Dossier: Archangel

According to the dossier provided by the Illusive Man, Archangel is a mercenary commander with expertise in small-unit tactics, an omni-tool expert, and a remarkable sniper. Archangel is currently embroiled in a violent war against the gangs of Omega.

In order to pull the potential recruit out of Omega alive, Shepard must somehow infiltrate the gangs that are hunting Archangel. To gain access to the mercenary gangs that are targeting Archangel, Shepard must apply for an assignment as a freelancer.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LEGEND
A Jaroth
B Message to Tarak
C Eezo Smuggling Accounts
D Refined Element Zero
E Heavy Mech Diagnostic Station
F Garm
G 'Protection' Money Accounts
H Blue Suns Weapon Shipment
I Blue Suns Gunrunning Accounts
J Freelancer
K Blue Suns Troopers
L Tarak and Jentha
M Cathka's Assistant (and Cathka)
N Omni-tool Power Boost X-Mods
O Archangel (Garrus)
P Vindicator Battle Rifles
Q Footlocker
R Emergency Shutter Control
S Emergency Shutter Control
T Emergency Shutter Control
Wall Safe
Medi-Gel
Power Cell
Weapon Locker

Part 1: Joining the Mercenaries

[001]

Shepard cannot get close to Archangel without joining up with the mercenary bands that have targeted him: Blue Suns, Eclipse, and Blood Pack.

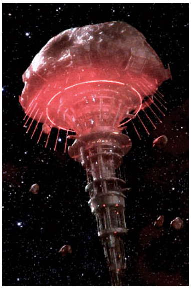
The freelance recruiter is inside the main room of Afterlife. Speaking to the recruiter allows Shepard to go downstairs and formally apply **[001]** .

If you're playing as a female Shepard, the conversation with the mouthy downstairs Blue Suns merc recruiter leads to a Renegade interrupt opportunity, but no matter how you answer, he isn't about to turn down freelancers with as many weapons as Shepard and the squad have.

While accepting the job, talk to the recruiter to get a better handle on the situation. Joining up does not get Shepard a permanent spot with any of the merc gangs hunting Archangel.

Archangel has been targeted because he keeps messing with the merc gang activities, such as stealing shipments.

Mission Data



Location: Milky Way > Omega Nebula > Sahrabarik > Omega

Experience Available: 1,000

Entities Encountered > Squad Members

- Garrus Vakarian

Entities Encountered > Enemies

- Blood Pack > Garm
- Blood Pack > Pyro
- Blood Pack > Trooper
- Blood Pack > Warrior
- Blue Suns > A-61 Mantis Gunship
- Blue Suns > Centurion
- Blue Suns > Commander
- Blue Suns > Heavy
- Blue Suns > Legionnaire
- Blue Suns > Trooper
- Blue Suns > Jentha
- Blue Suns > Tarak
- Eclipse > Engineer
- Eclipse > Heavy
- Eclipse > Trooper
- Eclipse > Vanguard
- Eclipse > Jaroth
- Freelancer
- LOKI Mech
- Varren
- YMIR Mech

Spoils of War > Total Credits: 40,000

- Cerberus Funding: 20,000
- Credits: 20,000

Spoils of War > Upgrades > Tech Damage (Multicore Amplifier)

Spoils of War > Upgrades > Submachine Gun Damage (Microfield Pulsar)

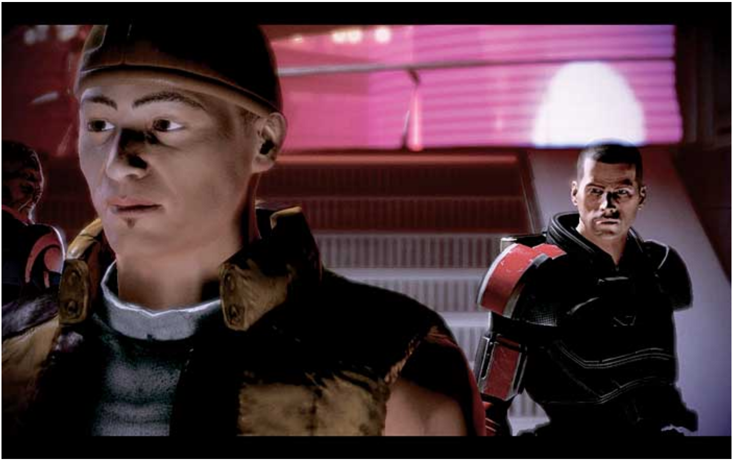
Spoils of War > Resources > Element Zero: 500

Spoils of War > New Weapons

- M-15 Vindicator Battle Rifle

Intersecting Missions:

Special Assignment > Omega > Deliver Datapad (Garrus)



[002]

The recruiter spells out the operation: Previous teams have taken out Archangel's crew. Now Archangel is all alone. However, Archangel has positioned himself at quite a vantage point. There is only one bridge leading into the area.

This gives the sniper plenty of advance warning of a new assault. Taking the bridge has resulted only in a bloodbath, so the merc bosses' new plan is for Shepard and the freelancers to take point while the merc bosses call in heavy hitters.

Once you're done applying to take down Archangel, you'll walk past a young man itching for a fight **[002]** .

A Paragon interrupt allows you to disable his cheap pistol, thus saving him from a brutal death (once back on the *Normandy* you will have a message thanking you for saving his life).

Note

On the way out of Afterlife's recruiting office, Shepard passes a kid looking to sign up. Paragons can interrupt the kid and stop him before he throws his life away. Renegades let the kid make his own decision. Live? Die? That's the kid's call, not Shepard's.

Glossary

Blue Suns: Founded by Solem Dal'serah, a batarian slaver, the Blue Suns have grown from a protection racket to a security agency. Though the Blue Suns have the appearance of a legit security provider, it has been claimed that the mercenary force sells its captives into slavery.

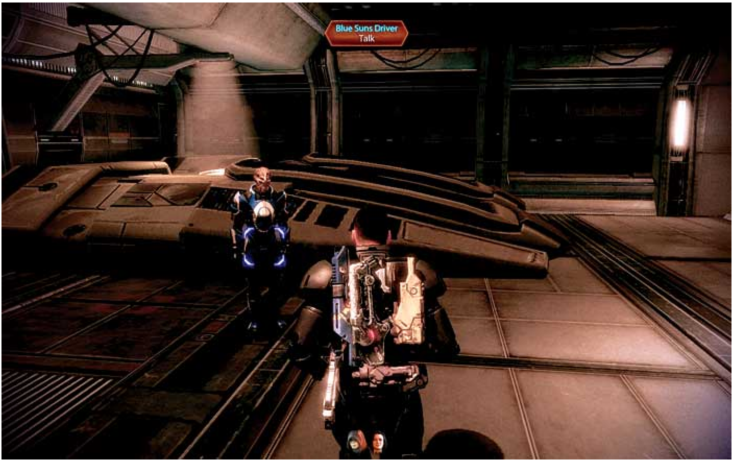
Eclipse: This mercenary gang was originally a security company pioneered by an asari named Jona Sederis. While Eclipse is viewed with serious suspicion by the Citadel, the merc band has been welcomed into the Terminus Systems.

Eclipse does more than trafficking. It offers out assassination contracts, engages in sabotage, and offers security.

Blood Pack: The Blood Pack was originally a vorcha gang, but a krogan battlemaster named Ganar Wrang turned it into a fearsome mercenary outfit.

Wrang was so confident in his outfit that he took the Blood Pack public and made a killing. More krogan joined the Blood Pack, adding to the outfit's expertise at professional violence.

Accessing the Transit Hub



[003]

After leaving the recruiter, Shepard and the crew must make their way to the transports just outside Afterlife. Do any purchases you think are prudent at Omega before heading out.

When you're ready, look for the Blue Suns driver waiting by the shuttles to the left of Afterlife (if you are facing the main entrance). Speak to the **[003]** driver and he'll whisk you away to the outer edge of Archangel's base of operations.

After leaving the recruiter, Shepard and the crew must make their way to the transports just outside Afterlife. Do any purchases you think are prudent at Omega before heading out.

When you're ready, look for the Blue Suns driver waiting by the shuttles to the left of Afterlife (if you are facing the main

entrance). Speak to the **[003]** driver and he'll whisk you away to the outer edge of Archangel's base of operations.

Part 2: Meeting Sergeant Cathka

[004]

Once Shepard arrives on location **[004]** , the Blue Suns dole out a little more information about the operation. The bridge leading to Archangel's position is completely exposed—it's a killing ground.

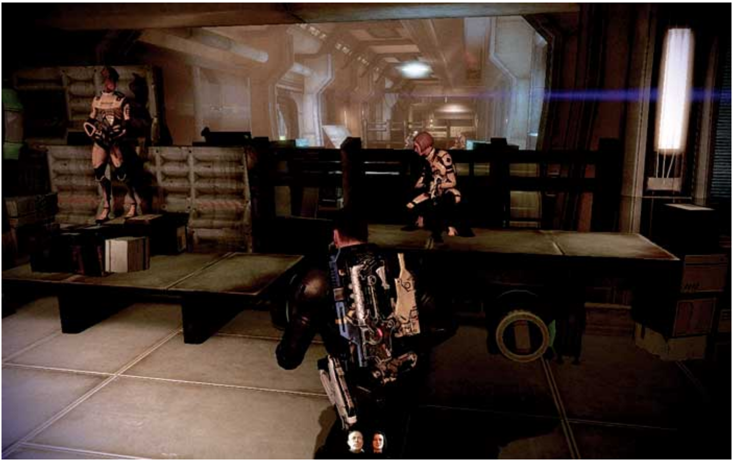
However, they have kept up the attacks for so long that Archangel is getting exhausted. He's making mistakes. The mercs hope Shepard's squad can help them capitalize on those mistakes.

If Shepard takes a forward assault position to distract Archangel, the Blue Suns can sneak up on Archangel from behind.

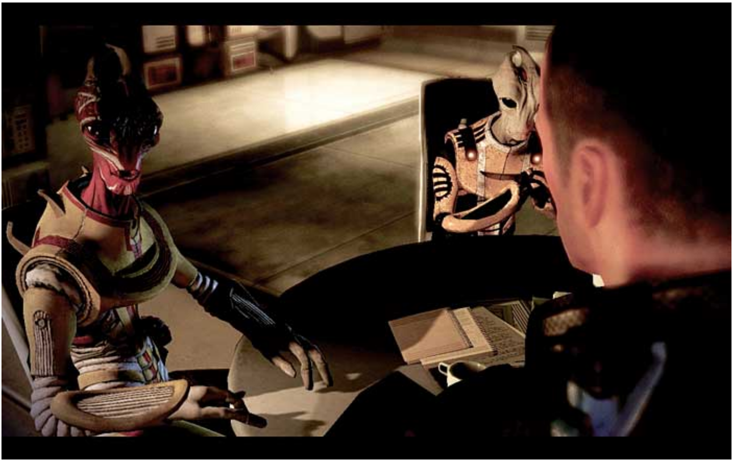
Right now, Archangel is just getting over an attack from a gunship. Archangel took down the gunship, but not before the mercs were able to slip a few men close to the facility. Archangel doesn't know they are there.

To help with the attack (and actually make the mission ahead easier), Shepard should locate Sergeant Cathka at the third barricade closest to Archangel's hideout.

First Barricade



[005]



[006]

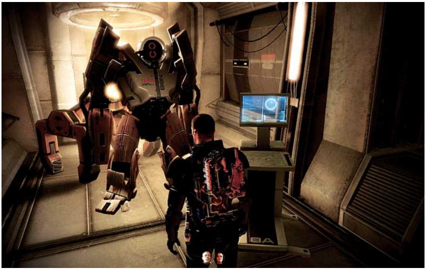
Follow the road from the Blue Suns welcome wagon. There is no action en route, but you will see a few mercs holed up at the first barricade, monitoring the situation. Dart inside the nearby door **[005]** to speak to Jaroth, leader of the Eclipse chapter on Omega.

Talk to Jaroth [006] to gather intel on Eclipse's activities on Omega. They have a corner on the element zero (eezo) market, but Archangel is complicating things. This mission is personal for Jaroth. Apparently Archangel killed Jaroth's brother in an attack.

Before you leave, grab the datapad off the back table in Jaroth's room. Aria would love to see a message between Jaroth and Tarak that implicates them in a plot on her life. This starts a small special assignment: Deliver Datapad.

	Codex Updated > Datapad > Message to Tarak > Read
	Special Assignment > Omega > Deliver Datapad (Garrus)

Tip



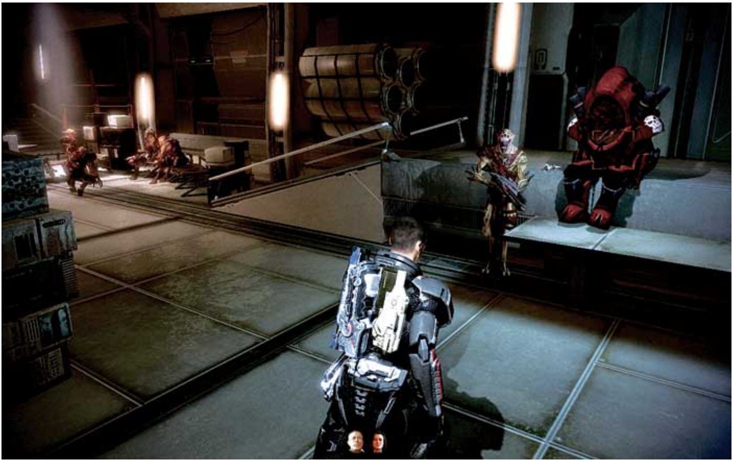
[007]

After leaving Jaroth, duck into the small side room. There is some valuable cargo inside the room, such as eezo and credits. The big prize, though, is the dormant YMIR mech **[007]** .

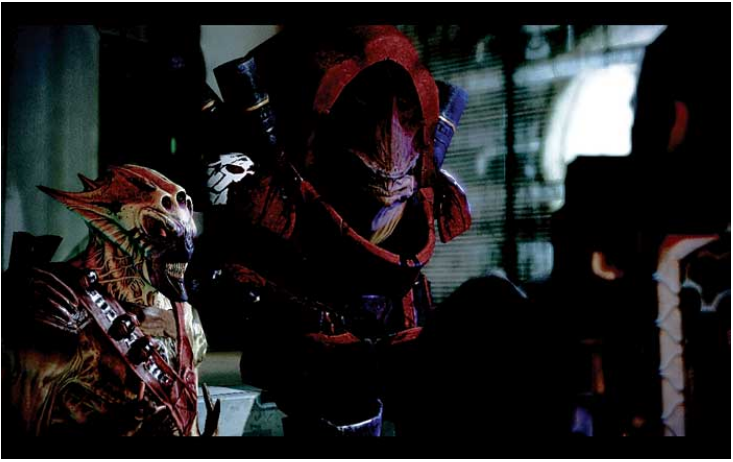
Hack the diagnostics station next to the mech to reprogram it, reversing its friend-or-foe recognition software. This will come in quite handy later when Eclipse tries to use it against Archangel.

	Spoils of War > Resources > Refined Element Zero > Open > 500
	Spoils of War > Eezo Smuggling Accounts > Hack > 4,000 Credits

Second Barricade



[008]



[009]

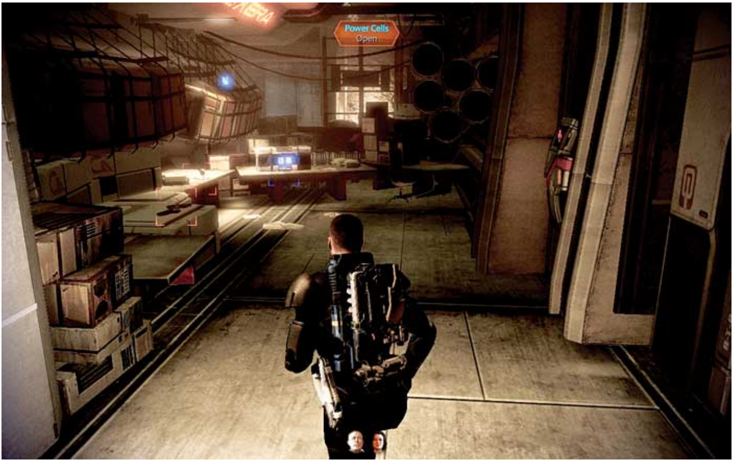
The Blood Pack is stationed just a little farther up the road **[008]** . Listen for the snarls of a vorcha to find Garm, the krogan leader of the Blood Pack. Garm claims that the Blood Pack mercs are the real muscle on Omega.

Garm [009] is looking forward to taking out Archangel. Not only has Archangel been thinning the Blood Pack ranks with his sniper rifle, but Garm has a personal beef with Archangel.

Garm actually cornered Archangel once. They fought, but Archangel slipped away just as Garm's reinforcements arrived. Garm chased Archangel, but he got away.

Garm lets slip that Archangel is a turian, which is more information than you received from the Blue Suns earlier.

Finally, if you've brought Grunt along (after finding him before starting this mission), Garm has some choice words about who he follows. This soon escalates into blind, ugly violence—but only to the detriment of a nearby vorcha.



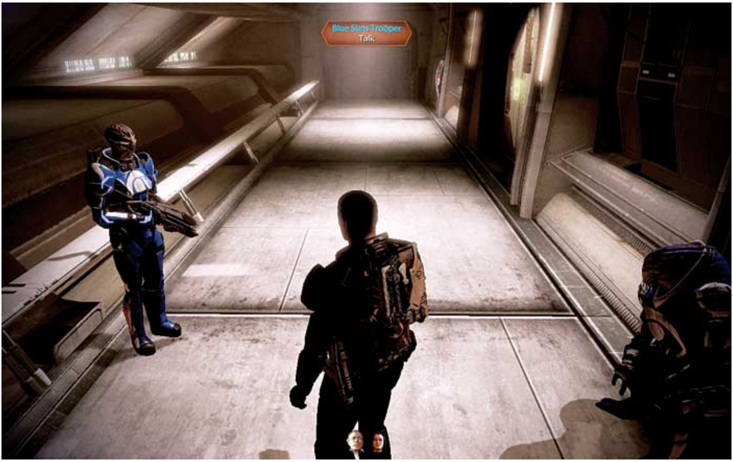
[010]

Leave Garm and follow the corridor. Hack the datapad next to the dead merc, then hack open the locked door near the dead merc to locate a room full of excellent wares **[010]** .

There's medi-gel on the wall, a crate of power cells, and a datapad. However, the best pickup is the Microfield Pulsar, which upgrades submachine gun damage. Scan the gun-running accounts to collect it.

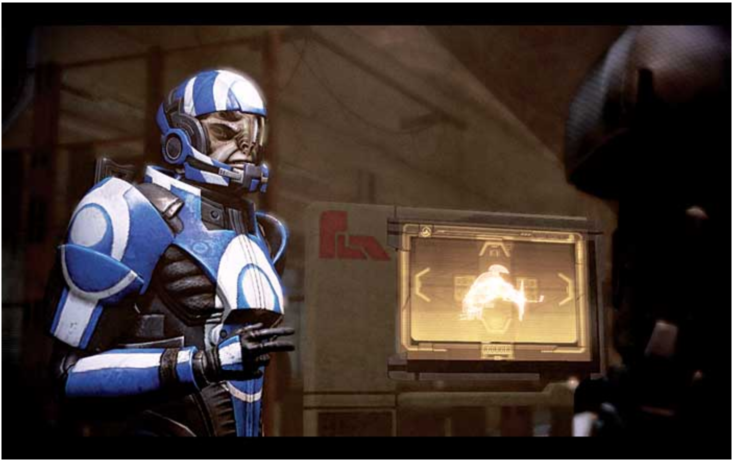
	Spoils of War > "Protection" Money Accounts > Hack > 6,000 Credits
	Medical Station > Open > Med Kit > 100 Credits
	Ammunition > Power Cells > 2 Heavy Weapon Ammo
	Spoils of War > Blue Suns Gun-Running Accounts > Access > 4,000 Credits

Third Barricade



[011]

[012]



[013]

The sight of the gunship indicates that you've closed in on Sergeant Cathka. Speak to the Blue Suns trooper **[011]** and have a brief conversation with their leader, Tarak (who has some additional words for Zaeed if he's in your party).

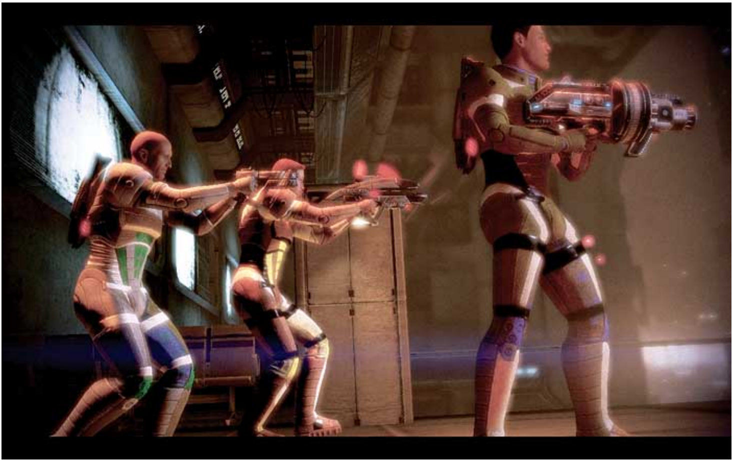
Then speak to the freelancer by the barricade **[012]** and finally Cathka's assistant in front of the gunship.

This gains an audience with the Blue Suns sergeant. Cathka is busily repairing the gunship for use in the upcoming assault on Archangel but takes a moment to speak with you about the mission.

Cathka **[013]** informs you that the gunship is not going to be your cover, but instead will be used directly against Archangel. However, the ship is not ready just yet. It still needs work before it can take to the air.

In the meantime, you will help the infiltration team get closer to Archangel. In fact, while you speak to him Cathka gets word to send in the bravo team of freelancers.

[014]



015

While you're talking to the mechanic repairing the gunship, a Renegade interrupt opportunity occurs that would allow you to incapacitate the mechanic and make the upcoming battle much easier.

If you are willing to take on some Renegade points, you can give your team an advantage in the upcoming skirmish.

When Cathka bends back over the gunship to do some repairs **[014]** , hit the interrupt to fry him with the electrical tools. With bravo team rushing in **[015]** , nobody notices Cathka slump to the ground.

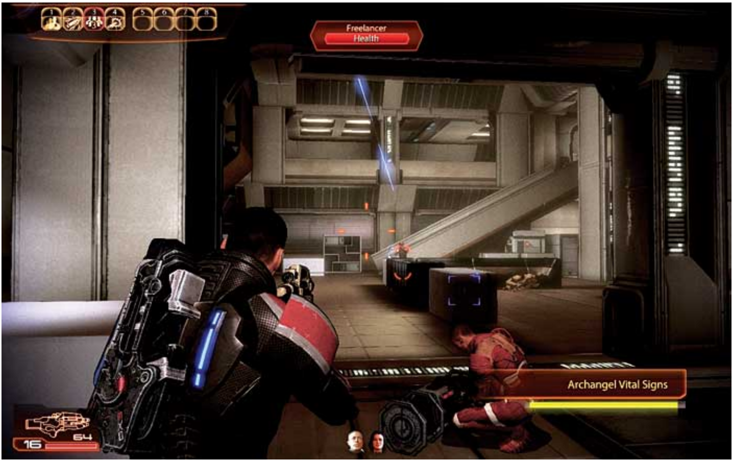
Tip

Now the gunship will not be at full strength later in this mission.

Part 3: Go to Archangel

You must now join the assault on Archangel's position. A meter appears on-screen that tracks Archangel's vital signs; if Archangel dies, you fail the mission. The longer you allow the freelancers and mercs to attack, the greater the chance of Archangel falling.

Turncoat



[016]

You got this close to Archangel by being duplicitous. There's no reason not to finally reveal your intentions at this point.

Open fire on the freelancers **[016]** trying to take Archangel's position (the sooner you do it, the less damage Archangel takes). The first time you fire on a freelancer, word spreads that you are a traitor and the freelancers will fire on you as well as on Archangel.

However, if you have the time, you can collect some of the items in this area first, without being impeded.

Tip

Now is also a very good time to seek out the tech power upgrade at the base of the stairs leading up to Archangel's perch. Scan the Multicore Amplifier with your omni-tool to raise squad tech damage by 10 percent.

	Upgrade > Omni-tool Power Boost X-Mods > Scan > Tech Damage
	Med Kit > +1 Medi-gel > 100 Credits
	Med Kit > +1 Medi-gel > 100 Credits
	Med Kit > +1 Medi-gel > 100 Credits

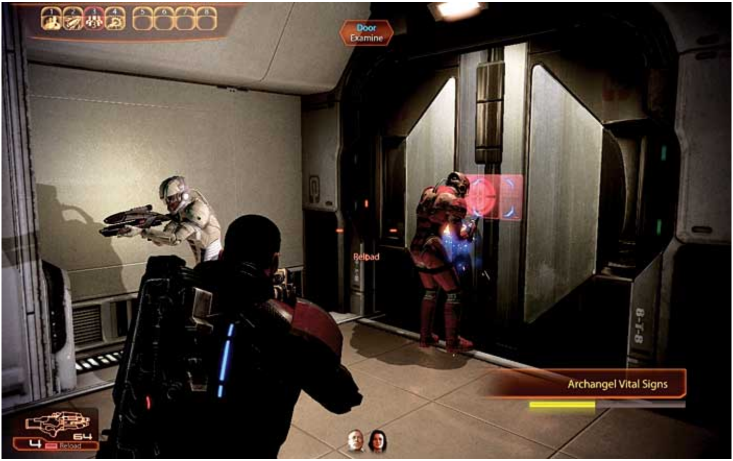
	Spoils of War > Wall Safe > Open > 4,000 Credits
	Med Kit > +1 Medi-gel > 100 Credits

Caution

Don’t shoot the bomb the team is working on. You need that for later.

Tip

If you’re not particularly adept at fighting, you may wish to leave the med kits for your return to this area, as two protracted battles occur where Garrus is holed up.



[017]

There are two members of the infiltration team trying to cut through the door protecting Archangel’s vantage point up on the second floor **[017]** . Take them down and then mop up the rest of the freelancers on the main floor and the stairs.

After all of the freelancers are down, Archangel opens the door the mercs were trying to cut through. Why would Archangel welcome you? It turns out that Archangel has a different name, one more familiar to Shepard: Garrus Vakarian.

[018]

Garrus came to Omega after your reported death in hopes of doing some good without having to cut through layers of red tape. Out here, he can kill criminals without anybody shaking a finger at him.

In fact, some of the locals really appreciate it; that's where the nickname Archangel came from. But now it's time to go. You and Garrus must make a plan for getting out **[018]** .

Although the bridge let Garrus hold off mercs, it will also funnel you directly to them. It's too risky to make a break for it right now, so you decide instead to hold the position and pick off incoming mercs until an escape presents itself.

Hold the Fort

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Eclipse Trooper
Health
Garrus Vital Signs

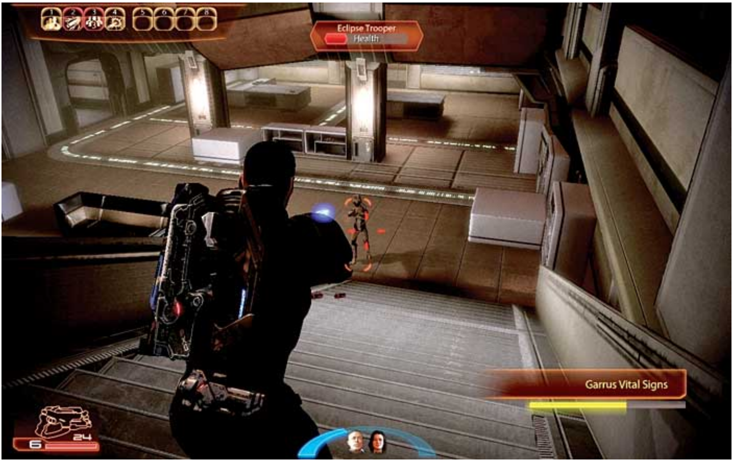
[019]

A look through Garrus's scope reveals that incoming forces include more than just mercs. LOKI mechs are also on the move and coming across the bridge in great numbers.

The goal right now is just to hold off the mechs.Use the Renegade interrupt to take an early shot at the mechs coming over the barricade.

Pick up the M-15 Vindicator near Garrus to add the new assault rifle to your arsenal, check the room for more items and thermal clips, and then join your team as they help take down the mechs from the vantage point **[019]** . Remember: Aim for the heads!

	New Weapon: M-15 Vindicator Battle Rifle
	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Footlocker > Search > 2,000 Credits



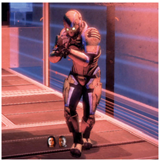
[020]

After you mop up the mechs, a team of Eclipse mercs starts to make a run on Garrus's base. The bomb can come in useful now. Blast it as the mercs try to move into position. The blast radius is good-sized and will drop any merc caught in it.

You cannot just stay on the upper level. You must drop to the main floor to take on the Eclipse thugs directly with your teammates **[020]** .

Enemy Profiles

Eclipse Trooper



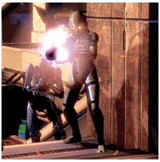
Classification: Minion

Powers: –

Defenses: –

Weapons: Assault Rifle, Machine Pistol

Eclipse Heavy



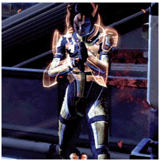
Classification: Minion

Powers: –

Defenses: –

Weapons: Rocket Launcher

Eclipse Engineer



Classification: Elite

Powers: Incinerate, Combat Drone, Shield Boost

Defenses: Shield

Weapons: Machine Gun, Hand Cannon

Eclipse Vanguard

Classification: Elite

Powers: Warp, Barrier

Defenses: Barrier

Weapons: Battle Rifle

Notes and Tactics: What the Eclipse mercs lack in battle training they make up for in weapons and gear.

Eclipse troopers and heavies do not move in a cohesive unit and they attack without much plan, but their weapons (such as the heavy's rocket launcher) can cause real trouble.

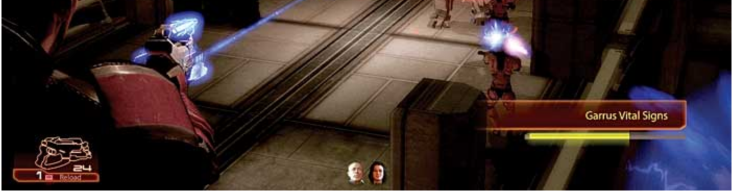
Look for weak spots like exposed heads to take down the low-level Eclipse thugs right away.

Fortunately, most low-level Eclipse troops do not have shields. Watch for the engineers and other higher-ranking mercs, though. These hired guns have shields and barriers.

Tip

Remember; you're dealing with organic enemies now. Incendiary ammo is quite effective against fleshy types.

YMIR Mech
Armor
Reload



[021]

After you bring down the first wave of Eclipse mercs, Jaroth sends in his YMIR mech **[021]** . If you reprogrammed the mech earlier, you will gain a real asset in this fight.

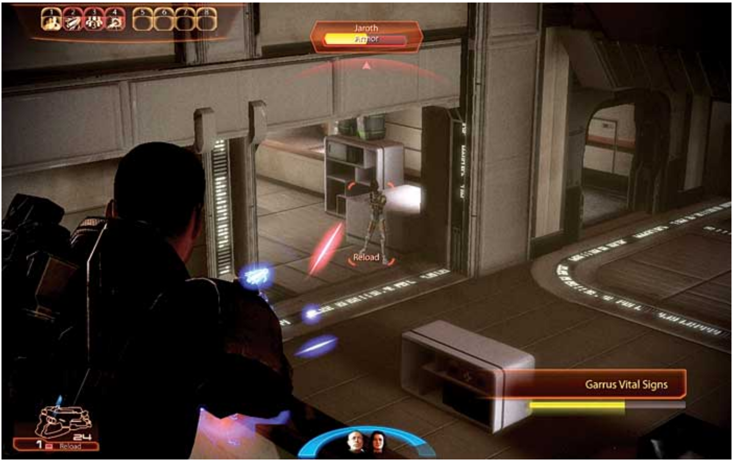
The YMIR turns away from you and instead opens fire on the Eclipse troopers and heavies that pour over the barricade. You can let the YMIR do a lot of the work, but that's a good way to lose the YMIR assist within just a few moments.

Hold back behind the YMIR mech for cover while picking off Eclipse mercs. The more you take down, the longer the YMIR will last.

Caution

The YMIR assist does not last the entire battle. If you keep it "alive" for more than a few waves of mercs, it eventually recovers its original programming and turns on you.

When destroying it, try to time the detonation of the mech so it envelops as many mercenaries as possible.



[022]

Before too long, Jaroth has lost so many Eclipse mercs that he has no choice but to enter the battle himself **[022]** . When you see Jaroth come over the barricade, take cover and concentrate your fire on him.

Your teammates will get the clue right away and also direct their fire at Jaroth. Use powers to weaken the Eclipse boss, and stay in cover whenever possible to avoid his incoming submachine-gun fire.

Jaroth has barriers and shields, so you must bring those down before using some of your squad's powers against him.

Direct your squadmates to attack Jaroth so that they keep him pinned down, then target the Eclipse boss in the head and use incendiary ammo to drop his health.

The Eclipse boss will fall, but that only takes care of one of the three merc gangs after Archangel.

Tip

On higher difficulty levels: Be sure you tag all foes heading across the bridge before they head under your position.

Should this occur, move to the walkway and look down at where the bomb is; shoot the bomb to take out a few foes, and maintain this position so enemies never swarm the stairs.

Tip

After taking down Jaroth, use the lull in combat to collect as many thermal clips as you can, then check the wall safe on the upper level, near Garrus's perch. There are numerous med kits to open, too.

[023]

As soon as you bring down Jaroth, return to Garrus **[023]** . Garrus is pleased to have taken out Jaroth, who was shipping goods made with tainted eezo all over Citadel space. But no sooner than the reunion starts does the building start to shake.

Garrus realizes that the mercs have figured out another way in: the basement. Garrus suggests you head down to the basement and seal off the entrances.

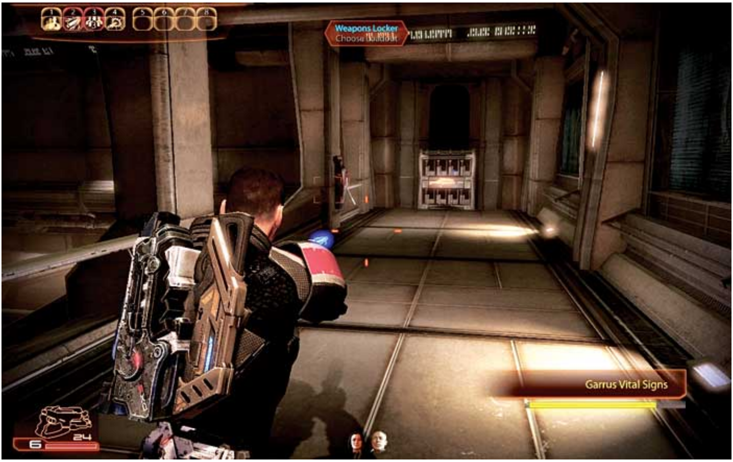
Decision time: Do you take the whole team with you or leave one member behind to help fend off attacks with Garrus?

Taking the full team will make your job easier, but if Garrus has been weakened by merc attacks, then having an extra gun near him will certainly keep him alive longer.

It's your call, but leaving a friend with Garrus does bank Paragon points, and you should be able to handle the basement with one squad member (ideally a teammate that complements your offensive powers, such as a biotic if you're a soldier), unless you're playing on a hard difficulty level.

Part 4: Close Off Basement

Down to the Basement



[024]

After deciding who to leave with Garrus (if anybody), race downstairs and seal up the basement before the Blood Pack can make it inside. Use the door directly below the stairs. A medi-gel station and a weapons locker **[024]** are just beyond the door.

Raid them both; switch weapons to those you wish to use (this is only necessary if you don't like your current offensive ordnance setup or want a squad member to switch to a powerful weapon you don't use).

	Medical Station > Open > Med Kit > 100 Credits

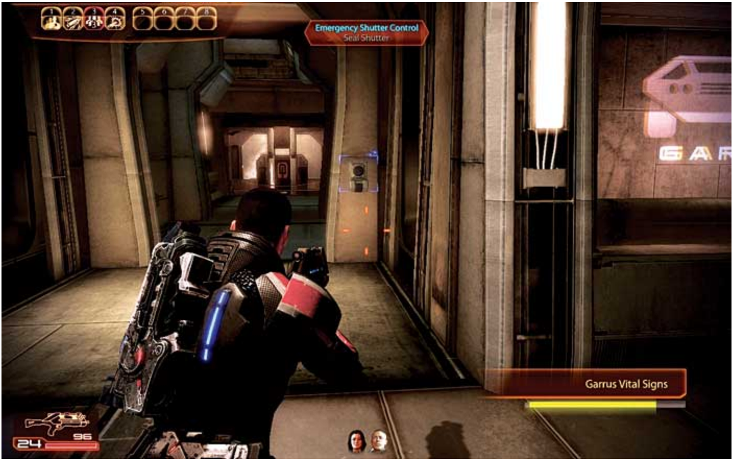
Tip

The basement shutters (all three of them) are controlled by green wall switches. Press the button on the nearest shutter to start to lower it.

Note

You can close the wall shutters in any order. Doing a particular shutter first does not affect the outcome of the mission.

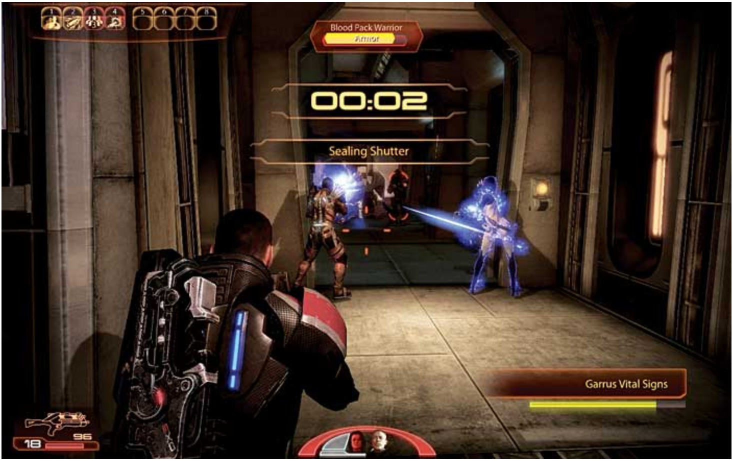
This walkthrough assumes that you start at the shutter nearest the basement entrance (marked Emergency Exit) and move next to the shutters that flank it, starting with the shutter to the right.



[025]

It takes 10 seconds for the shutters to seal **[025]** . As soon as you hit the button, Blood Pack mercs start coming down the hallway ahead of you. You must push them back.

If one of them can reach the shutter and stand under it, that resets the shutter. Hold off the Blood Pack thugs at the gate, using the sides of it for cover while picking them off from a distance.



[026]

Once the initial shutter is closed, use the garage door to intercept a Blood Pack squad attempting to infiltrate the building **[026]** . Use cover inside the room to pick off the Blood Pack thugs as they advance.

Watch for them to step near explosive crates. Shoot the crates to detonate them and kill the surrounding vorcha and varren.

Tip

The majority of enemies in here are Blood Pack troopers without any shielding. Pick them off with headshots.

1
2
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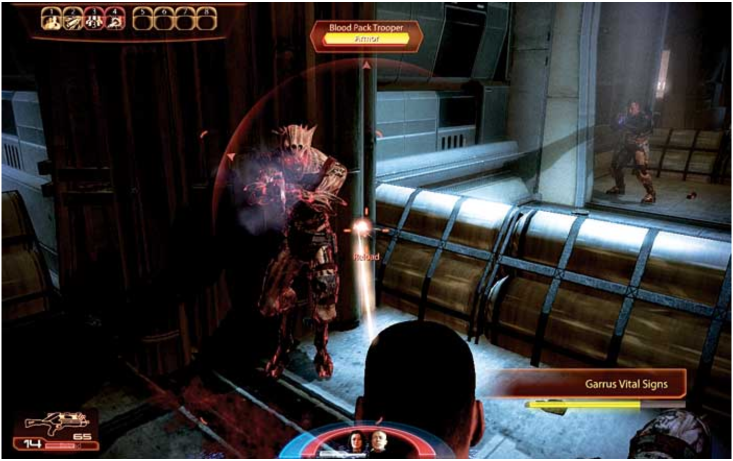
6
7
8
Varren
Health

Garrus Vital Signs
6
24

[027]

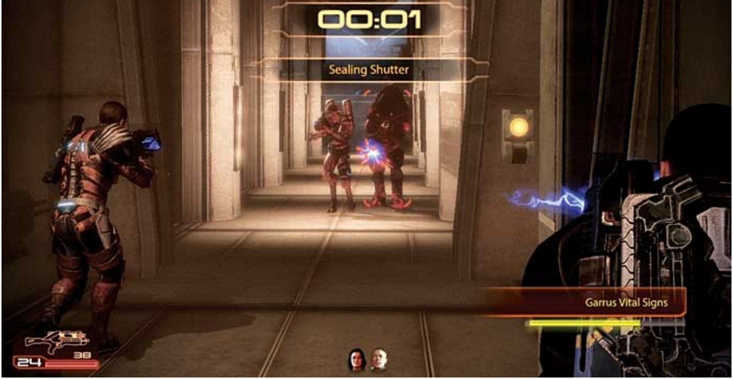
The next shutter is on the far side of the room **[027]** . Take down the Blood Pack mercs then press the button to start the countdown. This wide corridor gives the Blood Pack room to spread out.

Take cover and blast the Blood Pack warriors coming through, but save your heavy weapon for a tougher fight coming up. You must keep them back from the shutter or else it will not close.



[028]

Blood Pack Warrior
Armor



[029]

The final shutter is through the door marked Utility. The door opens into a long corridor with many barricades **[028]** and a med kit.

Blood Pack troopers stream down the corridor, dropping behind the barricades and slowing your progress. Shoot the troopers and vault over the barricades.

The shutter (letter S on the map) is just around the corner at the end of the corridor. As soon as the shutter starts to close, more krogan and vorcha fill the hall **[029]** .

The Blood Pack warriors are the greatest threat, as they can rush the shutter with nothing in their way. Cut them down before they reach the shutter or else the countdown will be halted.

Caution

Be on the lookout for Blood Pack pyros, too. These thugs wield flamethrowers that cause incredible damage.

	Med Kit > +1 Medi-gel > 100 Credits

Tip

Use Overload on a Blood Pack pyro to ignite the flamethrower and neutralize the threat.

Also use Adrenaline Rush (if you have this power) to slow down time and line up lethal headshots throughout these sets of skirmishes.

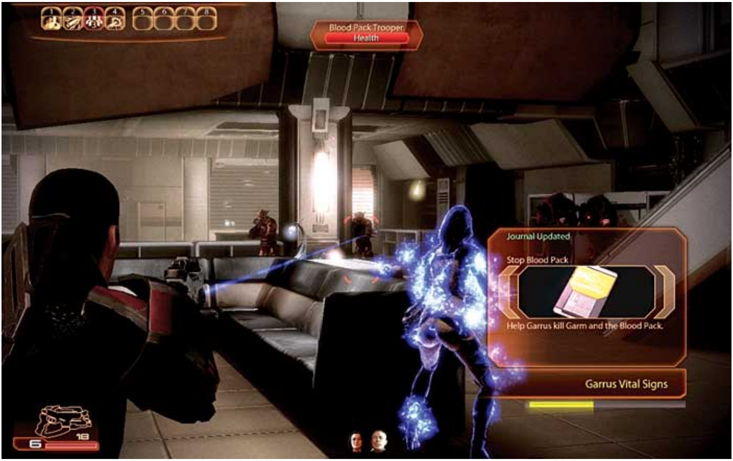
Tip

On higher difficulty levels: Concentrate on the enemies that are devastating at close range (such as the pyro) or those that can regenerate (the vorcha).

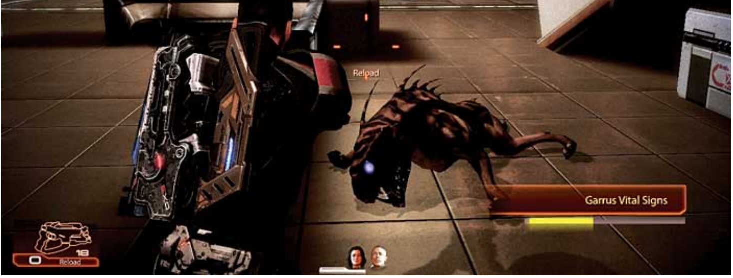
Make a quick dash from hiding place to hiding place, and shut the doors as quickly as you can, to minimize the number of foes that attack you.

After you close the third shutter, Garrus comes over the comm. He tells you to hurry back as Garm and his thugs have breached the area's defenses and are about to attack. Garrus cannot hold off Garm and his mercs alone.

Part 5: The Blood Pack Bleeds Out



[030]



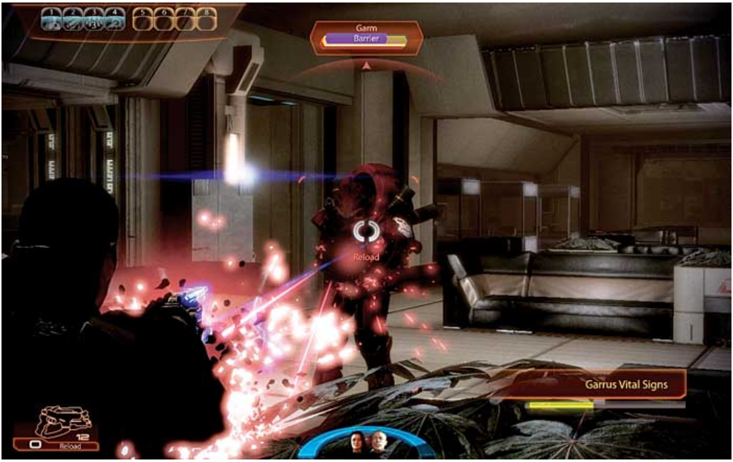
[031]

Hold Off Blood Pack

Garm has every intention of taking down Garrus himself, so he makes a beeline for the stairs. You cannot easily follow. Blood Pack troopers spread out and offer immediate resistance **[030]** .

The longer Garm is upstairs with Garrus, the worse things go for the turian. Direct your team to hold off the Blood Pack near the stairs and chase down Garm.

In addition to the Blood Pack troopers, you must also take down the varren they brought with them. The varren **[031]** aren't terribly bright, but they are fast and can bite hard. Since the varren move fast, either use a close-range weapon to drop them or try biotics to throw them around the room.



[032]

There is likely a Blood Pack warrior flanking Garm that runs interference as soon as it spots you. Watch out for its charge attack. Get out of the way or take it down before you are flattened by the charge.

Garrus and whoever you left behind (provided you actually did) are holding their own against Garm for now, but without you joining the fight, Garrus could be in real trouble. Get Garm in the crossfire and rip his armor apart **[032]** .

With Garm equidistant between you and Garrus, the krogan will not be able to easily pick a target to charge. Lay hard into Garm with weapons and powers.

Tip

On higher difficulty levels: Stay on the upper corridor and defeat any stragglers near the stairs first, and utilize your team's biotic powers on Garm when facing him, as well as focused gunfire at his head. If a squad member was left here, Garm's armor is considerably less thick.

Caution

You won't be able to take the M-15 Vindicator if you don't grab it before the end of Garm's battle!

[033]

After Garm is down, Garrus fills you in on his brief history with the krogan. Apparently, Garm put up quite a fight the first time they tangled. But now? Krogan cannot regenerate their way out of being dead.

Garrus agrees that it is time to get out of here **[033]** . All that is left are the Blue Suns. They are the toughest of the three, but if you've broken the Blood Pack and Eclipse, the Blue Suns should be manageable.

Part 6: Fight Blue Suns

[034]

You don't get a chance to make a break for it. Tarak and the Blue Suns charge Garrus's base with the cover of the gunship **[034]** . The gunship, piloted by Tarak, is a real menace.

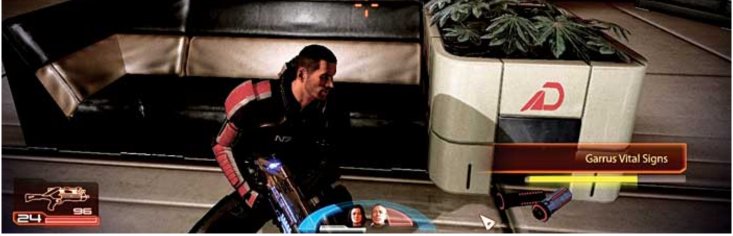
You must take it down, but dealing with waves of Blue Suns mercs makes it impossible to concentrate solely on the gunship.

Note

Did you zap Cathka earlier? If so, the gunship will have only half of its armor. Sometimes being a Renegade pays.

Blue Suns Dawn

Blue Suns Trooper
Health



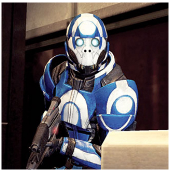
[035]

The gunship blasts the windows out of Garrus's vantage point, allowing Blue Suns troopers to slip into the building. The gunship swerves away to come at the building from another side.

While Tarak flies the gunship around to the side, you must engage the Blue Suns troopers in a firefight **[035]** . Like Garrus said, they are strong and often attack from cover, so taking them out can be challenging.

Enemy Profiles

Blue Suns Trooper



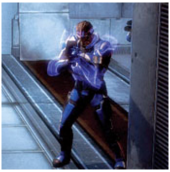
Classification: Minion

Powers: –

Defenses: –

Weapons: Submachine Gun

Blue Suns Legionnaire



Classification: Elite

Powers: Shield Boost, Disruptor Ammo

Defenses: Shields

Weapons: Battle Rifle

Blue Suns Centurion

Classification: Elite

Powers: Shield Boost, Incendiary Ammo

Defenses: Shields

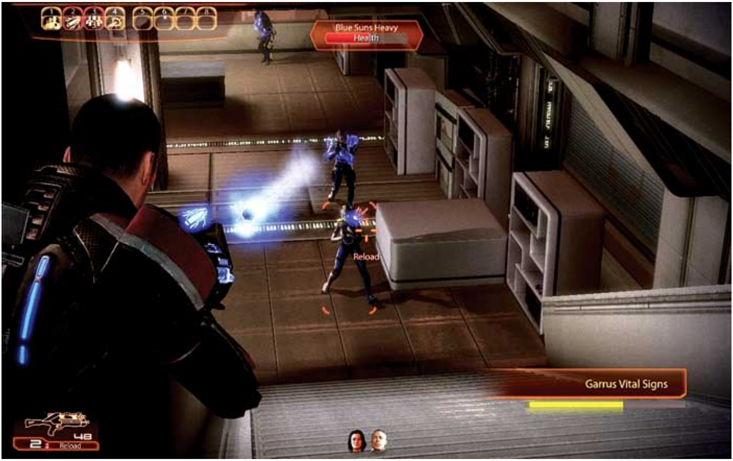
Weapons: Assault Shotgun

Notes and Tactics: The Blue Suns are not to be underestimated. These are the best-trained mercenaries in the Terminus Systems. They use military tactics against their enemies, such as flanking and using available cover to recover from wounds.

The Blue Suns are not biotics, though. But what they lack in powers, they make up for in force, tactics, and weaponry.

Jentha
Health
Garrus Vital Signs
24
72

[036]



[037]

The first wave of Blue Suns is led by a mercenary named Jentha **[036]** . She is a serious threat—lethal with her guns and very smart about maintaining cover until she has a good shot.

She has shields and armor, so it will take a lot of hits to bring her down before the gunship swings around for the next assault.

Also be mindful of Blue Suns trying to take Garrus's base from the stairs **[037]** ; keep moving between the cover of Garrus's chamber to the balcony and stairs, and position your squad members to fire from cover down on foes.

There's no need to head downstairs; you'd lose the height advantage. Finally, be sure to check all rooms (including the storage room on the opposite side of the stairs) for stragglers.

Tip

On higher difficulty levels: Focus your attacks primarily on Jentha (optionally using Drone or Singularity to diminish her prowess), and order your squadmates to spread out on opposite sides of Garrus's chamber, so they can tag foes in all directions.

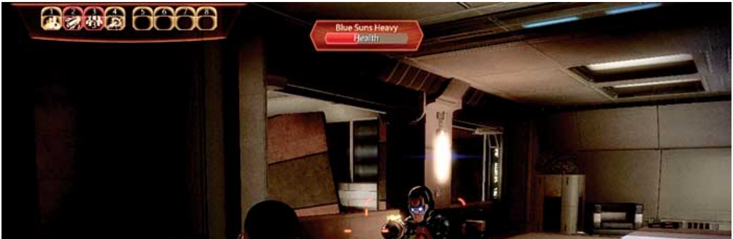
Move to the doorway if foes are scaling the stairs, and cut them down from this cover. Be sure Garrus is checked on too; he must not be allowed to fall before Tarak attacks!

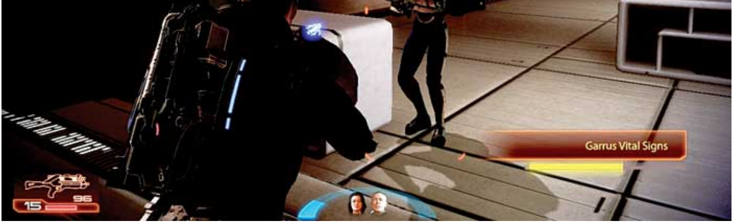
[038]

While you clean up the stairs, the gunship gets the drop on Garrus. The turian falls to the ground, riddled with bullets and clearly in critical condition **[038]** . You must eliminate that gunship. Dive for cover as the gunship hovers outside the window and goes for a missile volley.

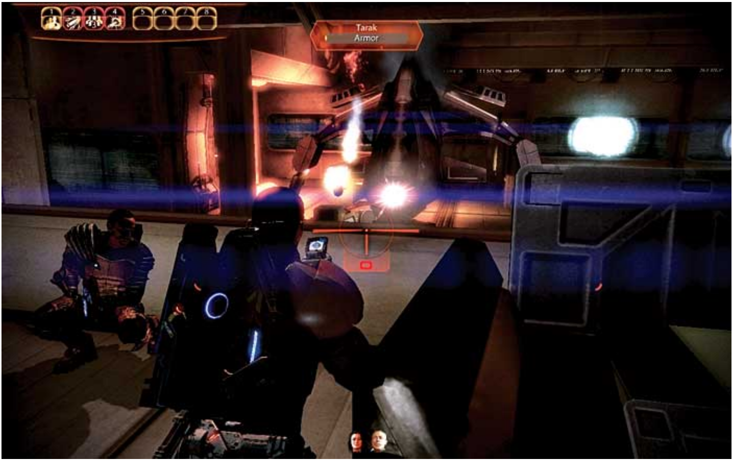
Tip

Blast the gunship with everything you have. Heavy weapons do the most damage, but even if you only have a machine pistol, empty the clip into the gunship.





[039]



[040]

The gunship swings around the building and drops off reinforcements. Take cover and carve through the Blue Suns troopers **[039]** until the gunship appears again.

As soon as the troopers are out, the gunship lowers itself back to the window. Avoid missiles and keep burying shots into the hull **[040]** . If you did not sabotage the gunship earlier, it can withstand a lot of hits.

You will need to collect more thermal clips as needed, and don't stop blasting away until the gunship explodes.

It may take several moves between the courtyard and the window to bring down the gunship, depending on whether or not you took out Cathka earlier in the mission.

Tip

Shotguns are surprisingly effective against the gunship armor—as long as you are right up against the window when firing. Otherwise, your heavy weapon is a good bet for a quick end to Tarak's airborne reign of terror.

Tip

On higher difficulty levels: Attempt to whittle the gunship's armor down as quickly as possible; with a sniper rifle or heavy weapon and quick reflexes, it is possible to destroy the craft without reinforcements arriving.

Entities Encountered > Squad Members > Garrus Vakarian

After the Extraction

[041]

Defeating the gunship gives Joker enough clearance to get a shuttle down and extract Shepard, Garrus, and the team.

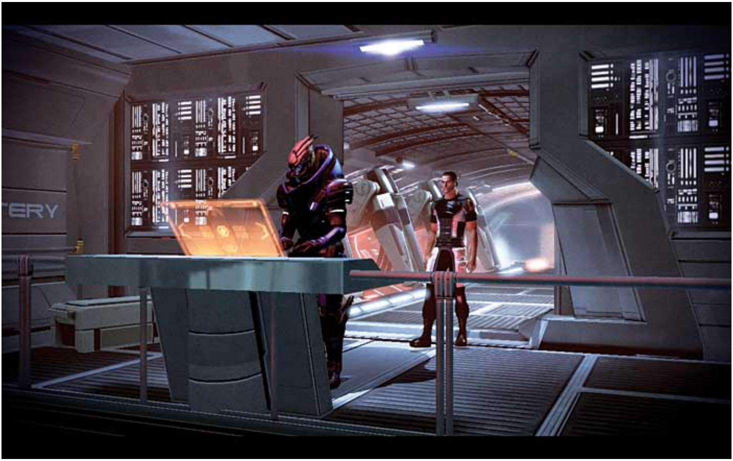
With Dr. Chakwas's medical skills, Garrus is up and walking in no time back on the *Normandy* **[041]** , but he's sporting some scars that will always serve as a reminder of the time he and Shepard took out three rival merc gangs on Omega—at once.

Garrus has his own questions about Shepard's involvement with Cerberus, but since Shepard and Cerberus just dragged him out of Omega before he bled out, he is satisfied with Shepard's instincts.

Note

Be sure to make the rounds and talk to the crew, including Jacob and Miranda, after recruiting Garrus to the mission.

Remember; it takes repeat conversations to foster romance with the crew, so be sure to keep coming back to them after missions to further the relationship.



[042]

Garrus takes up his station in the main battery on deck 3 of the *Normandy* **[042]** . Stop by and talk to Garrus. Find out why he really ended up as Archangel.

It's not a pleasant conversation—Garrus is carrying some heavy baggage. But he appreciates the talk nonetheless.

Private Terminal
Open

[043]

Hit up Shepard's private terminal **[043]** for any incoming messages. There are several waiting. If you stopped that kid from joining up as a merc freelancer prior to the Archangel mission, look for a thank you note. The next message is from Cerberus.

Tip

Special assignments like N7: Lost Operative are optional, but taking them not only increases your credits but results in valuable experience that helps you level up Shepard faster. Going up against the Collectors is no cakewalk, after all.

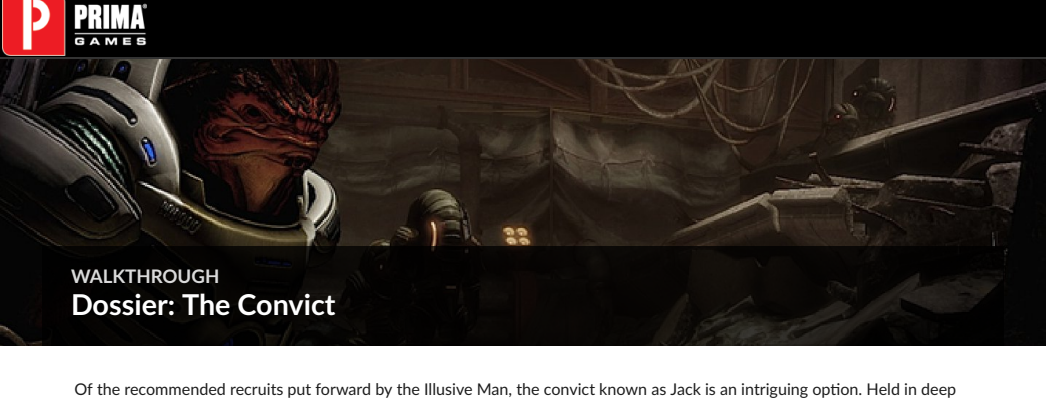
Note

Did you grab that datapad near Jaroth at the Eclipse hangout? Near the first barricade? You can now take it to Aria back on Omega.

Tip

You can return to Omega now and undertake the special assignment The Patriarch. It is also wise to purchase as many items as you wish from the Omega Marketplace so you don't backtrack to Omega until you really need to.

If you are still seeking recruits, direct the *Normandy* to your next stop. Garrus can now be a part of the away team.

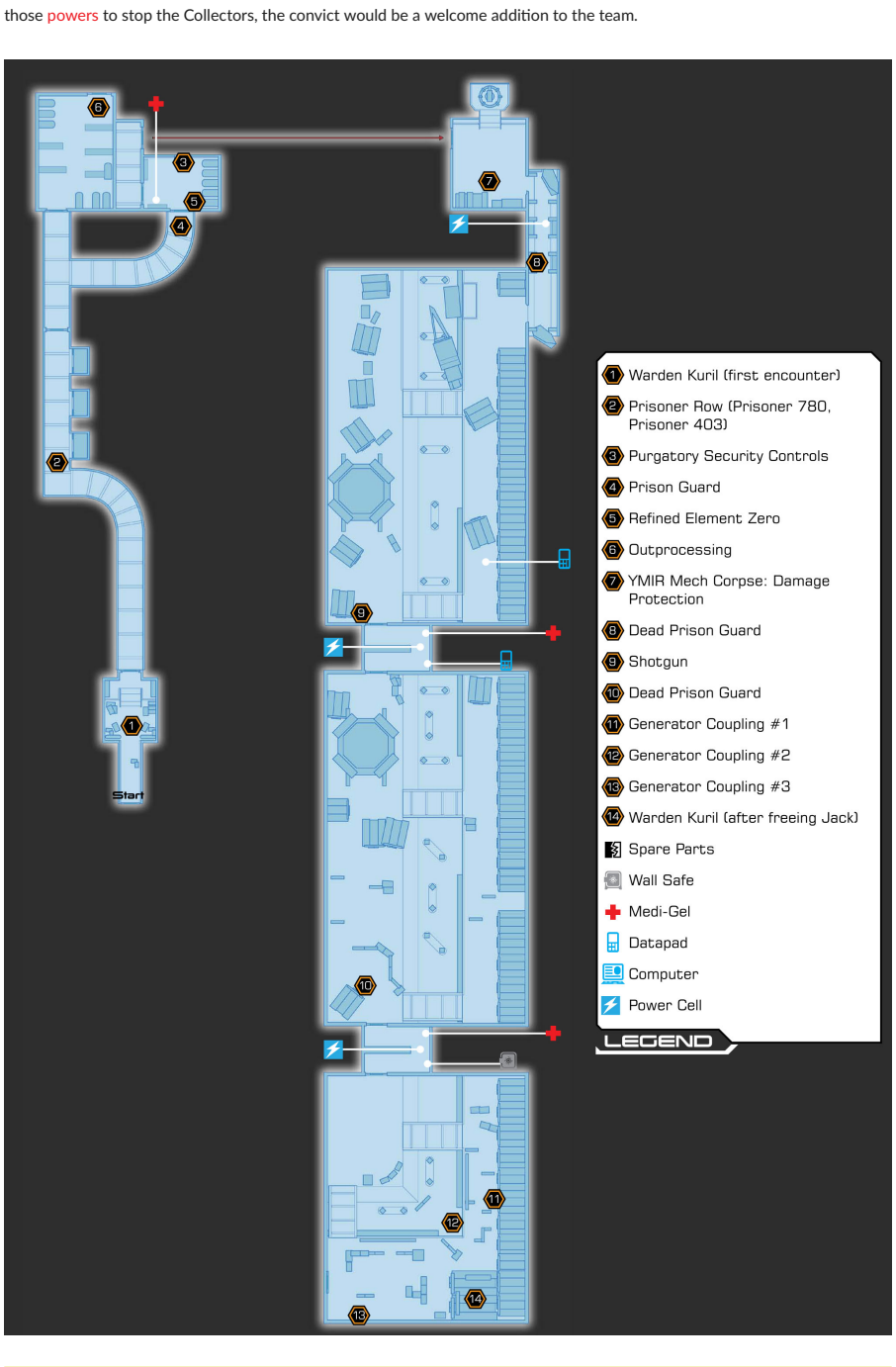


WALKTHROUGH

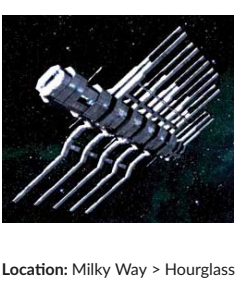
Dossier: The Convict

Of the recommended recruits put forward by the Illusive Man, the convict known as Jack is an intriguing option. Held in deep cryo on the Blue Suns–controlled prison ship Purgatory, Jack has a hard-core criminal record that includes some heinous violent crimes.

However, Jack is also rumored to be the most powerful human biotic in existence. If Jack could be freed and convinced to use those powers to stop the Collectors, the convict would be a welcome addition to the team.



Mission Data



Location: Milky Way > Hourglass Nebula > Osun > Prison Ship Purgatory

Experience Available: 1,000

Entities Encountered > Squad Members

- Jack

Entities Encountered > Enemies

- Blue Suns > Centurion
- Blue Suns > Commander
- Blue Suns > Heavy
- Blue Suns > Legionnaire
- Blue Suns > Trooper
- FENRIS Mech
- Prisoners
- Warden Kuril
- YMIR Mech

Spoils of War > Total Credits: 30,000

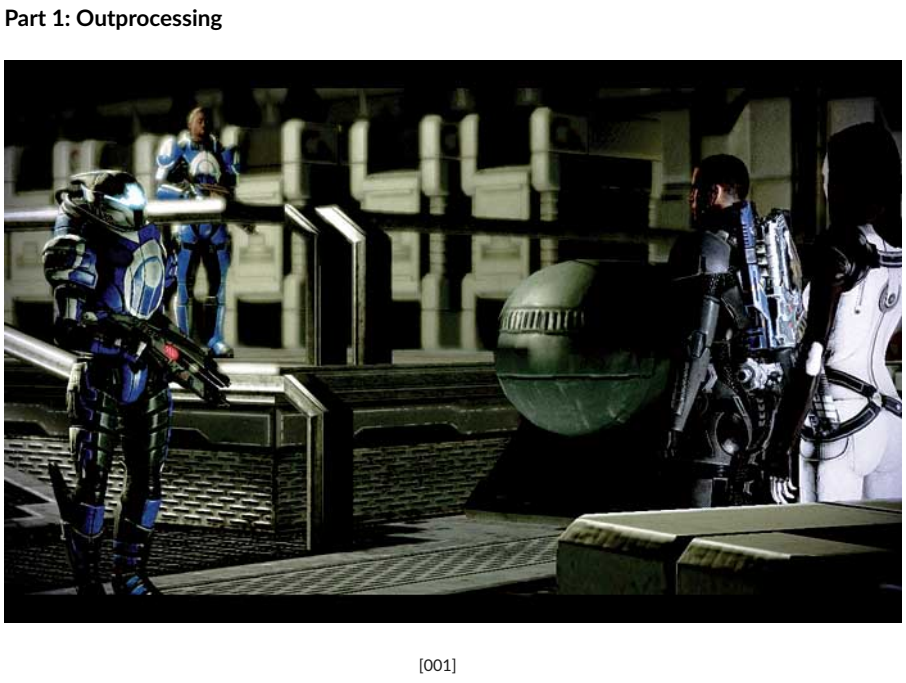
- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades > Damage Protection (Ablative VI)

Spoils of War > Upgrades > Shotgun Damage (Synchronized Pulsar)

Spoils of War > Resources > Element Zero: 500

Part 1: Outprocessing



[001]

[002]

Converted from an ark ship designed to transport animals, the Purgatory is now a prison ship owned by the Blue Suns mercenary force. The ship's population, partially composed of political prisoners and prisoners of war, is officially listed at 4,350.

However, the ship's population fluctuates; some reports have placed the actual prisoner count at over three times that amount when the ship is especially overcrowded. The Purgatory is a large vessel but not sizable enough to safely hold that many prisoners.

The Illusive Man has already arranged for Jack's release. When Shepard arrives at Purgatory, all that is left to do is wait for the Blue Suns that run the ship to bring the prisoner out of cryo and prep Jack for transfer.

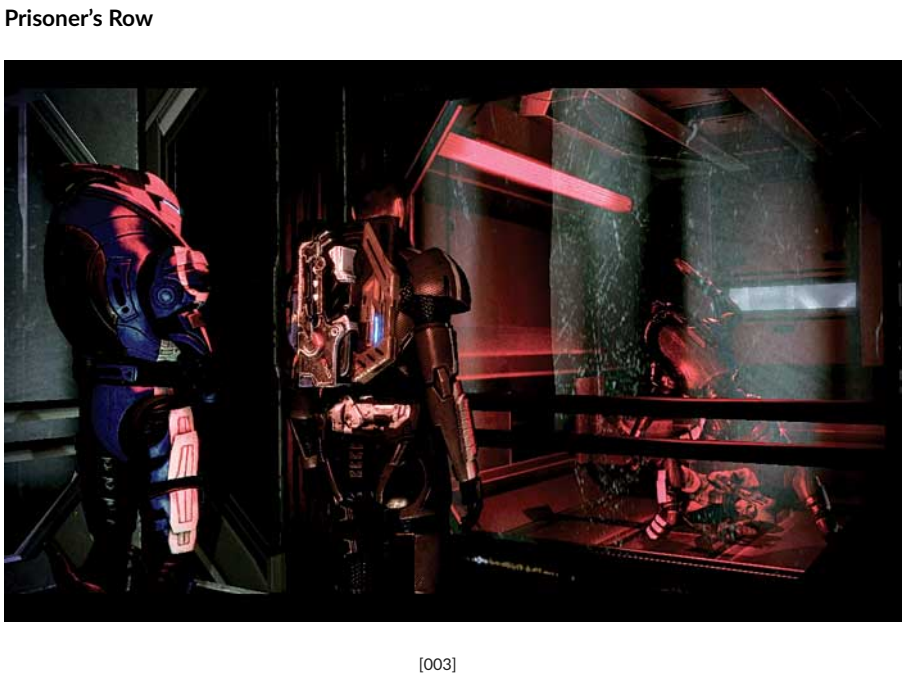
The Blue Suns guard waiting for Shepard and the team at the docking bay **[001]** requests that they leave their weapons with him. Shepard refuses. Warden Kuril intervenes and decides to allow Shepard to enter the ship fully armed.

The Warden leads Shepard and the team into the ship, passing by cell block 2, where the Blue Suns keep the worst of the worst in deep cryo.

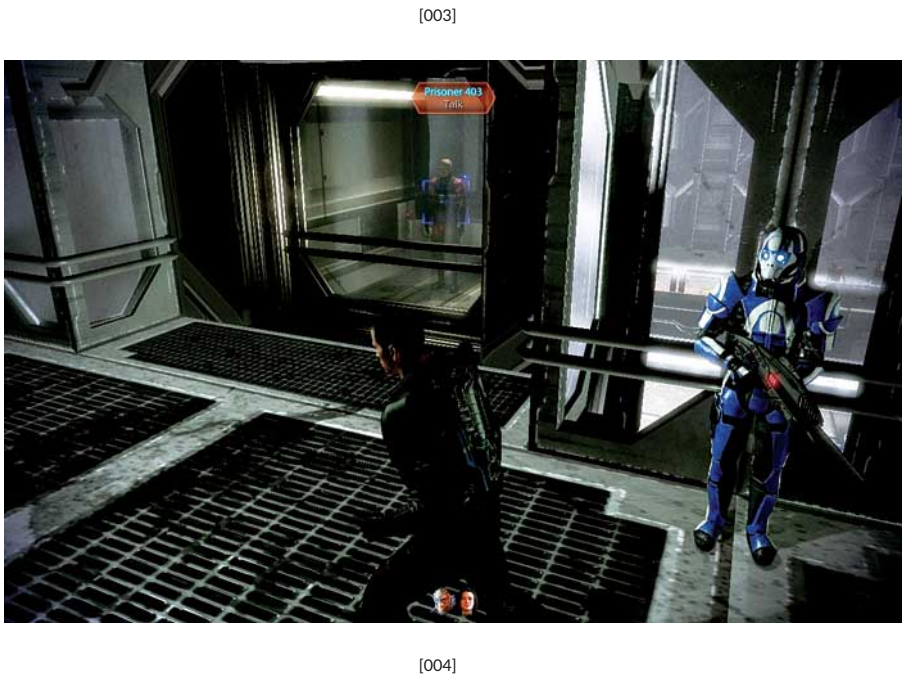
Kuril explains that each prisoner cell is a pod that can be jettisoned into space with the press of a button, and he has not been shy about blasting a few into the ink to underline his authority on Purgatory.

Shepard can also talk to the Warden about Jack and the costs of running the prison ship **[002]** . Kuril has no kind words for Jack, but when describing the convict's penchant for violence, there is a degree of reverence in his voice.

Prisoner's Row



[003]



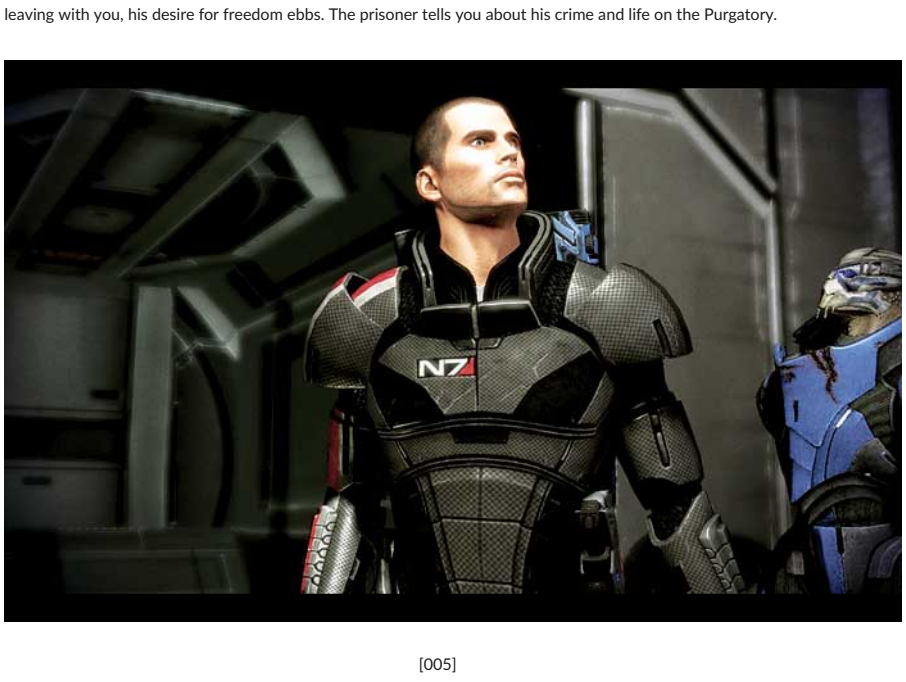
[004]

Follow the Warden's directions to Outprocessing. As you walk, you pass a few holding cells. Stop at the first one.A prisoner in the holding cell is being savagely beaten by a guard while another watches .

This is a Paragon/Renegade moment. You can encourage the guards to keep on thrashing the prisoner, forcefully tell them to stop, or appeal to their better natures and convince them that the act is beneath them.

Helping call off the beating earns Paragon points while turning a blind eye is a Renegade action.

Talk to Prisoners 780 and 403 in the next cells **[004]** . Prisoner 780 initially wants you to free him, but when he hears Jack is leaving with you, his desire for freedom ebbs. The prisoner tells you about his crime and life on the Purgatory.



[005]

Once you enter Outprocessing, the Warden springs his trap **[005]** . Kuril has no intention of handing over Jack.

He is going to keep the credits and imprison your team for a ransom. Such treachery should have been expected of the Blue Suns. When you refuse to go quietly, the Warden sends in a platoon of Blue Suns troopers and centurions.

Get to Cryo

[006]

The Outprocessing room quickly fills with Blue Suns. Use the benches in the room as cover for you and your squad and return fire **[006]** . Hold them at the door as long as possible.

The centurions have shields, so you must blast through those before using biotics to take them down. Since these are organic beings, incendiary ammo works well.

Cryo ammo puts the Blue Suns into deep freeze for a few seconds, giving you time to advance and blast them without any return fire. The Blue Suns also release FENRIS mechs into the room to stop you.

Blast the galloping mechs before they get close enough to zap you with taser bite. Then take any thermal clips you find.

[007]

[008]

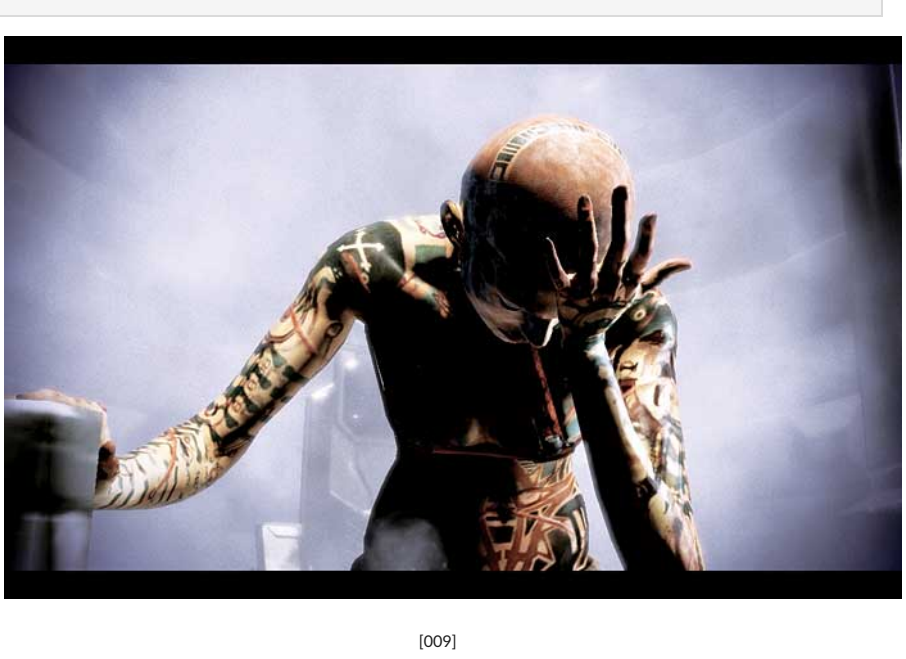
The corridor leading out of Outprocessing and into the cryo chamber is blocked by Blue Suns. Duck behind cover and blast the Blue Suns troopers and legionnaires as they storm the hall **[007]** .

They will look for cover themselves, so you may need to advance to flush the stragglers out of hiding. The cryo technician in the next room is calling for reinforcements.

Cut him down and then ransack the room for eezo and medi-gel **[008]** .

All that is left to do now is unfreeze the cryo prisoners to free Jack by accessing the *Purgatory* Security Controls. Other prisoners will escape, though.

Spoils of War > Resources > Refined Element Zero > Open > 500
Medical Station > Open > Med Kit > 100 Credits



[009]

[010]

[011]

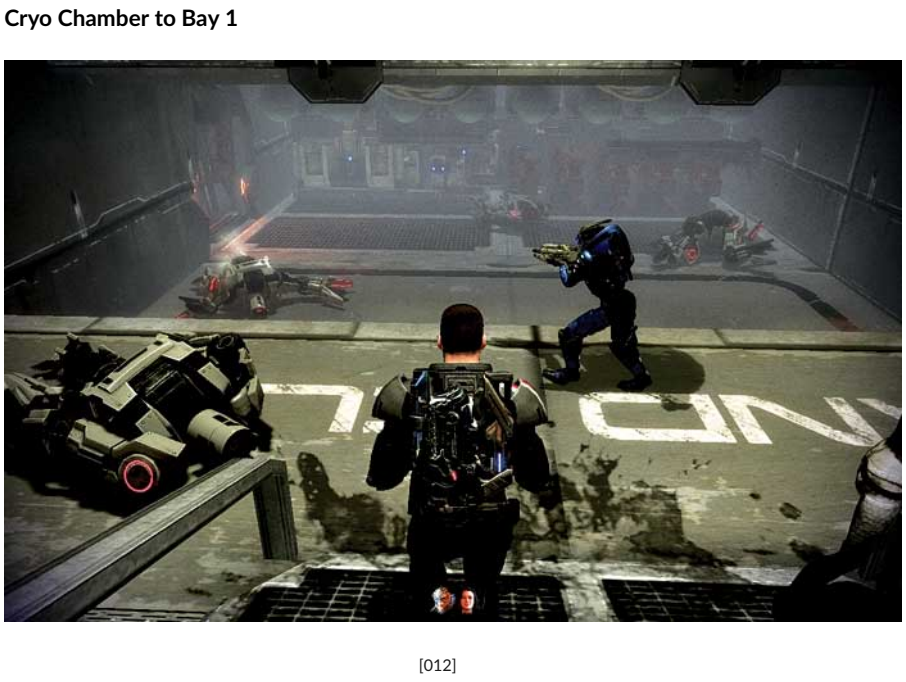
Jack may not be exactly what you expected **[009]** . The most powerful human biotic in the galaxy is a small, lithe woman covered in tattoos from head to toe.

Jack breaks the bonds that hold her in the cryo pod **[010]** and stumbles forward just as three YMIR mechs close in to keep her contained. It doesn't take long for Jack to concentrate her biotic power on the closest YMIR **[011]** .

You need to get down there before her temper lets her not only rip up the YMIR but also escape the *Purgatory* for good.

Part 2: Find Jack—Chase Through *Purgatory*

Cryo Chamber to Bay 1



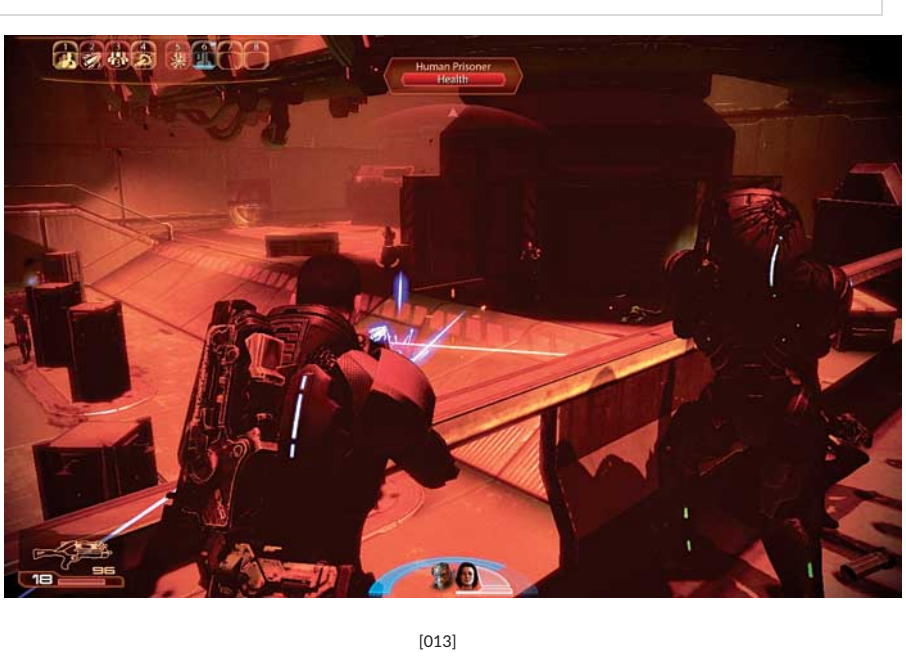
[012]

When you drop down into the cryo chamber, you discover the ruined shells of the three YMIR mechs. Scan the wreckage of the middle mech with your omni-tool **[012]** to pick up Ablative VI.

This damage protection tech adds 10 percent to your squad's shields, barriers, and armor. It's a useful find considering the gauntlet you must soon endure to chase down Jack as she makes her way to the exit.

Follow the corridor past some downed Blue Suns (Jack's been through here, obviously) and pick up power cells that resupply heavy weapons, as well as credits from a dead prison guard.

Upgrade > YMIR Mech Corpse > Scan > Damage Protection
Ammunition > Power Cells > 2 Heavy Weapon Ammo
Spoils of War > Dead Prison Guard > Access > 1,500 Credits



[013]

014

The corridor empties into a huge bay that bears all the signs of Jack: fire, explosions, and wreckage. The Blue Suns are holding their ground in this room, firing back with everything they have.

A YMIR mech joins the Blue Suns squad, unleashing gunfire as well as rockets. You can use the railing of the bridge overlooking the bay as cover or move down to the right of the bay and inch up behind crates **[013]** .

Use heavy weapons to flush out the Blue Suns when they hide behind pillars, crates, and barricades.

There are human prisoners in the trench below the bridge. They are engaged with the Blue Suns but will not hesitate to turn on you.

The YMIR mech is programmed to kill anything that is not Blue Suns, so while it may at first look like the YMIR is trained on the escaped prisoners, don't get too comfortable. Those guns will turn on you soon enough **[014]** .

There is a Blue Suns commando in the bay, too. Armed with a rocket launcher, it can cause real trouble from a distance. If you have a grenade launcher or sniper rifle, target the commando early.

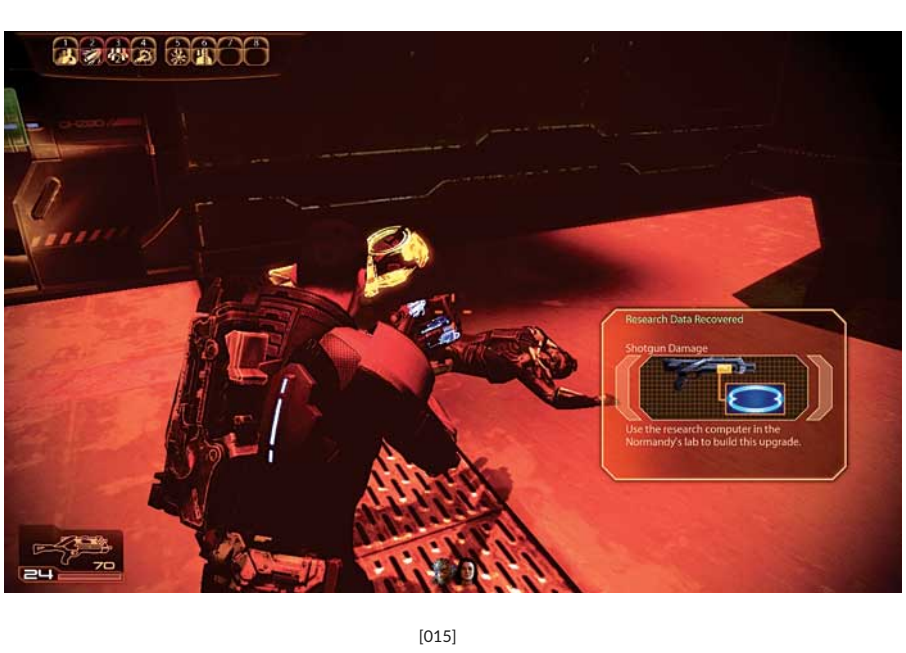
Tip

Do not target the prisoners. Let them continue firing on the Blue Suns, effectively doubling your firepower until the prisoners are overwhelmed by the Blue Suns.

Tip

On higher difficulty levels: You must whittle the YMIR mech's armor down with biotic powers in addition to gunfire. Keeping your distance and utilizing sniper rifle shots that are well-timed and accurate are the keys here.

Stay on the upper walkways and bridges when you are able. Leave the prisoners and troopers to fight each other for as long as possible; concentrate on that mech!



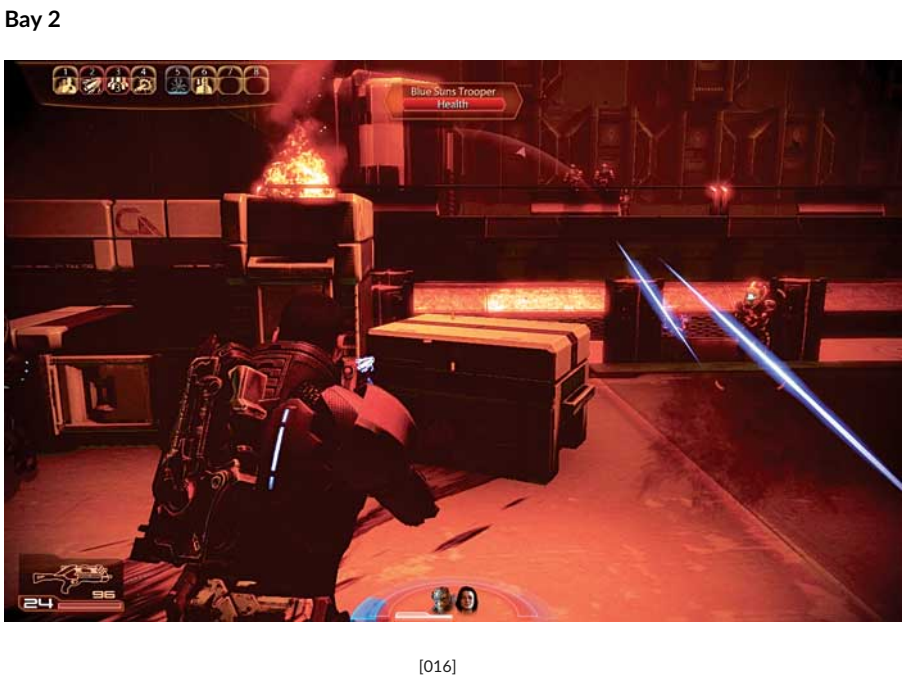
[015]

Before moving through the open door on the far side of the bay, check the body of the prison guard off to the left **[015]** . Scan his shotgun to pick up the Synchronized Pulsar upgrade, which increases shotgun damage.

Check the dead prison guard for more credits. Then pick up the medi-gel and power cells in the hall behind the bay. There's a second guard to take credits from.

Upgrade > Shotgun > Scan > Shotgun Damage
Spoils of War > Dead Prison Guard > Hack PDA > 4,500 Credits
Medical Station > Open > Med Kit > 100 Credits
Ammunition > Power Cells > 2 Heavy Weapon Ammo
Spoils of War > Dead Prison Guard > Access > 4,500 Credits

Bay 2



[016]

[017]

Another bay, another squad of Blue Suns. These centurions seem to have the prisoner population under control, so they immediately turn their fire on you. Dive behind the crates **[016]** and take out the first set of Blue Suns spotted in the trench.

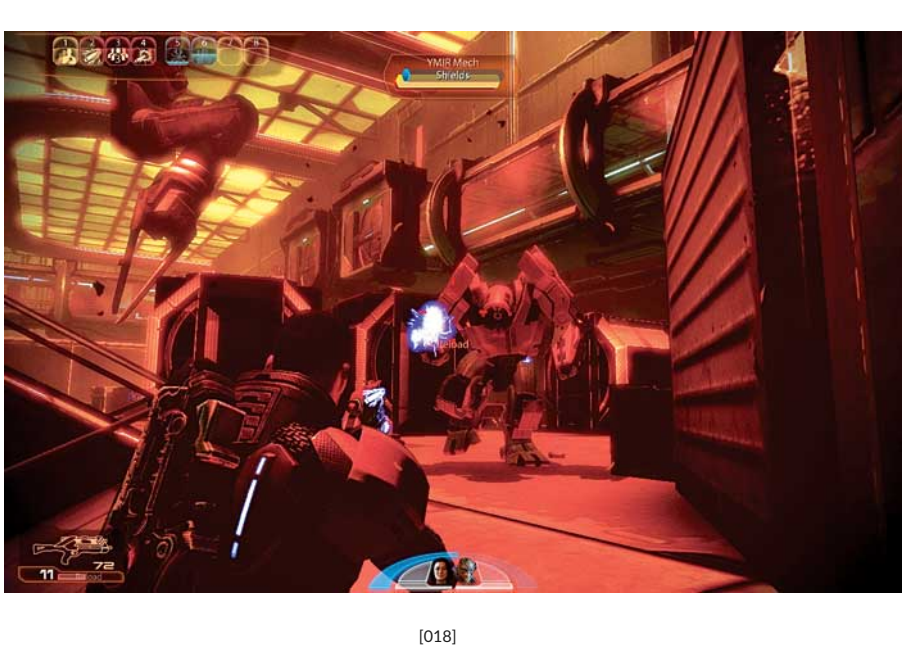
An explosive container rests on the bridge opposite you, right next to some additional Blue Suns troopers. Nail the container before the troopers stray too far from it. The blast is powerful enough to kill. Even if the troopers manage to avoid death, they will lose a lot of health.

You cannot pick off everybody from the crates near the door. You must enter the trench **[017]** . There are several barricades in the trench to use for cover, but the Blue Suns have the same idea.

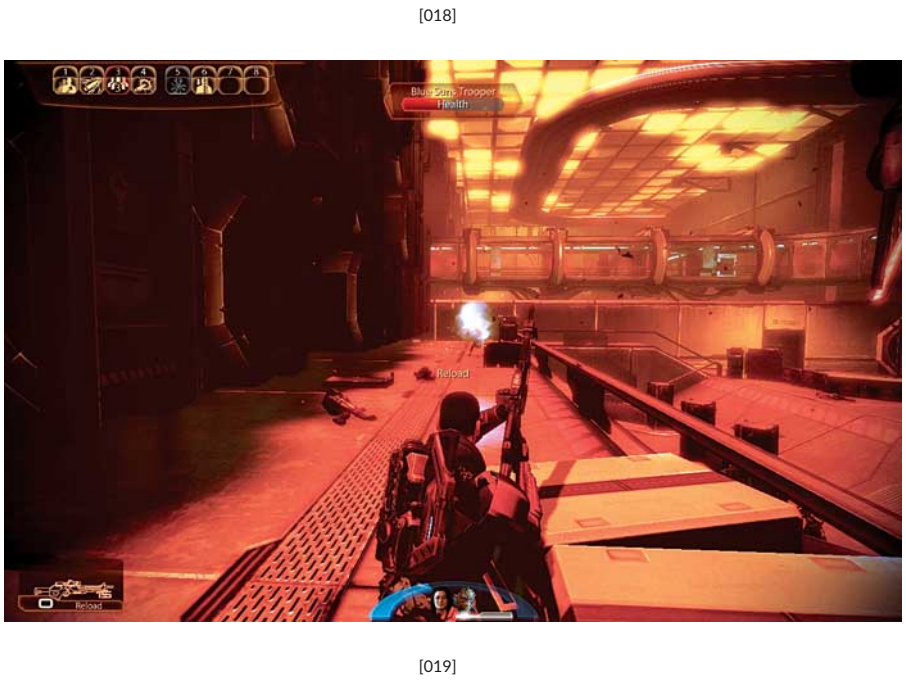
Do not rush the trench. These are not krogan you are dealing with. The Blue Suns troopers will hang back and use cover. If you try to advance too quickly and get too far out in the open, the troopers will cut you down.

Tip

Move your squad up the trench with you. While you can easily help them out with Unity if they get into a tough spot, they cannot always return the favor.



[018]



[019]

As you move down the trench, another YMIR stomps into action **[018]** . Duck from the rockets and return fire. If a squad member has Overload, use it on the mech to pop its circuits. There is no shame in retreating back up the trench.

Lure the Blue Suns under one of the bridges and then scramble above them for the vantage point. When you can duck out of the trench to the right, advance from crate to crate.

Never remain out in the open. Try to secure the upper walkway on the left side **[019]** (when facing the exit) and rain death down from above before circling around to the exit door.

Tip

On higher difficulty levels: Between the second and third waves of enemies, stay off the upper walkway so foes don't focus on you; there are better hiding places, such as beneath one of the trenches.

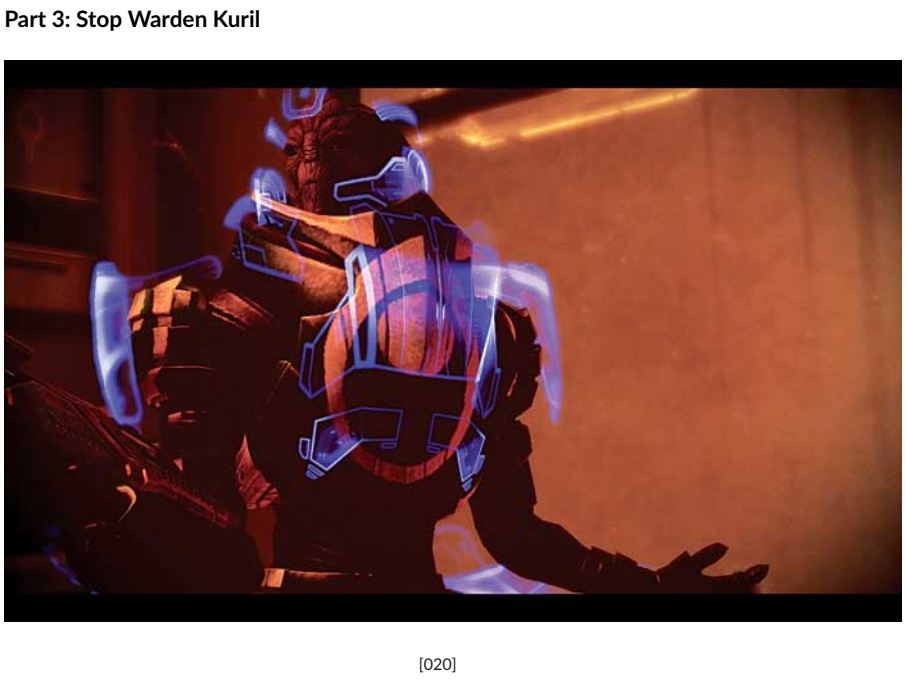
Edge forward, tag a few foes, retreat, and if your cover is compromised, move to the crates on the right side. Or stay in this cover and utilize your offensive powers, and be sure your squad members do, too.

Snag 1,500 credits from the body of the dead prison guard at the far side of the bay, next to the catwalk bolted to the wall.

When the bay is clear, pass through the far door. Look for a hackable wall safe (3,000 credits), a medi-gel station, and a crate of power cells just around the corner.

Spoils of War > Dead Prison Guard > Access > 1,500 Credits
Medical Station > Open > Med Kit > 100 Credits
Ammunition > Power Cells > 2 Heavy Weapon Ammo
Spoils of War > Wall Safe > Bypass > 3,000 Credits

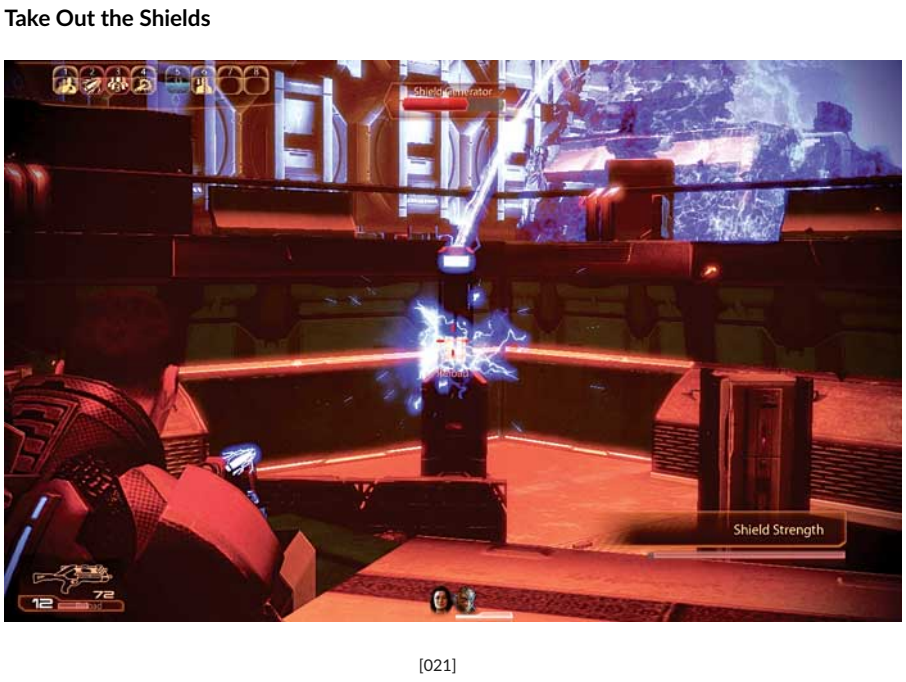
Part 3: Stop Warden Kuril



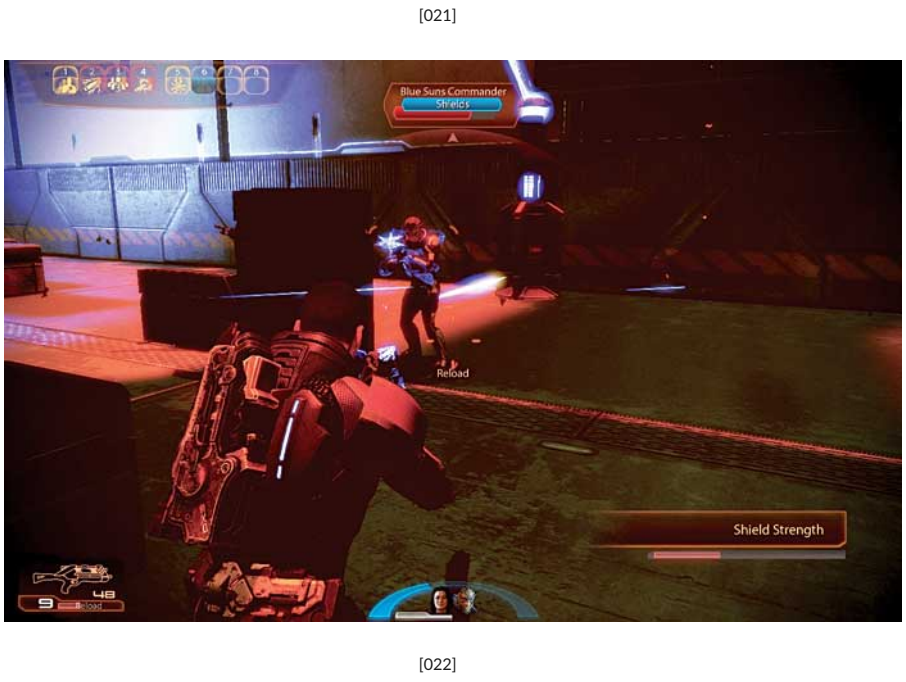
[020]

The Warden is furious that Shepard has made such a mess of his prison **[020]** . While Kuril might not be able to contain Shepard now, he does plan to recapture Jack. Shepard and the team must take out Kuril as soon as possible before the Blue Suns can regroup and hunt Jack.

Take Out the Shields



[021]

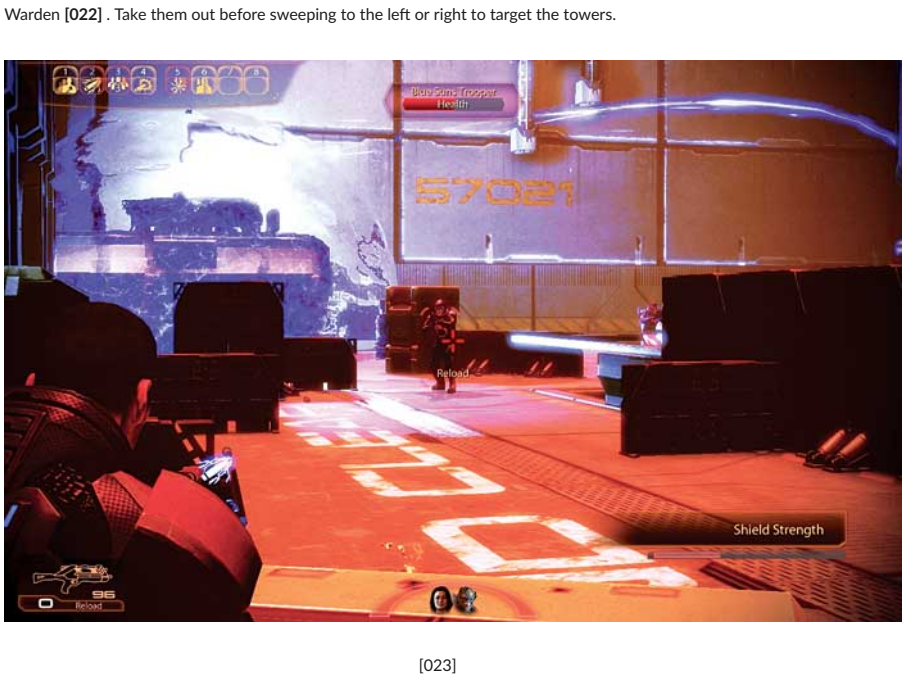


[022]

Kuril takes few chances mounting his assault on you. The Warden hides behind a shield, which is powered by three generators. To disable the shield and put the Warden out of business, you must destroy the three generators.

Look for the towers with crackling blue energy arcing out of their spires **[021]** . The blue panel on each tower is the weak spot. Blast that panel to blow up the tower and weaken the shield.

You must destroy all three generators before you can attack Kuril. Blue Suns legionnaires fill the room between you and the Warden **[022]** . Take them out before sweeping to the left or right to target the towers.



[023]

The Warden's minions remain outside the shield bubble to defend the generators **[023]** . Do not focus on the shield generators to the exclusion of the Blue Suns.

Shield generators do not shoot back. Once you have dropped enough Blue Suns to cause a break in the firefight, then focus fire on one of the towers.

Tip

On higher difficulty levels: The additional cover on the left side, along with lack of incoming Blue Suns foes entering close to your group, makes that side an arguably safer route to take.

Concentrate on the generators, perhaps giving one or both squad members the Blue Suns to tag, and remove the Warden's shield as quickly as you can.

The Warden

[024]

As soon as the Warden is exposed, train your fire on him **[024]** . Kuril is armed with an assault rifle and has a good shot, so always use cover while the Warden is firing.

When there is a break in the assault, return fire. The Warden will duck behind a barricade, so try to catch the Warden before he disappears or right when he pops back up.

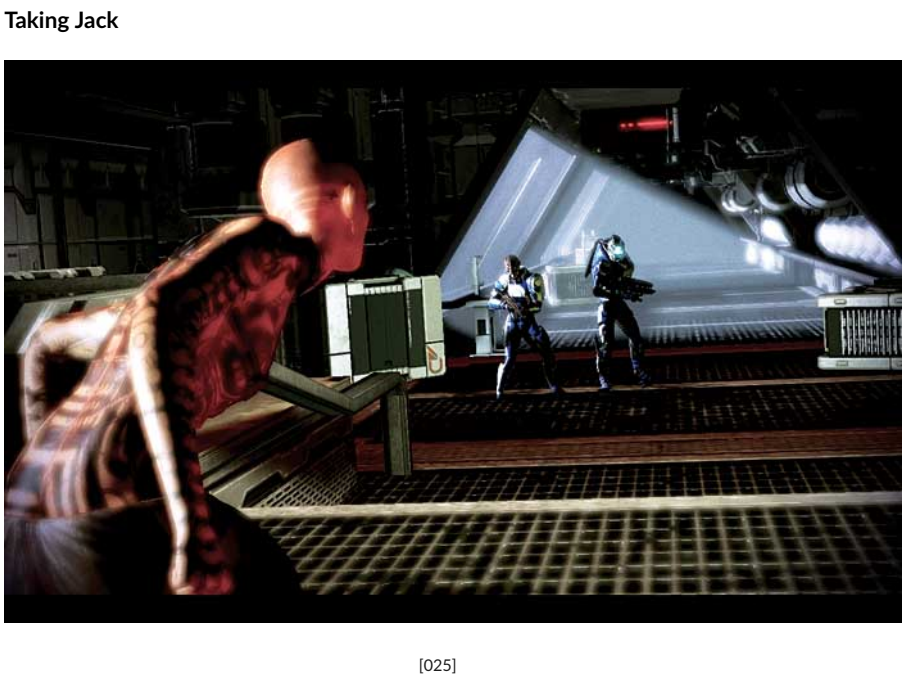
Note

The Warden has both shields and armor, so having a full complement of your regular and biotic attacks (from yourself and squad members) is advisable at this point.

The Warden has the upper hand by virtue of his perch, but sniper rifles or heavy weapons are great equalizers.

If any part of the Warden is exposed, target the spot with one of these weapons. The splash damage from a grenade launcher or missile launcher alone will shred Kuril's shields as well as his health.

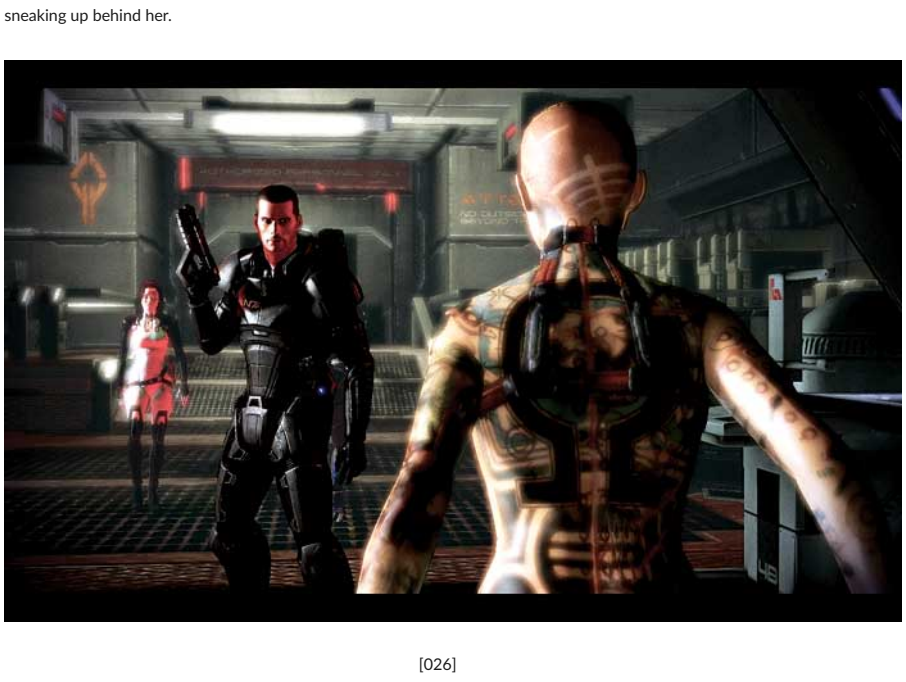
Taking Jack



[025]

After the Warden falls, Shepard watches Jack sprint toward the docking bay **[025]** . Jack is cornered by Blue Suns as she approaches the docking bay, which slows her down.

After dispatching some of them with her biotic powers, she spies the Cerberus symbol on the side of the *Normandy* . This sends Jack into a fit. So distressed by the fact that Cerberus has come for her, she completely misses a Blue Suns merc sneaking up behind her.

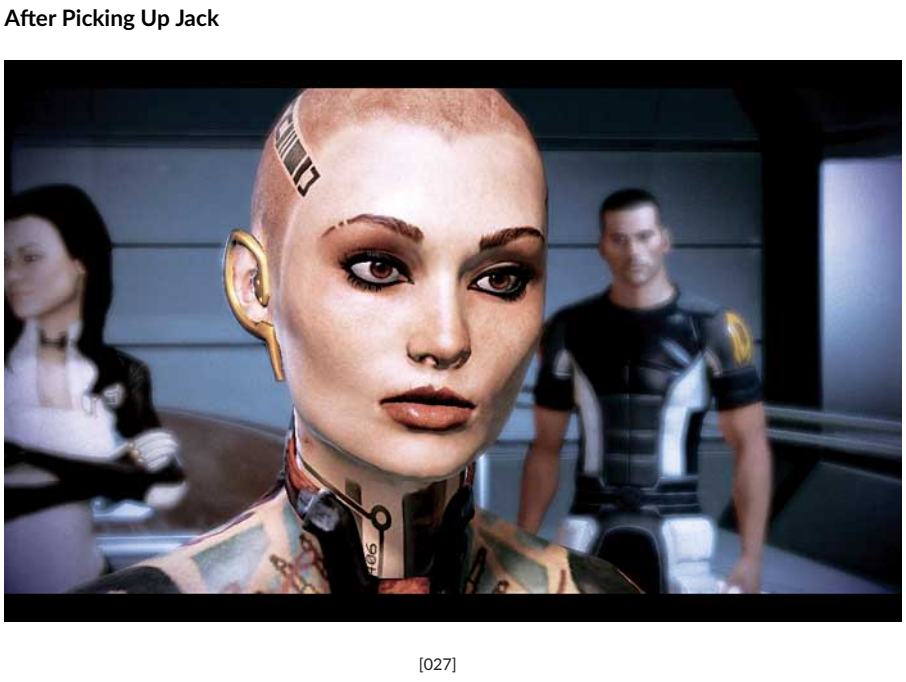


[026]

Shepard drops the merc just before he can get a shot off on Jack. Although you just saved her life, Jack still seems mistrustful—you're Cerberus. Talk to Jack to solve the standoff [026].

Eventually, Jack proposes a deal. Allow her to see the files Cerberus has on her and she will go with you. Shepard can either immediately agree or bluff and risk angering Jack later. However, letting Jack into Cerberus files certainly is not going to endear Shepard to Cerberus...

After Picking Up Jack



[027]

[028]

Jack wants that access right away **[027]** . Shepard can either give it to her or make her wait until she's settled in.

Either way, Jack takes up residence down in the lower level of deck 4, the engineering deck. Shepard should take a moment to go down and speak to Jack before heading off on the next mission.

Note

On the way down to deck 4, stop off for a quick visit with Chambers by the galaxy map to get her assessment of Jack's stability.

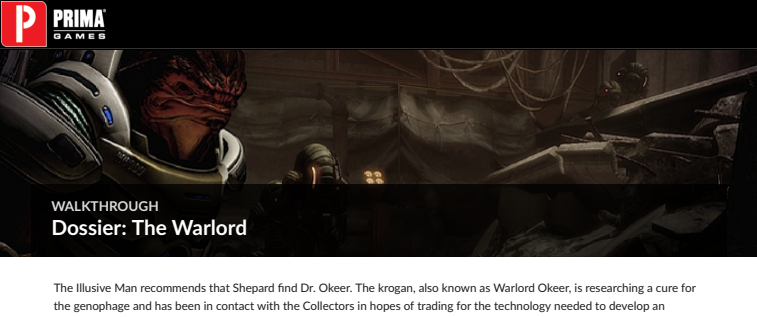
If Shepard allowed Jack to look at the files, the convict's stance softens. Down in engineering **[028]** , Jack warns Shepard that Cerberus is into some pretty nasty stuff—and she's an expert on nasty stuff.

Jack will go along with the mission for now, but she still plans to comb the data for incriminating evidence to use against Cerberus.

It comes to light that Jack hates Cerberus because Cerberus essentially made Jack what she is. Cerberus raised her in a research facility, but Jack escaped. Cerberus has been chasing her ever since.

The conversation also presents a male Shepard with the opportunity to get a little closer to Jack. Jack marvels at the power of the *Normandy* and suggests Shepard take it as a pirate vessel.

Shepard can either defend the mission or ask Jack how she would help. Could this little flirtation be the start of something?

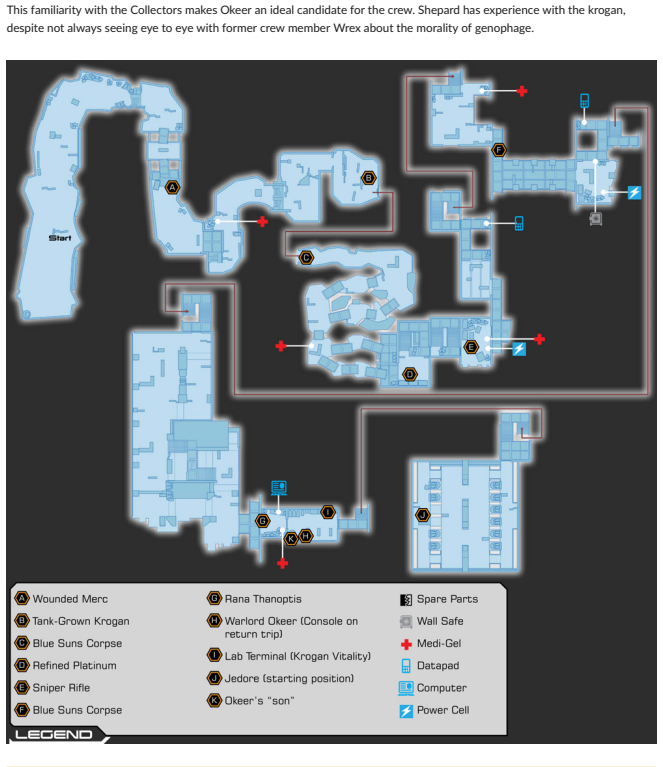


WALKTHROUGH

Dossier: The Warlord

The Illusive Man recommends that Shepard find Dr. Okeer. The krogan, also known as Warlord Okeer, is researching a cure for the genophage and has been in contact with the Collectors in hopes of trading for the technology needed to develop an antidote.

This familiarity with the Collectors makes Okeer an ideal candidate for the crew. Shepard has experience with the krogan, despite not always seeing eye to eye with former crew member Wrex about the morality of genophage.



Mission Data

Location: Milky Way > Eagle Nebula > Imir > Korlus

Experience Available: 1,000

Entities Encountered > Squad Members

- Grunt

Entities Encountered > Enemies

- Blue Suns > Centurion
- Blue Suns > Commander
- Blue Suns > Heavy
- Blue Suns > Legionnaire
- Blue Suns > Trooper
- Jedore
- Krogan Berserker
- YMIR Mech

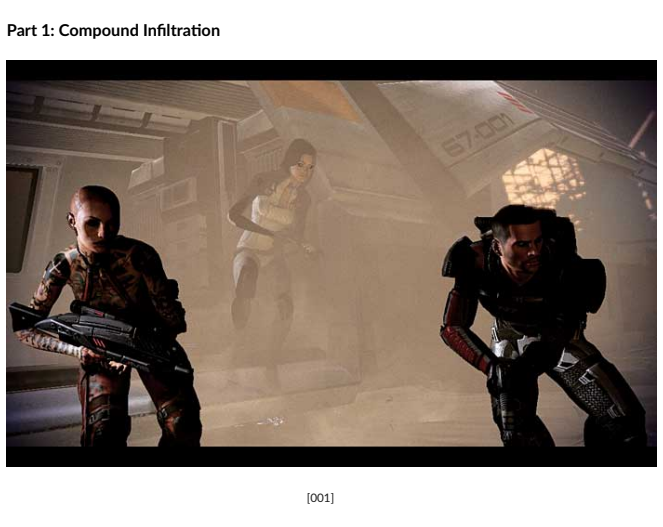
Spoils of War > Total Credits: 40,000

- Cerberus Funding: 20,000
- Credits: 20,000

Spoils of War > Upgrades > Krogan Vitality (Microfiber Weave)

Spoils of War > Upgrades > Sniper Rifle Damage (Scram Pulsar)

Part 1: Compound Infiltration

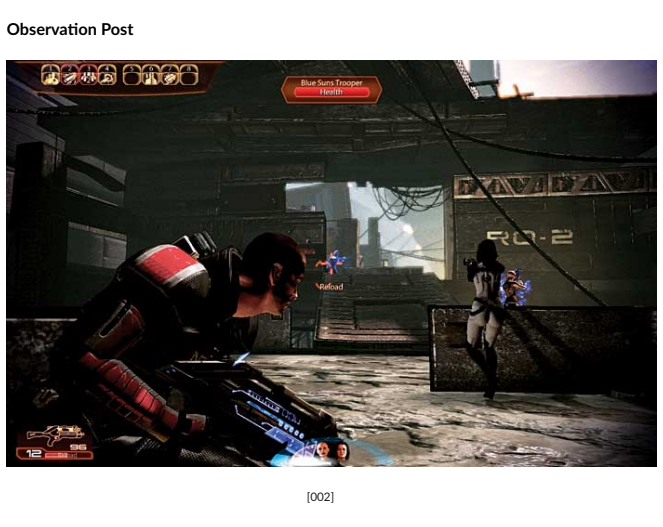


[001]

Dr. Okeer is currently working in a Blue Suns compound on wreckage-strewn Korlus. It's not known if Okeer is on Korlus by choice or by force.

What is known is that the Blue Suns don't like unexpected visitors. The landing party should be prepared for combat. The long road to the Blue Suns outpost is littered with derelict ships. The initial area is suspiciously silent **[001]** until contact at the observation post.

Observation Post

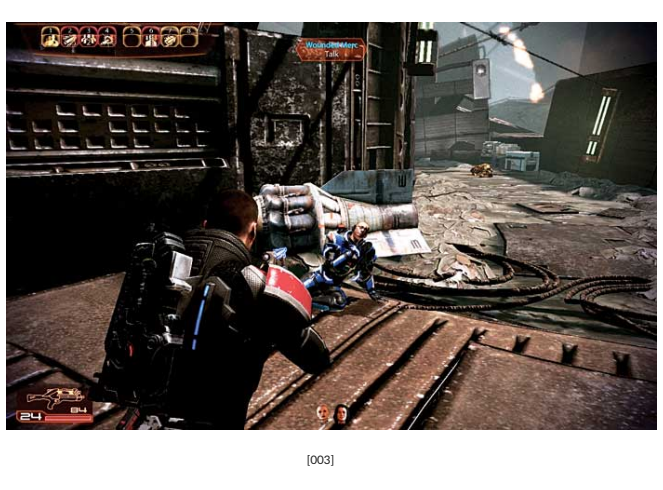


[002]

The post is the first point of contact and combat with the Blue Suns on Korlus. Use the barricades outside of the post for cover, and fire on the Blue Suns troopers that guard the door to the observation post **[002]** .

Note

The Blue Suns are trained in military tactics and will seek cover in a firefight. If this is your first encounter with the Blue Suns, be sure to check out tips and strategies for defeating the mercs in the Training chapter or from the Archangel mission description.



[003]

[004]

After the fight, you stumble upon a wounded Blue Suns merc just beyond the observation post **[003]** . The merc's injuries are not as bad as he thinks. Use that to your advantage. When the merc starts to clam up during the interrogation, offer a medi-gel to loosen him up.

He'll tell you that Okeer is in a lab engineering an army of krogan for Jedore, the leader of the Blue Suns.

The problem with the army, though, is that most of the krogan Okeer creates are crazy. The Blue Suns use the mad krogan for live ammo target practice.

When talking to the wounded merc **[004]** , you can tell him not to answer the radio. When he decides to disobey you and radio to base, you can silence him with a Renegade interrupt.

No matter your choice, Blue Suns command radios the wounded merc, demanding a situation report.

You can either convince the merc to give them the all-clear or force him to report that Shepard's squad is heading to another part of the base, sending security the wrong way. This choice results in Paragon or Renegade points.

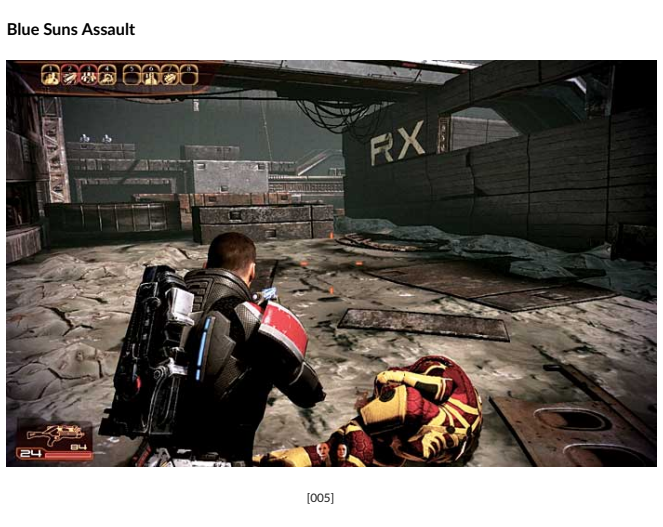
If you shake the possibility of reinforcements, continue to question the merc about the whereabouts of Okeer and the lab's fortifications. The merc lets slip that the main defenses are big guns for ship attacks.

There are not many defenses against commandos like your squad. You have the advantage if you move on the lab. You can tell the merc either to take a hike or that it's too risky to leave him alive before seeking out the lab.

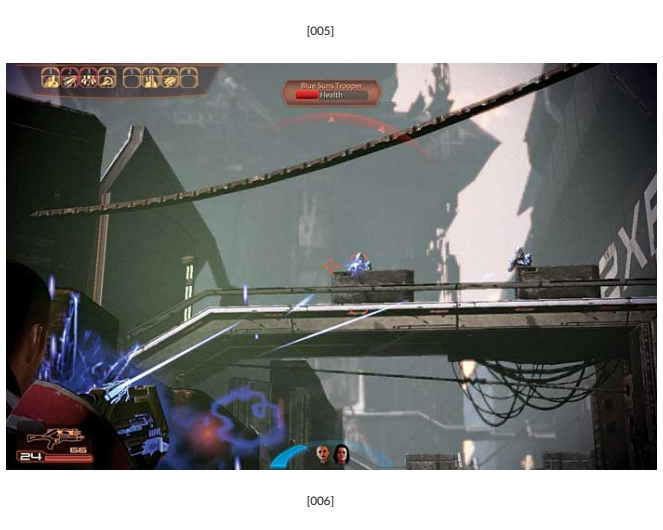
If you failed with your persuasion and the merc calls for reinforcements you can choose whether or not to kill him.

Part 2: Find the Lab

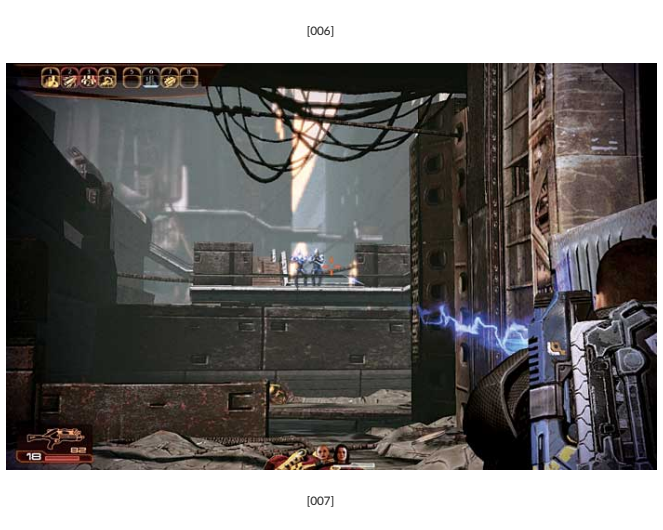
Blue Suns Assault



[005]



[006]



[007]

It doesn't take long before you run into the next line of Blue Suns. When you see the giant RX painted on an abandoned hull and fallen krogan, you'd better seek cover by the barricades **[005]** . Blue Suns troopers are on the landing across the clearing.

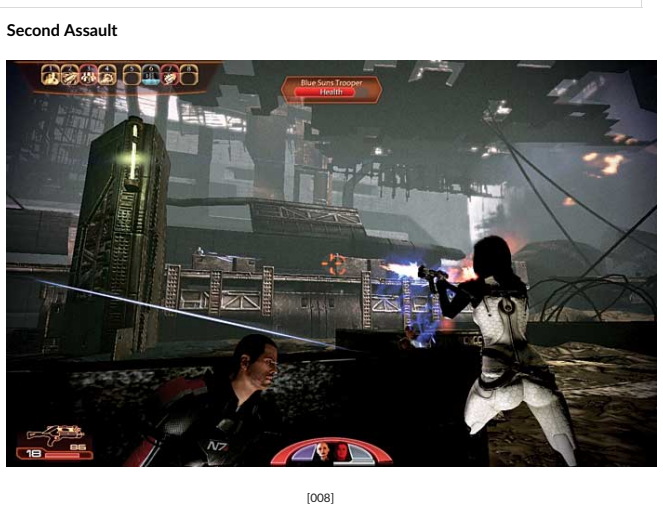
Follow the path down into the trench. Several dead krogan lie face down in the dirt, victims of a recent round of target practice. Take cover at the barricade and look for a Blue Suns trooper on the bridge above the trench **[006]** .

Pick him off and then inch forward in the trench. More Blue Suns troopers are waiting for you to get a little closer to the back of the trench. At least two Blue Suns troopers are at the end of the trench on the landing **[007]** .

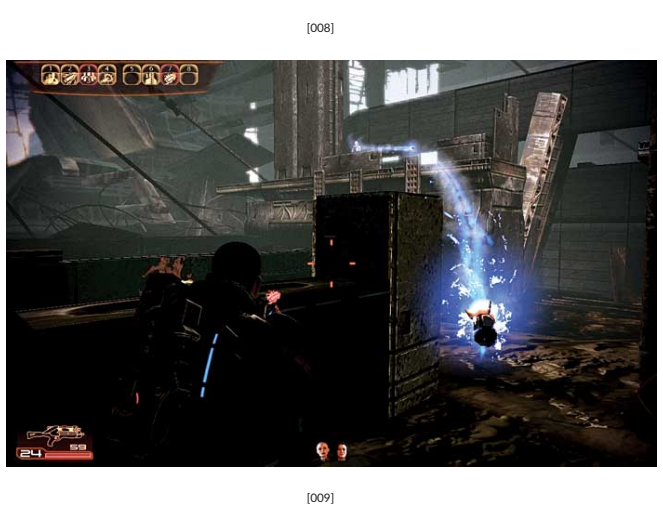
Wait for them to show themselves and then take your shots. Pull and other biotic attacks are useful for removing some of these foes from their cover. Then check for a medi-gel pack in the trench. It's off to the left, near the middle of the trench.

Med Kit > +1 Medi-gel > 100 Credits

Second Assault



[008]



[009]

The end of the trench feeds into another yard. More Blue Suns heavies are waiting for your squad farther down the yard. A long landing on the opposite side of the wrecking yard is crawling with Blue Suns **[008]** .

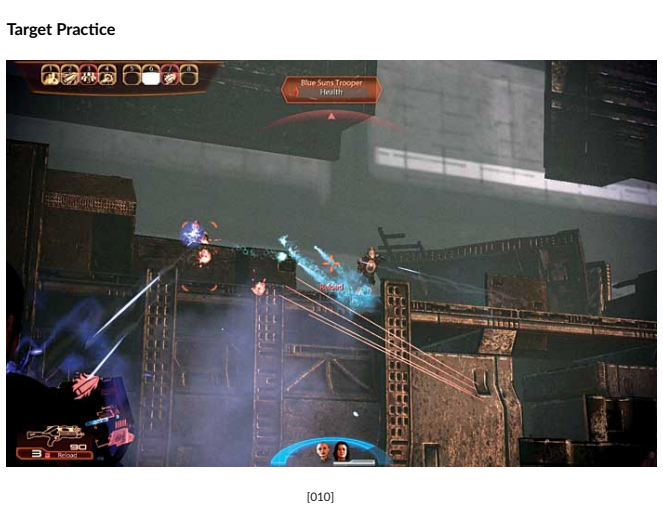
In addition to Blue Suns troopers, look out for the Blue Suns heavy packing the rocket launcher.

Use cover to avoid getting plastered by a rocket. Fortunately, there's cover you can methodically dash to and hide behind as you remove the foes from the landing, working from right to left **[009]** .

Tip

On higher difficulty levels: During these battles, target the Blue Suns heavy troopers first, as their attacks can seriously impair your team.

Target Practice



[010]

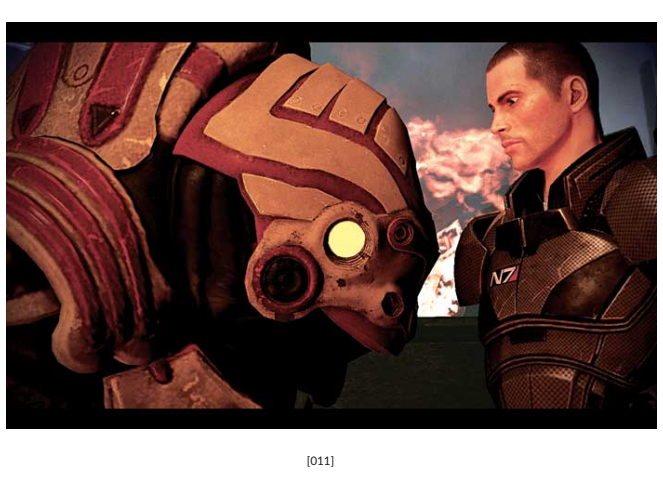
The yard leads to a Blue Suns firing range, where the mercs have cornered a krogan **[010]** . The krogan is peppering the ledge above him with shotgun blasts, leading the Blue Suns to duck and cover.

Let the krogan keep the Blue Suns busy while you take shots from the relative safety of the back of the range.

Tip

You may need to slip to the right side of the range to get a clean shot at the Blue Suns troopers hiding behind cover.

Throughout this mission, the sniper rifle (wielded by you, or an adept marksman like Zaeed, or both of you) helps tag these dug-in foes.



[011]

After the fighting subsides, approach the krogan. The krogan does not attack, recognizing that you are also fighting the Blue Suns mercenaries.

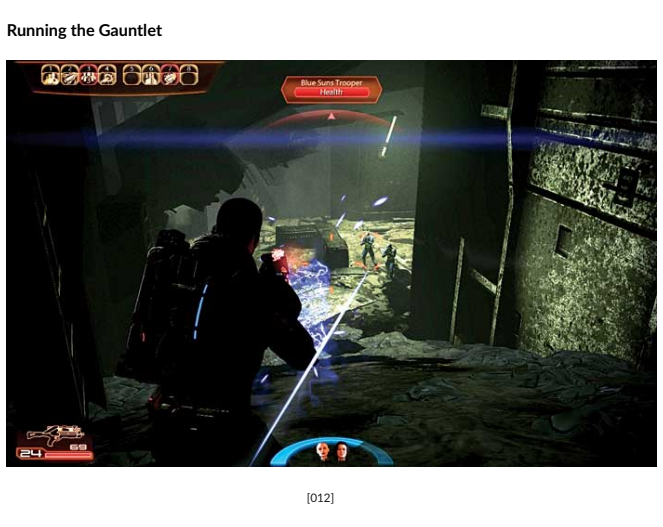
Though his speech is not fully developed, the krogan is able to articulate some disturbing information about his short life. He's been alive for just seven days and is burdened with the need to kill **[011]** .

The krogan explains that he feels the need to fight in his blood and bones. He recalls a voice he heard in the tank (these krogan are born fully grown out of a tank) that told him he was a failure.

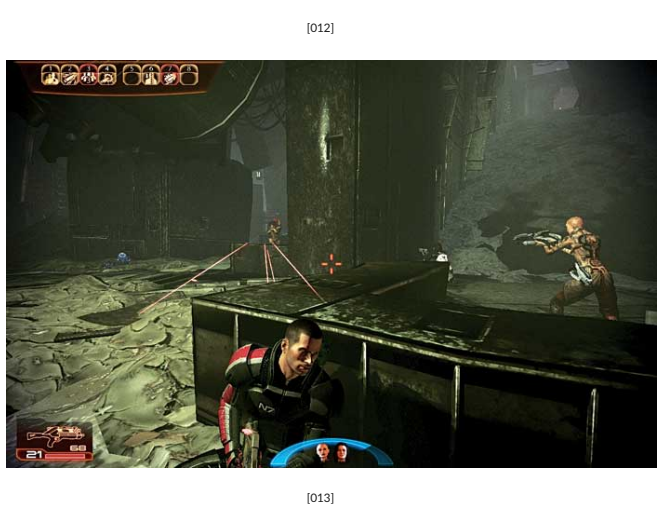
You may question the krogan about Jedore and the voice in the tank, which the krogan called "father" until he was rejected. Before leaving, the krogan tells you that the lab is beyond the "broken parts" and guarded by many of "you fleshy things."

He opens a shortcut to the lab, but it's a narrow corridor—there's not a lot of room to plan evasive action should the situation go sideways. Loot the Blue Suns corpse just inside the shortcut before you continue.

Running the Gauntlet



[012]



[013]

Sure enough, as soon as you start down the path the krogan revealed, Blue Suns troopers step out to attack **[012]** . There's nowhere to hide, so give the mercs everything you have to bring them down.

The barricades at the bottom of the slope are a good place to set up defenses against the incoming krogan berserkers, bred by Okeer **[013]** . These mindless krogan warriors stomp through the paths carved in the wreckage.

They are armed with shotguns and use devastating charge attacks to slam your squad. Keep the krogan at a distance with long-range attacks and biotics. Fall back if necessary. Do not engage the berserkers in close combat.

Tip

If you whittle a krogan down to a sliver of health, finish the job. If you give the krogan any breathing room, it will regenerate health.

Caution

Do not use the yellow-rimmed crates for cover unless necessary. They are fragile and splinter after just one or two blasts from the berserkers.

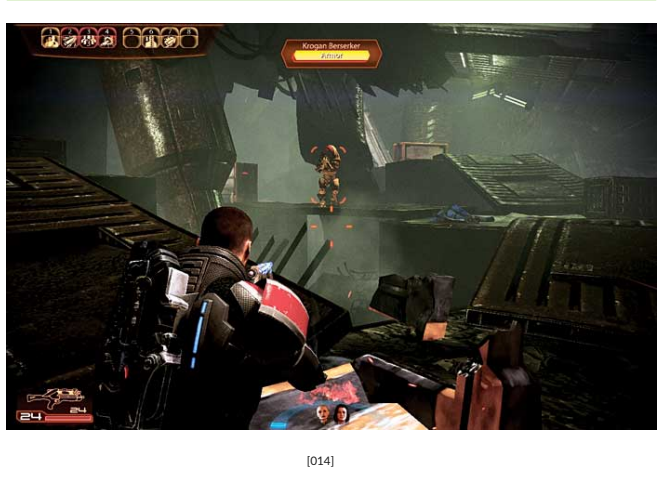
Tip

Biotics are useful attacks against the berserkers, who do not have barriers or shields. Use the Push biotic attack to shove them off the walkways into the abyss.

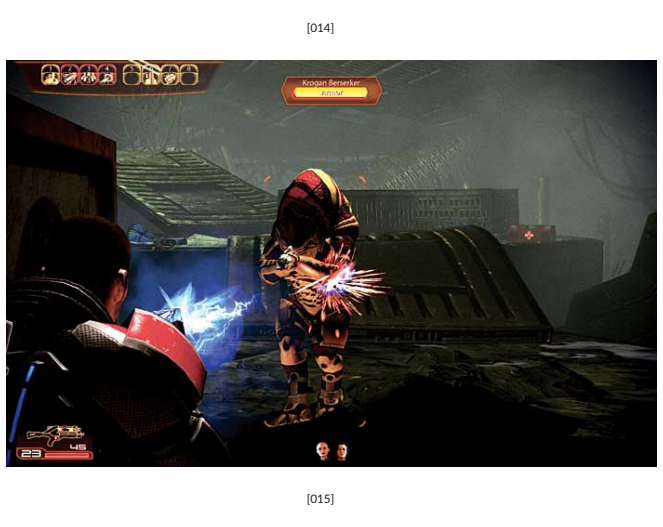
Tip

On higher difficulty levels: Berserkers cannot be allowed to reach you or your squad members, so push forward continuously so as few of them appear as possible (berserkers will continuously arrive until you reach the area with the crate of platinum).

Focus on their armor, then their heads, and don't get into their shotgun range!



[014]

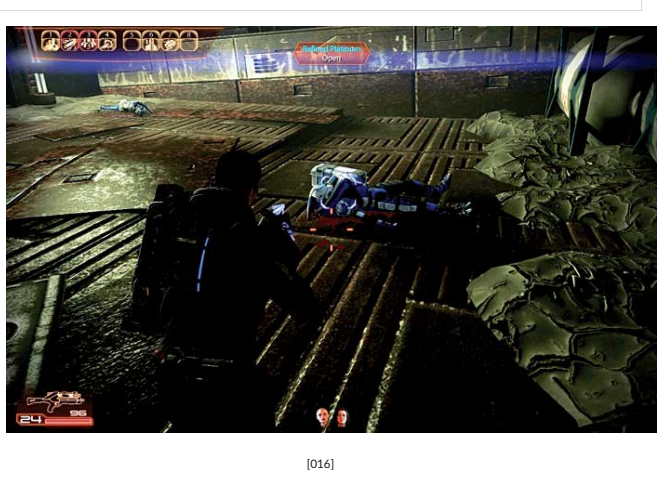


[015]

Continue up through the bridges and platforms **[014]** . These look more confusing than they are; refer to the guide map if you get lost.

You can choose which platform path to take, and it isn't necessary to maneuver through every part of the path, as long as you pause to take the medi-gel along the way and bring down additional krogan berserkers **[015]** without suffering charging damage or expiring completely.

Med Kit > +1 Medi-gel > 100 Credits



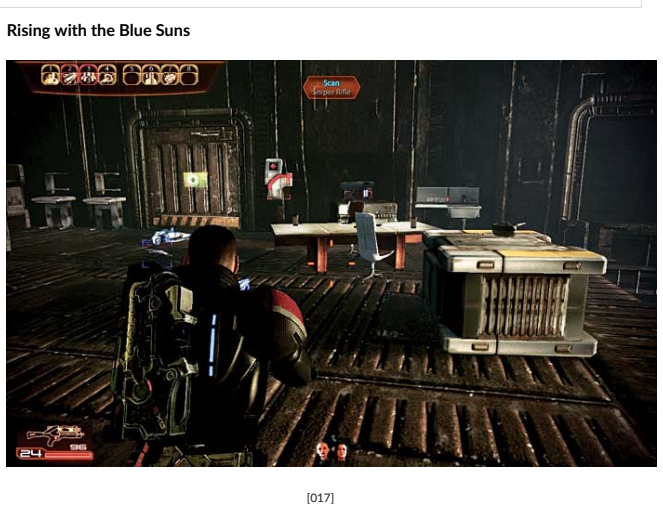
[016]

After dispatching the berserkers, follow the sounds of the Blue Suns as they regroup. Pick up the refined platinum from the crate on the far side of the walkways **[016]** and then turn to the left to start ascending the lab tower.

Okeer is at the very top, but there are many Blue Suns between you and him.

Spoils of War > Resources > Refined Platinum > Open > 2,000

Rising with the Blue Suns



[017]

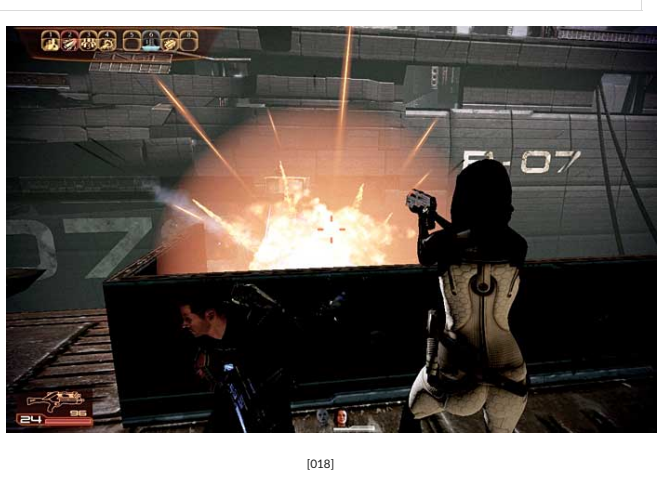
Hack the door at the top of the first flight of stairs to proceed up the tower. Continue up the stairs, checking that your squad members are close by.

The next landing **[017]** (which also seems to function as a mess room) is a gold mine of pickups: medi-gel, power cells, and a sniper rifle that grants you the Scram Pulsar tech. It adds 10 percent to sniper rifle damage for the entire squad.

Upgrade > Sniper Rifle > Scan > Sniper Rifle Damage

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Medical Station > Open > Med Kit > 100 Credits



[018]

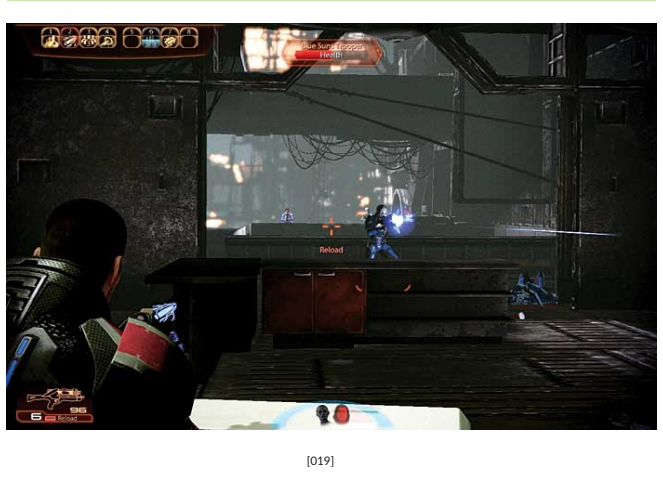
Just outside the treasure trove, several Blue Suns heavies are ready with rocket launchers. They volley rockets across the divide as soon as you open the door, so dive in and take immediate cover **[018]** .

Wait for the heavies to reload their launchers and then open fire from safety.

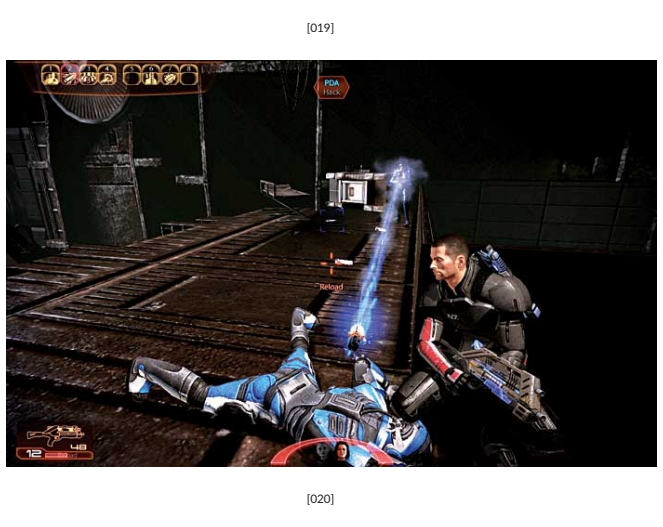
Tip

Pull the Blue Suns off their perches with biotics and drop them into the empty space between the two catwalks.

Remember to order your squad members into the fray so they aren't standing around; use the Command menu and position your team behind cover ahead of you, or by your side.



[019]



[020]

The Blue Suns don't let up until you move deeper into their tower. Heavies continue to launch rockets from great distances as you head from the initial balcony **[019]** . This gives you time to take evasive action.

Dive into cover so the rockets streak harmlessly overhead. Move up when it's safe and pick the heavies off as they reload. Do not stand up if there is a rocket airborne. A direct hit from a rocket is absolutely devastating.

Move along the precarious catwalks, dropping more foes, but ensuring those with rocket launchers are dealt with first. Keep running and dropping behind cover, and push forward, toward a C-shaped walkway [020].

Deliver weapon- or biotic-based killing blows to the remaining enemies before moving toward the door. Then hack the PDA on the ground where the Blue Suns heavies were positioned.

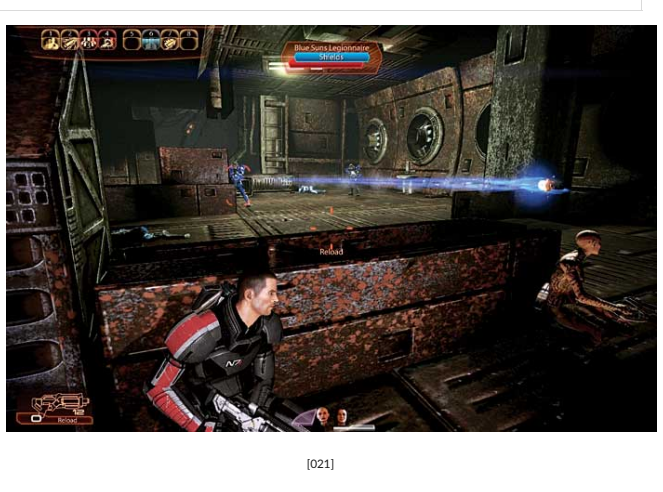
Tip

On higher difficulty levels: It is to your benefit to try removing any close threats first, at each point where the Blue Suns are located.

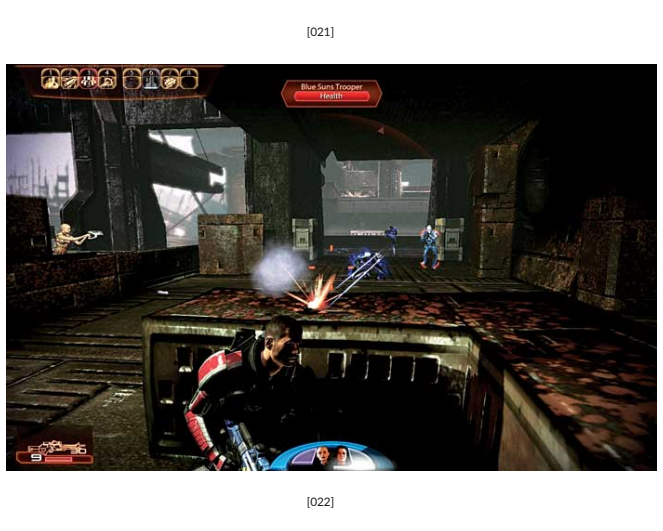
Once foes that can physically rush you are removed, focus your team's attacks on the heavy troopers, because they can inflict deadly weapon damage.

Your shots (ideally from a sniper rifle) should be quick, targeted, and very accurate. Back these up with biotic powers where necessary.

Spoils of War > PDA > Hack > 4,000 Credits



[021]



[022]

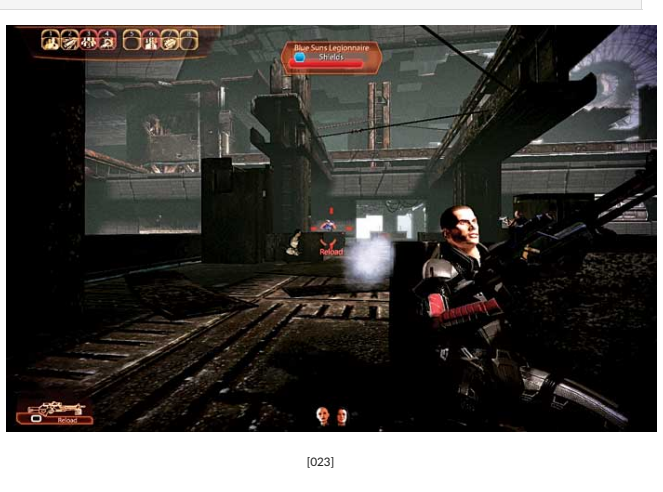
Continue up the tower and take cover when you hear the next Blue Suns squad, at the upper landing with two separate entrances (the left one has medi-gel to take). The squad is made up of heavies, centurions, legionnaires, and troopers.

Watch out for both rockets and regular gunfire **[021]** . Splitting the squad up here to flank the Blue Suns will keep the bad guys guessing, so don't be afraid to throw an order to a comrade to break away and advance alongside the enemies.

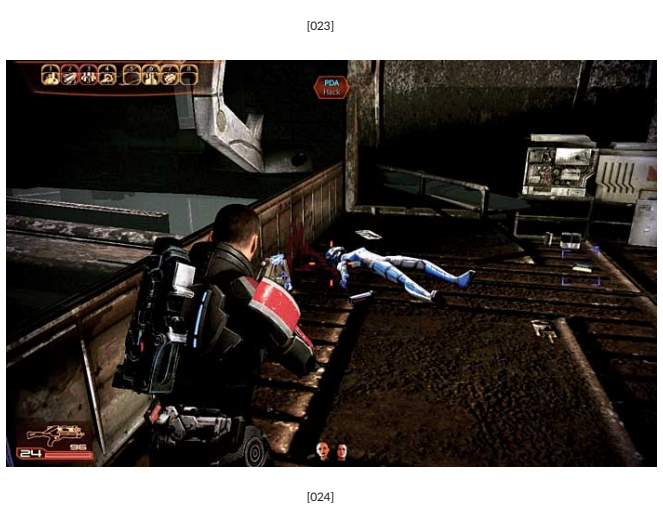
Tear up the centurions as they round the corner to back up the heavies **[022]** , and don't forget to search the corpse of the Blue Suns merc behind where the centurions appeared.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Blue Suns Corpse > Access > 2,000 Credits



[023]



[024]

You can overhear the Blue Suns leader command that they fall back out of the labs (where the berserkers are made) and refocus their attack on Shepard's squad. Keep pressing into Blue Suns territory, putting down mercs as fast as you can.

Since these are humans, incendiary and cryo ammo do extra damage to them. As you progress down this long stretch of walkway, the sniper rifle becomes a more and more potent weapon to employ (from cover).

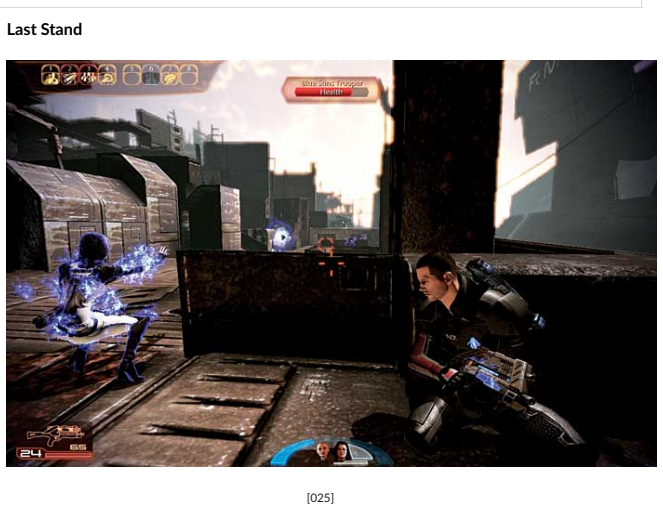
Then search the area at the end of the long section of walkway and the corpse **[024]** at the dead-end around to the left, just before the next door, for the following items:

Spoils of War > Wall Safe > Access > 4,000 Credits

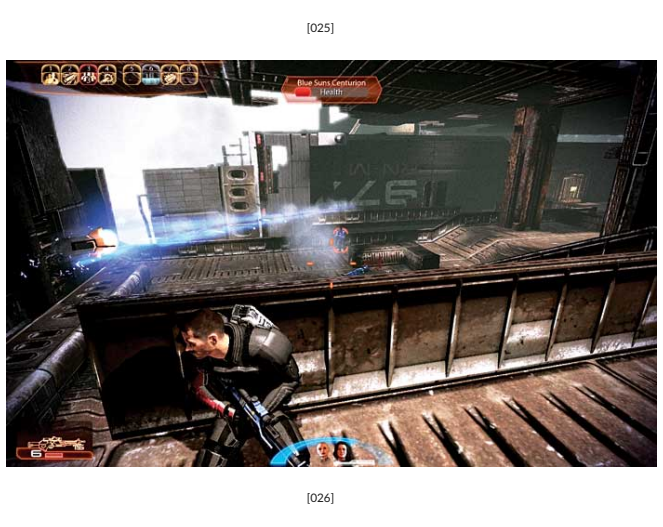
Ammunition > Power Cells > 2 Heavy Weapon Ammo

Spoils of War > PDA > Hack > 4,000 Credits

Last Stand



[025]

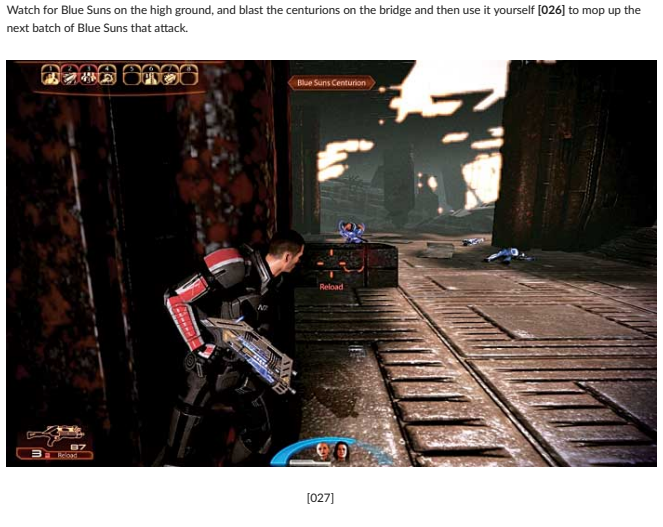


[026]

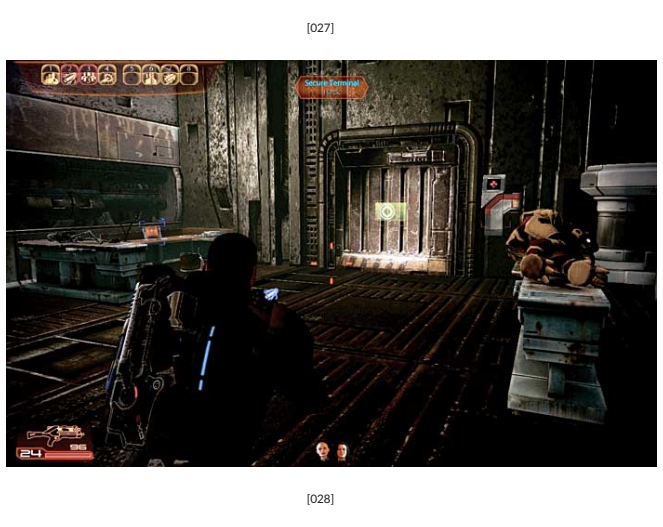
Just beyond the door at the top of the stairs, the Blue Suns mount one last big counteroffensive. The mercenary gang calls in every man in the facility, from troopers to heavies.

They spread across the area and take cover, forcing you to stay low and pick your targets **[025]** . You can do more damage if you split your forces and cut paths into the Blue Suns territory.

Watch for Blue Suns on the high ground, and blast the centurions on the bridge and then use it yourself **[026]** to mop up the next batch of Blue Suns that attack.



[027]



[028]

However, don't rush too far, too quickly, and get cut down by foes dug in behind cover **[027]** . Check the ground where your adversaries have fallen to grab thermal clips and build your ammo collection back up.

Once the immediate threats are nullified, the majority of the Blue Suns are down, but this battle isn't over yet.

Pass through the door the Blue Suns were guarding to recover medi-gel and access a terminal **[028]** , and perhaps meet a past acquaintance.

Once you collect the goods, move through the next door to catch up with the good krogan doctor. During your time in the next chamber, be sure to hack the lab terminal for an upgrade, too.

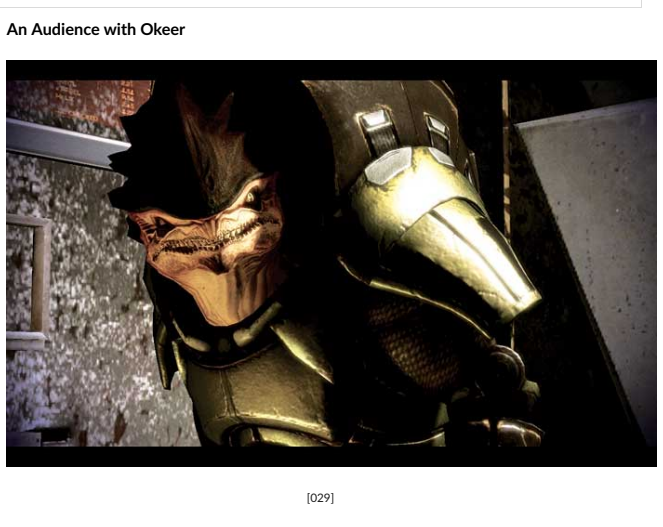
If Rana Thanopolis, on Saren's base (Virmire), lived during Mass Effect, she appears at this point and tells you about her survival and more about the current situation.

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Secure Terminal > Hack > 4,000 Credits

Upgrade > Lab Terminal > Bypass > Krogan Vitality

An Audience with Okeer



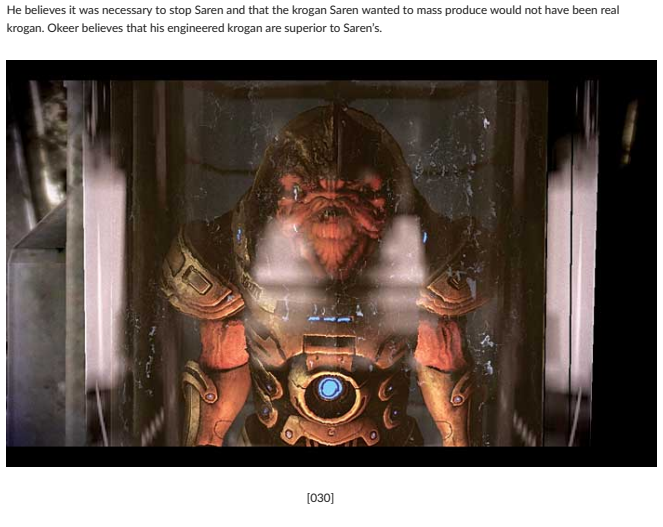
[029]

Okeer has been waiting for you to finish with the mercs and come help him complete his experiment. Okeer does treat you with a mix of suspicion and respect **[029]** .

The krogan brings up Shepard's actions on the commander's original mission as a Spectre, when it was discovered that Saren was working on a cure for the genophage.

Okeer does not necessarily disagree with the outcome of that event.

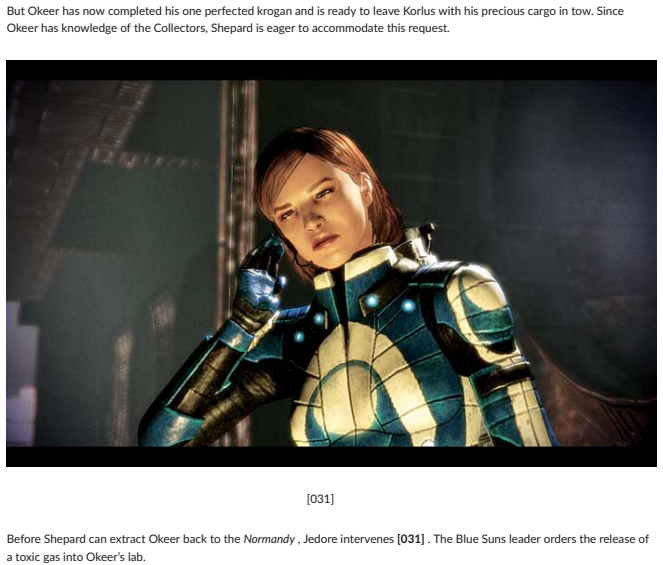
He believes it was necessary to stop Saren and that the krogan Saren wanted to mass produce would not have been real krogan. Okeer believes that his engineered krogan are superior to Saren's.



[030]

Okeer has been working hard on creating the perfect krogan, a flawless soldier **[030]** . The rejects from his experiments were supposed to be used in Jedore's Blue Suns army, but the berserkers proved too difficult to train and contain.

But Okeer has now completed his one perfected krogan and is ready to leave Korlus with his precious cargo in tow. Since Okeer has knowledge of the Collectors, Shepard is eager to accommodate this request.



[031]

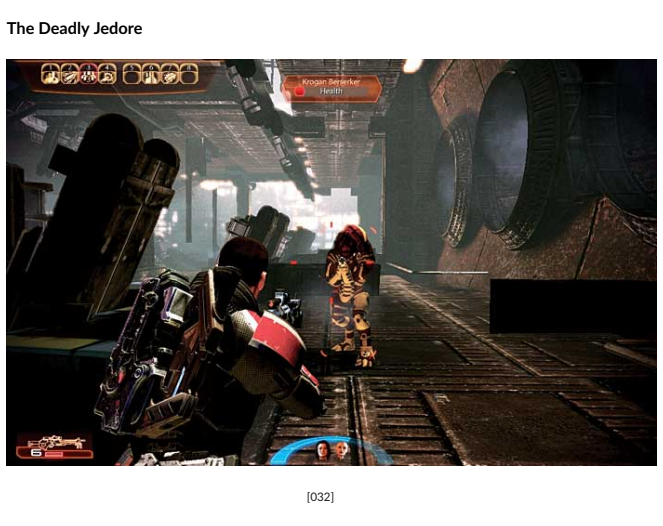
Before Shepard can extract Okeer back to the *Normandy* , Jedore intervenes **[031]** . The Blue Suns leader orders the release of a toxic gas into Okeer's lab.

Okeer requests that you take out Jedore before she can poison the new krogan soldier.

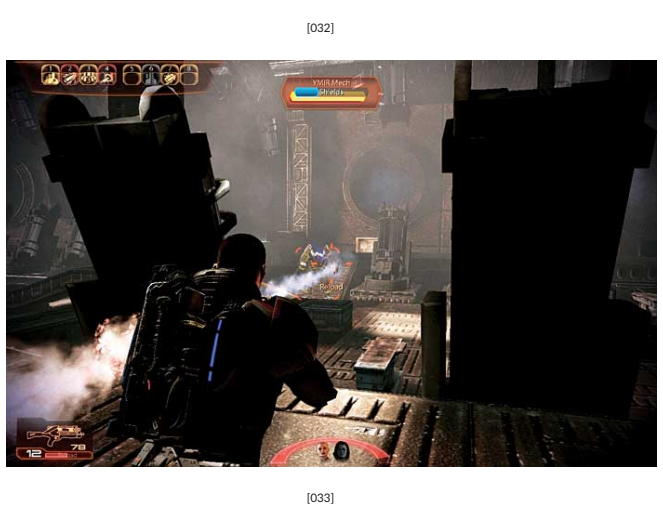
If you do this, Okeer will tell you everything he knows about the Collectors. Now save your game.

Part 3: Defeating Jedore

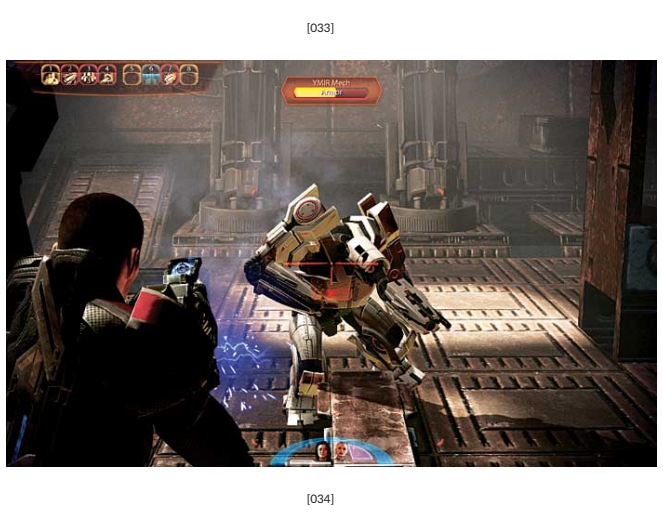
The Deadly Jedore



[032]



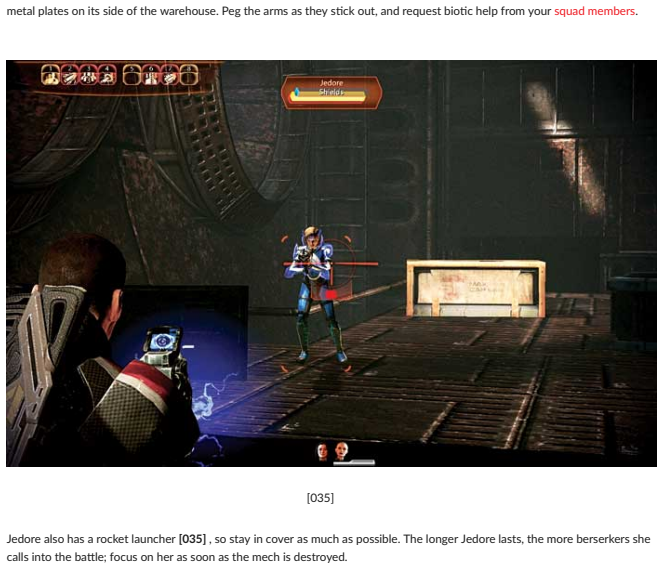
[033]



[034]

The merc leader is in the warehouse below Okeer's lab. Jedore can be heard barking orders as you enter, and berserkers begin to appear, heading down to intercept you **[032]** . Take cover behind the huge metal panels **[033]** .

Watch out for Jedore's YMIR mech **[034]** , which is equipped with miniguns and a rocket launcher. Lure the YMIR between the metal plates on its side of the warehouse. Peg the arms as they stick out, and request biotic help from your squad members.



[035]

Jedore also has a rocket launcher **[035]** , so stay in cover as much as possible. The longer Jedore lasts, the more berserkers she calls into the battle; focus on her as soon as the mech is destroyed.

You are wise to employ sniper rifles or heavy weapons against Jedore, especially if fighting from long range.

Caution

Jedore has both shields and armor. It will take a lot of direct hits or powerful splash damage to weaken her.

Tip

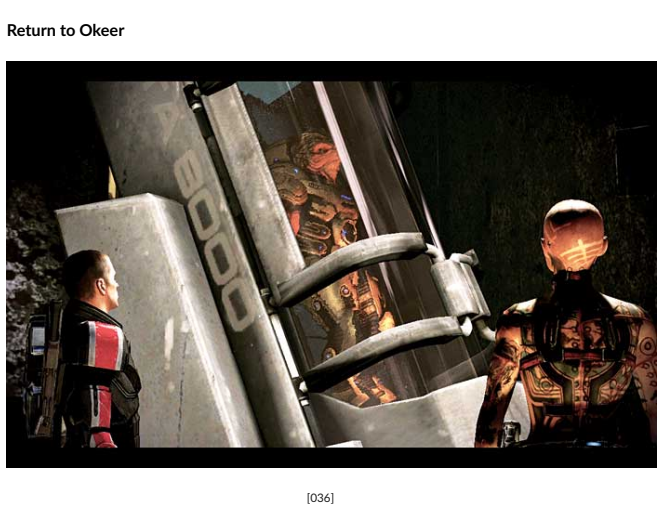
Split the attention of Jedore and the YMIR by splitting the squad.

Tip

On higher difficulty levels: Have your squad members deal with the krogan berserker threats while you drop Jedore with sniper fire or a heavy weapon.

If this is done competently (and immediately), you only need face the mech, which is a lot easier to tackle when other foes aren't causing additional havoc to you and your crew.

Return to Okeer



[036]

Once Jedore and the YMIR are defeated, EDI comes over the comm and warns you that the lab is flooded with toxins and that Okeer's life signs are failing.

Hurry back to the lab before Okeer dies and his knowledge of the Collectors is lost. As you close in, you hear emergency vents kicking in to flush the gas out of the lab. But is it too late?

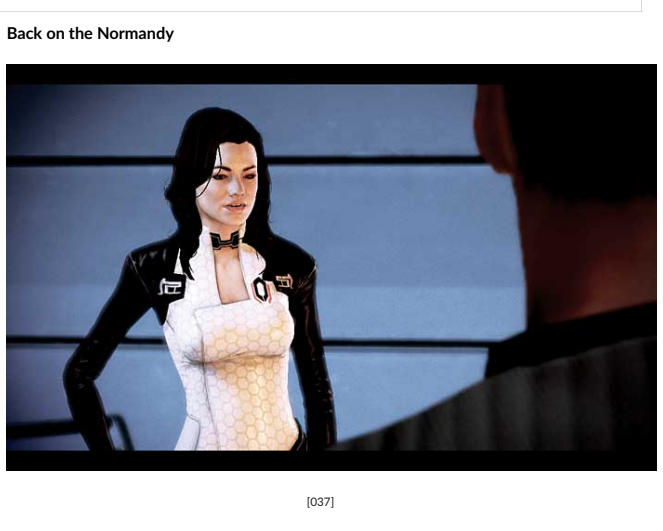
Unfortunately, Okeer succumbed to the gas before you could finish off Jedore. However, the krogan recorded a message for you with his last breath.

He admits that he doesn't know why the Collectors have been targeting humans but asks you to take care of his legacy, his perfect soldier.

The squad comes to a consensus (some grudgingly) to take Okeer's krogan **[036]** . If the krogan is as strong as Okeer suggested, then he could be a worthy ally in the fight against the Collectors. Shepard orders the *Normandy* to prep for an extraction.

Entities Encountered > Squad Members > Grunt

Back on the Normandy



[037]

Jacob and Miranda are split on the value of the genetically engineered krogan joining the mission **[037]** .

Miranda worries he will be impossible to control and could do a great deal of damage in the confines of the *Normandy* because krogan are best in close-quarters combat.

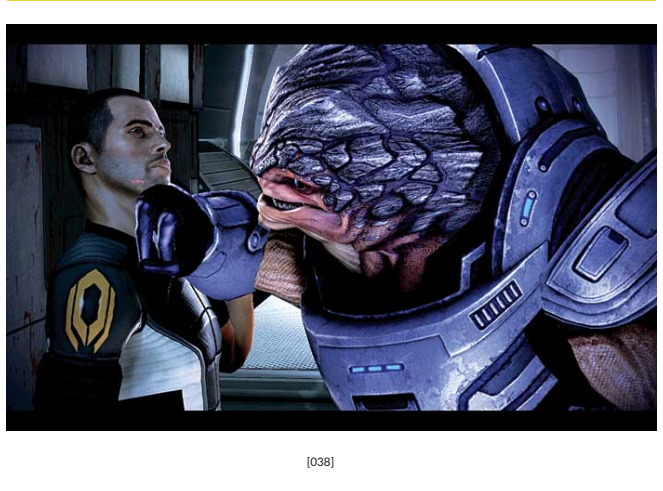
Shepard decides to place the krogan in the cargo hold until the decision is made to release the krogan or keep him permanently in stasis.

Following the meeting, make the rounds on *Normandy* . Stop in to visit with Jacob and Miranda. They become a little more talkative as the mission goes on.

Note

Many personal conversations between crew members of the *Normandy* , such as between Shepard and Miranda, are not tied to finishing a specific mission.

That's why you should keep checking in with them. Over time, as the crew goes through hardships together, they open up...



[038]

[039]

After checking in on the crew, it's time to finally make the big choice about the krogan in the cargo hold down on deck 4.

Shepard is not required to open the tank. But the krogan could be such a great asset to the crew that it should be difficult for Shepard to resist. After a brief talk with EDI about the ramifications, Shepard opens the tank. The krogan emerges.

And sure enough, Miranda was right **[038]** .

The krogan explodes out of the tank and slams Shepard into the back wall, holding the commander down with his massive forearm. The krogan gets right in Shepard's face. He does not attack. He assesses. He demands a name.

The krogan speaks of Okeer clinically. Whereas the berserker on Korlus seemed to have an affinity for Okeer as some kind of father, this krogan finds Okeer's voice hollow.

The krogan remembers hearing the word "grunt," though. That's what he will call himself: Grunt. Grunt says he will follow Shepard if he can prove his strength against him. Otherwise, the krogan will snap Shepard in half right here.

Shepard appeals to Grunt's inherent sense of pride by telling him he will only make the crew—the clan—stronger. And Grunt will have the chance to kill some worthy adversaries.

The gun Shepard has been pointing at Grunt's gut the whole time greases the wheels of Grunt's loyalty, too **[039]** .

Caution

Shepard can fail in taming the krogan. Shepard must be aggressive with the krogan so he will see the commander as a worthy leader. If the conversation gets too out of control, Shepard may have to shoot the krogan to get its attention.

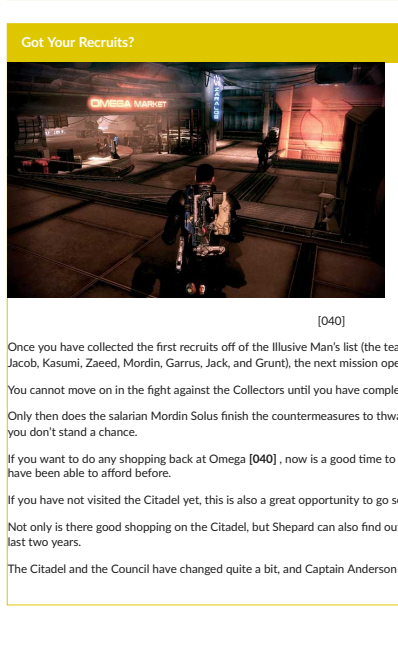
Shepard even has the option to put the krogan down. However, the krogan is a worthy addition to the crew—he is an excellent blunt force instrument to use in close-quarters combat situations.

So unless Shepard is feeling particularly renegade, try to keep the krogan alive.

Tip

Being bred for combat, Grunt is particularly helpful and complements Shepard if you are playing as an adept or a sentinel. Bring him to absorb damage and deal with foes at closer quarters if this is your style of play.

Got Your Recruits?



[040]

Once you have collected the first recruits off of the Illusive Man's list (the team now has nine members: Shepard, Miranda, Jacob, Kasumi, Zaeed, Mordin, Garrus, Jack, and Grunt), the next mission opens up: Horizon.

You cannot move on in the fight against the Collectors until you have completed all four recruitment missions.

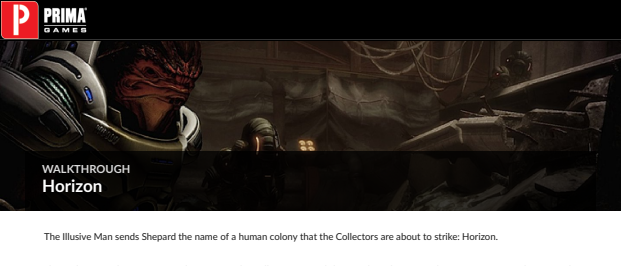
Only then does the salarian Mordin Solus finish the countermeasures to thwart the Collector swarms; without the defenses, you don't stand a chance.

If you want to do any shopping back at Omega **[040]** , now is a good time to return and purchase gear or tech you might not have been able to afford before.

If you have not visited the Citadel yet, this is also a great opportunity to go see Shepard's old stomping grounds.

Not only is there good shopping on the Citadel, but Shepard can also find out what has happened with the Council during the last two years.

The Citadel and the Council have changed quite a bit, and Captain Anderson is just the person to help Shepard sort it all out.



WALKTHROUGH

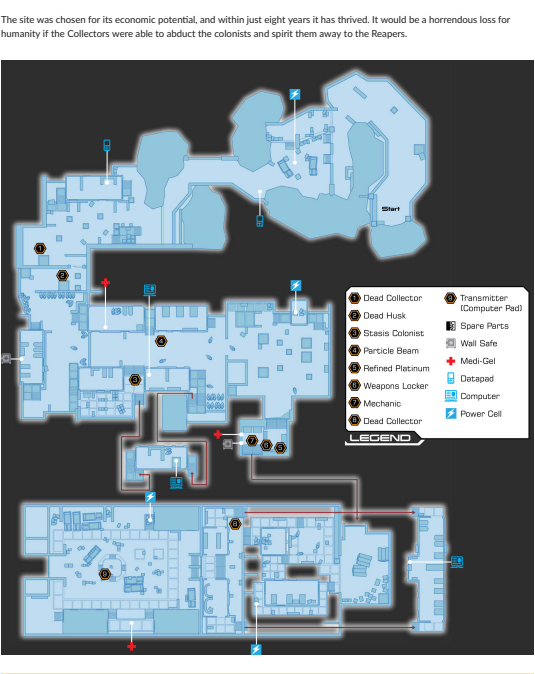
Horizon

The Illusive Man sends Shepard the name of a human colony that the Collectors are about to strike: Horizon.

Shepard must rush to Horizon and try to stop the Collectors from abducting the colonists—if the operation cannot be stopped, he must gather as much information about the Collectors as possible.

Horizon is located in the Terminus Systems. The world is lush and offers abundant fresh water, making it an ideal location for a human colony.

The site was chosen for its economic potential, and within just eight years it has thrived. It would be a horrendous loss for humanity if the Collectors were able to abduct the colonists and spirit them away to the Reapers.



Mission Data

Location: Milky Way > Shadow Sea > Iera > Horizon

Experience Available: 1,000

Entities Encountered > Enemies

- Collector > Assassin
- Collector > Drone
- Collector > Guardian
- Collector > Harbinger
- Collector > Husk
- Collector > Praetorian
- Collector > Scion

Spoils of War > Total Credits: 60,000

- Cerberus Funding: 30,000
- Credits: 30,000

Spoils of War > New Weapons

- Collector Particle Beam

Spoils of War > Upgrades > Heavy Skin Weave (Lattice Shunting)

Spoils of War > Upgrades > Biotic Damage (Hyper Amp)

Spoils of War > Resources > Platinum: 2,000

Part 1: Explore the Colony

[001]

[002]

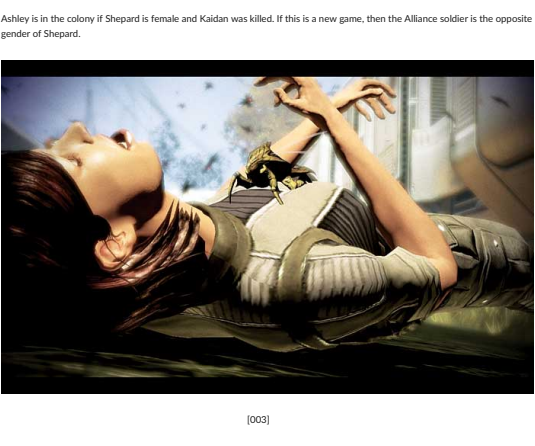
The Collectors reach Horizon before Shepard. The Collector ship drills down to the planet surface, casting its shadow across the colony **[001]**.

The swarms spread out, delivering their paralytic toxin to the colonists. Prior to the invasion, an Alliance trooper **[002]** was stationed on Horizon to get the massive defense guns that protect the colony online.

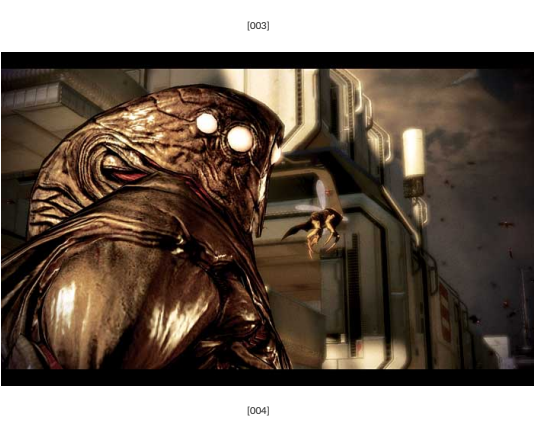
However, the trooper's attention was diverted to communications as soon as the Collectors silenced the colony.

The identity of the Alliance soldier on Horizon is determined by two factors: Shepard's gender and the choices made during Mass Effect. If Shepard is male and Ashley Williams was killed, Kaidan Alenko is at the colony.

Ashley is in the colony if Shepard is female and Kaidan was killed. If this is a new game, then the Alliance soldier is the opposite gender of Shepard.

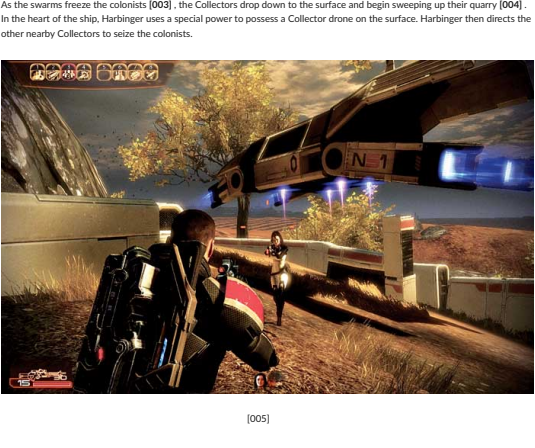


[003]



[004]

As the swarms freeze the colonists **[003]**, the Collectors drop down to the surface and begin sweeping up their quarry **[004]**. In the heart of the ship, Harbinger uses a special power to possess a Collector drone on the surface. Harbinger then directs the other nearby Collectors to seize the colonists.



[005]

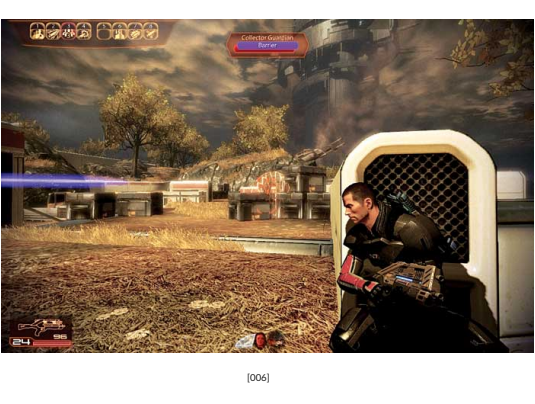
Shepard lands on Horizon **[005]** as the Collectors are in mid-operation.

The commander and his squad must move quickly to head off the Collectors before the colonists are abducted and the Collector ship raises anchor and vanishes back into the cosmos.

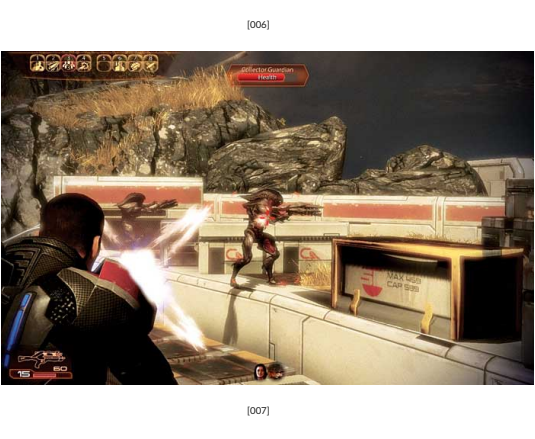
Advance on Horizon

Tip

Be sure you have a biotic as part of your squad, as Pull, Throw, Warp, and Incinerate are all excellent aggressive powers to use against the Collectors.



[006]



[007]

It doesn't take long before Shepard encounters the Collectors on the outskirts of the colony **[006]**.

Collector guardians and Collector drones are stationed by the crates near one of the giant turrets that should have protected Horizon from the invasion.

Take on the Collectors, taking cover among the walls and crates and dodging their attacks **[007]**.

The Collectors are fearless. Although they will use cover, they are not exactly survivalists.

Collectors will move on you and your squad and take risky shots if they think they can bring you down.

Caution

Be mindful of the fragile crates when looking for cover. Collector weapons shatter those crates in seconds.

Conversely, catch Collectors in the splash damage of an explosive container, but don't hide near one yourself.

Collector drones are susceptible to headshots, so look for a peeking drone and then blast its face off.

When combat concludes in this locale, pick up the power cells in the middle of the area to restock your heavy weapons. Then hack the datapad on the picnic table.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Spoils of War > Data Pad > Hack > 6,000 Credits

Enemy Profiles

Collector Drone

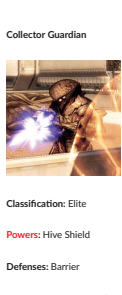
Classification: Minion

Powers: --

Defenses: --

Weapons: Particle Beam

Collector Guardian



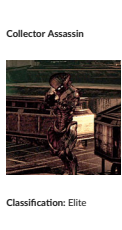
Classification: Elite

Powers: Hive Shield

Defenses: Barrier

Weapons: Heavy Particle Beam

Collector Assassin



Classification: Elite

Powers: --

Defenses: Barrier

Weapons: Particle Cannon

Notes and Tactics: The Collectors all look alike. They flutter down to the surface like flying ants and scan the landscape with their myriad eyes.

But while the Collectors may seem identical, their battlefield behaviors are not. The Collector drones are just that: drones whose primary objective is to collect colonists—the Collectors' equivalent of cannon fodder.

Without shielding, these Collectors fan out and attack with entry-level particle weapons. But entry level for a Collector is still tough stuff for you. Particle weapons do incredible damage.

Collector guardians are one rank up from the drones. Guardians use a barrier to protect against damage, and their weapons are more powerful. Guardians earn their name from their ability to deploy hive shields.

These power shields pop out and protect the Collectors from incoming fire. It takes several shots to destroy a hive shield. The Collector assassins are the nastiest of the three Collector classes.

They attack with particle cannons that rip through all kinds of protection, such as armor and shields.

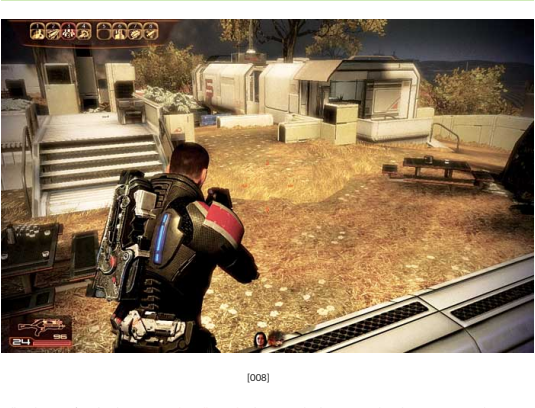
If a Collector assassin has you in its sights, find cover immediately and do not come out unless you have the kill shot or the assassin is reloading.

Tip

On higher difficulty levels: Troopers, guardians, and assassins are all part of the Collector forces, and the assassins, with their more powerful weaponry, are to be targeted first.

The use of Concussion powers is recommended, as well as biotics such as Warp (or any power that physically wrenches a foe, like Pull or Shockwave).

Guardians are stronger than troopers, but both attack with exactly the same patterns, so target the troopers first, so you can more quickly remove enemy attacks.



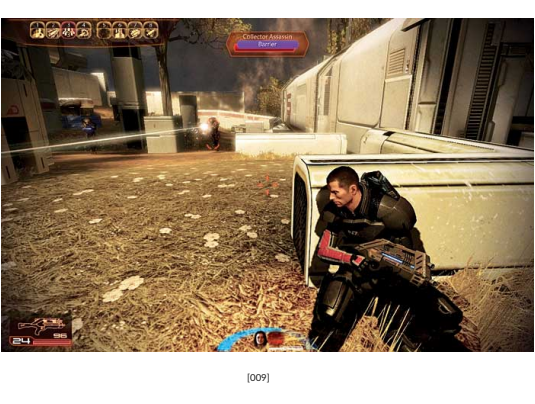
[008]

Follow the swarm's trail of destruction to the Collector ship, looming in the distance over the colony. As you move deeper into the colony **[008]**, Joker tries to radio you, but the Collectors are disabling communications.

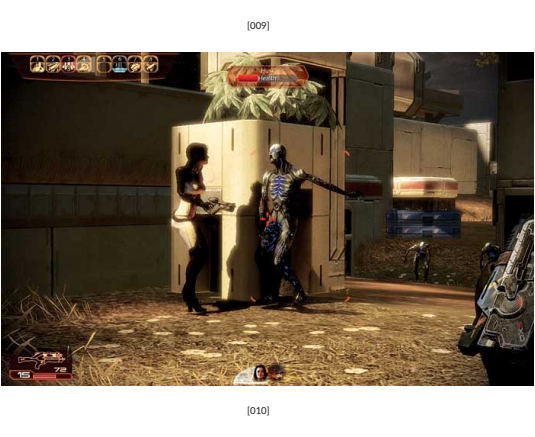
You are on your own until you drive the Collectors out.

Tip

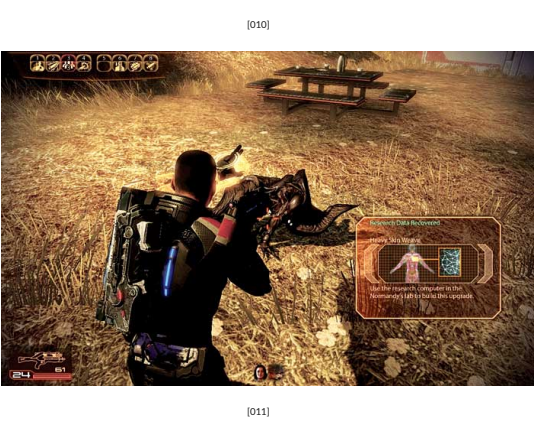
The arrival of a Collector is often preceded by the buzzing of its wings. You may also hear the clicks and hums of their language.



[009]



[010]



[011]

The Collectors advance on you through a small neighborhood of grass and prefabricated settler buildings **[009]**.

The Collectors come up the middle of the area, so either seek cover and take them head on or use the buildings on the right side to flank them.

The windows provide great vantage points for snipers and other long-range attacks. You can typically get off a few shots before the Collectors reorient themselves and turn their fire on the windows.

Flanking through the buildings is also a good way to neutralize the effectiveness of the hive shields. You can blast the Collectors from the sides instead of using rounds to shatter the shields.

Husks **[010]** mingle with the Collectors in this assault. These are the same creatures you turned back on Eden Prime (during Mass Effect).

The appearance of husks, weaponless drones that attack with brute force and numbers, confirms that the Collectors are indeed in league with the Reapers.

When the immediate threats have been removed, take a moment to search the ground and nearby buildings. You're looking for thermal clips, but there's also a datapad to access in the building to the right.

Then exit the structure and scan the dead Collector in the field [011] with your omni-tool to acquire the Lattice Shunting tech upgrade.

Tip

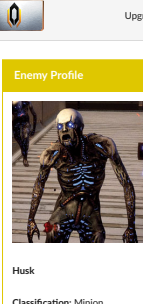
On higher difficulty levels: Retreating while peppering the husks with heavy pistol fire is a possible tactic to employ when you have the room.

Or, switch to the shotgun if Collectors are presenting a threat as well, optionally switching to the assault rifle or sniper rifle once husk threats are removed.

Spoils of War > Data Pad > Hack > 4,200 Credits

Upgrade > Dead Collector > Examine > Heavy Skin Weave

Enemy Profile



Husk

Classification: Minion

Powers: --

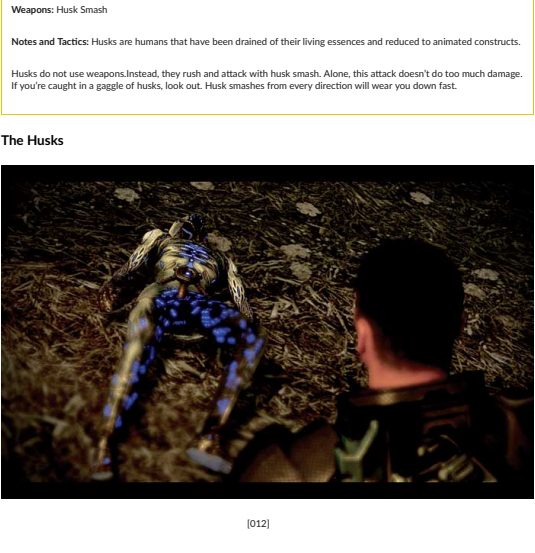
Defenses: --

Weapons: Husk Smash

Notes and Tactics: Husks are humans that have been drained of their living essences and reduced to animated constructs.

Husks do not use weapons.Instead, they rush and attack with husk smash. Alone, this attack doesn't do too much damage. If you're caught in a gaggle of husks, look out. Husk smashes from every direction will wear you down fast.

The Husks



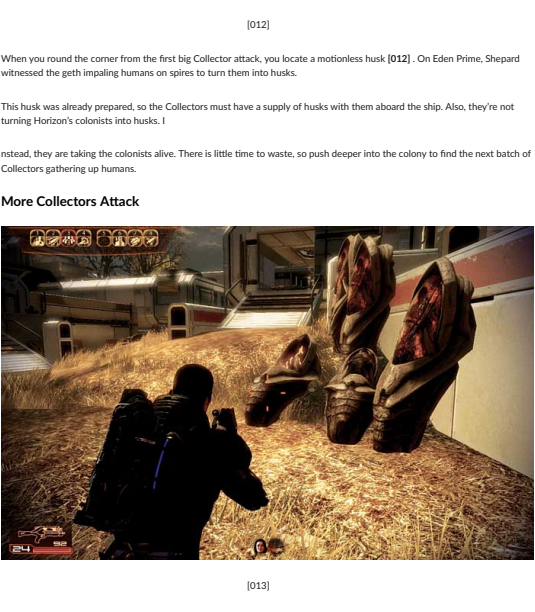
[012]

When you round the corner from the first big Collector attack, you locate a motionless husk **[012]**. On Eden Prime, Shepard witnessed the geth impaling humans on spires to turn them into husks.

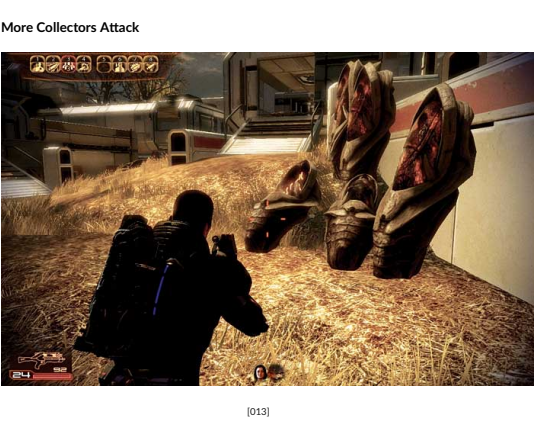
This husk was already prepared, so the Collectors must have a supply of husks with them aboard the ship. Also, they're not turning Horizon's colonists into husks. I

nstead, they are taking the colonists alive. There is little time to waste, so push deeper into the colony to find the next batch of Collectors gathering up humans.

More Collectors Attack



[013]



[014]

When you reach the pods stacked against the wall **[013]**, prepare for another platoon of Collectors. You can sneak up on the Collectors by inching up to the corner overlooking the next courtyard **[014]**.

From here you can launch a surprise attack. Pick off one with a headshot or lob a heavy weapons shell into the Collectors.

Or, you can detonate explosive containers on the flat pad outside the left building with the small crates stacked on it (which you can use as cover), and finish off any stragglers.

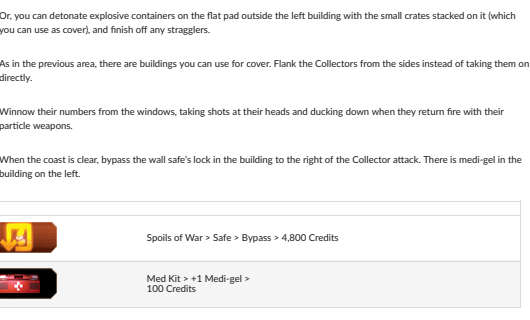
As in the previous area, there are buildings you can use for cover. Flank the Collectors from the sides instead of taking them on directly.

Winnow their numbers from the windows, taking shots at their heads and ducking down when they return fire with their particle weapons.

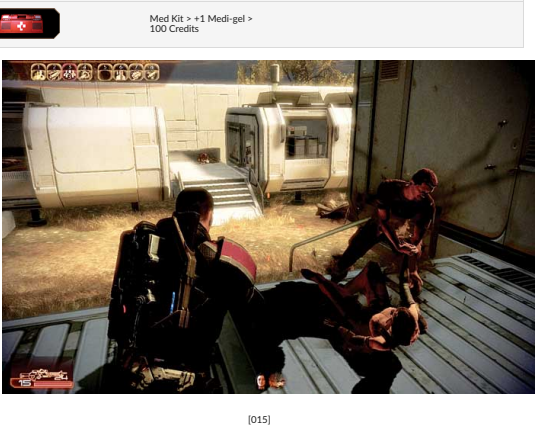
When the coast is clear, bypass the wall safe's lock in the building to the right of the Collector attack. There is medi-gel in the building on the left.

Spoils of War > Safe > Bypass > 4,800 Credits

Med Kit > +1 Medi-gel > 100 Credits



[015]



[016]

After the battle, move through the area until you reach the colonists stuck in stasis **[015]**.

Inspect the first pair of frozen colonists you find. Then head up two floors, past more frozen colonists to an upper apartment, where there's a computer to hack.

Descend, and then cross into the lawn to the left **[016]**. There is a Collector particle beam leaning against one of the pods. Pick it up.

It will be extremely useful against the new type of Collector you are about to encounter.

Then use the stairs to enter an apartment above the lawn—an excellent vantage point during the next battle **[017]**. Access the computer on the bed for 3,000 credits.

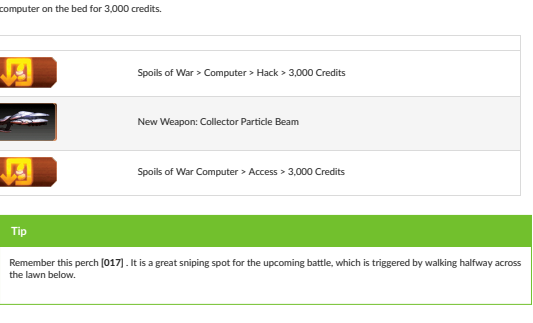
Spoils of War > Computer > Hack > 3,000 Credits

New Weapon: Collector Particle Beam

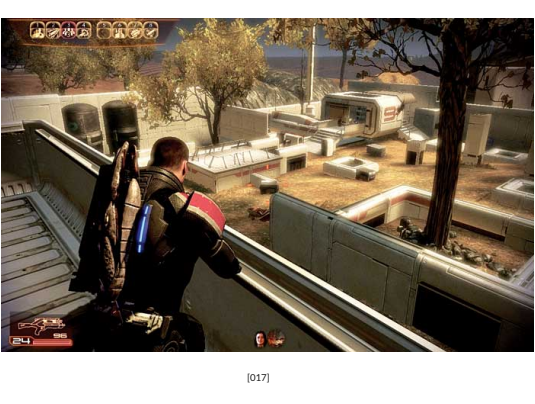
Spoils of War Computer > Access > 3,000 Credits

Tip

Remember this perch **[017]**. It is a great sniping spot for the upcoming battle, which is triggered by walking halfway across the lawn below.

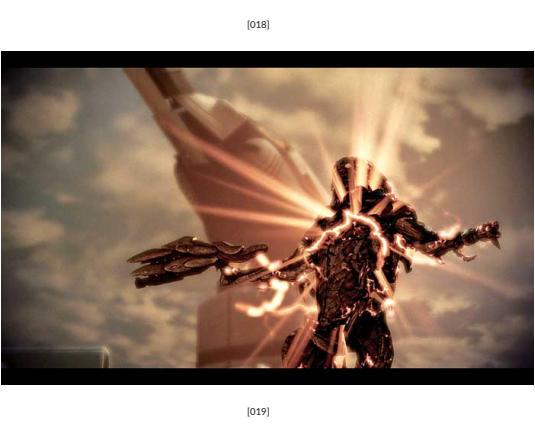


[017]



[018]

[019]



[020]

Several Collectors swoop down to the lawn **[018]**. In the ship, Harbinger watches the scene through the eyes of the troops in the field.

Harbinger picks one of the assassins and takes control of it **[019]**, just as Shepard witnessed when the colonists were abducted.

Harbinger takes on all of the powers of the Collector it assumes, but makes it stronger.

Harbinger is also very clever about possessing Collectors that are close to death. When a near-death Collector is possessed, it is replenished with full armor and full barrier.

As soon as the armor is destroyed, Harbinger leaves the Collector body.

Take cover and use the particle beam to rip through your foe's barrier and armor before it can attack.

Harbinger will keep possessing Collectors for as long as there are Collectors in the fight, so take down the Collectors as fast as possible **[020]**.

Leave no Collector with a sliver of health, lest Harbinger take possession of its body.

Note

There can only be one possessed Collector at a time.

It's easy for the particle beam to run dry, but more power cells are located in the small room at the back and left of the lawn.

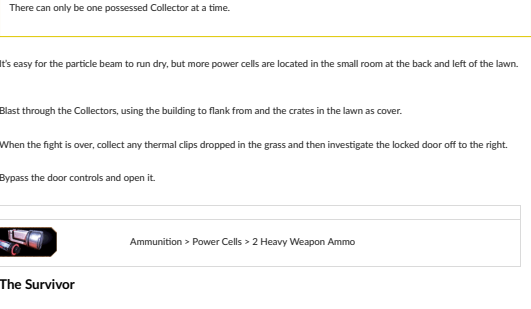
Blast through the Collectors, using the building to flank from and the crates in the lawn as cover.

When the fight is over, collect any thermal clips dropped in the grass and then investigate the locked door off to the right.

Bypass the door controls and open it.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

The Survivor



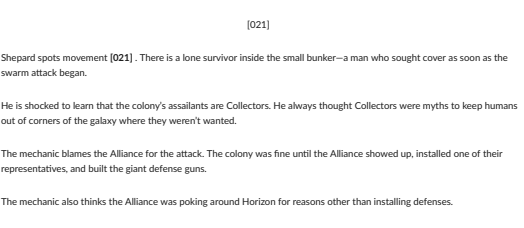
[021]

Shepard spots movement **[021]**. There is a lone survivor inside the small bunker—a man who sought cover as soon as the swarm attack began.

He is shocked to learn that the colony's assailants are Collectors. He always thought Collectors were myths to keep humans out of corners of the galaxy where they weren't wanted.

The mechanic blames the Alliance for the attack. The colony was fine until the Alliance showed up, installed one of their representatives, and built the giant defense guns.

The mechanic also thinks the Alliance was poking around Horizon for reasons other than installing defenses.



[022]

The mechanic complains that the guns don't even shoot straight **[022]**. Calibrating the guns had been a major headache. The guns, though, could be your ticket to turning back the Collectors.

If you can reach the main transmitter on the other side of the colony, you can access the targeting controls of the defense tower guns.

The mechanic will stay behind. Load up at the weapons locker, take the medi-gel and platinum, and then move out.

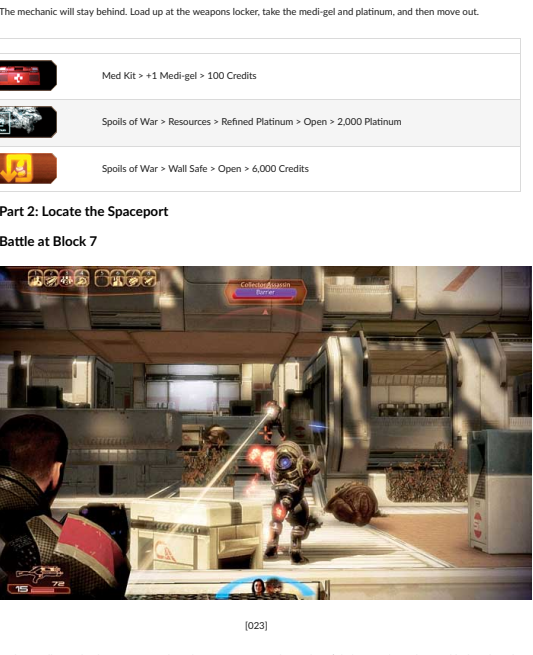
Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Platinum > Open > 2,000 Platinum

Spoils of War > Wall Safe > Open > 6,000 Credits

Part 2: Locate the Spaceport

Battle at Block 7

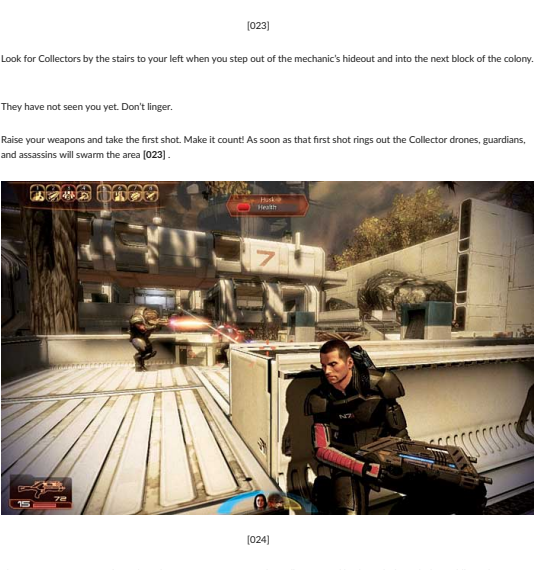


[023]

Look for Collectors by the stairs to your left when you step out of the mechanic's hideout and into the next block of the colony.

They have not seen you yet. Don't linger.

Raise your weapons and take the first shot. Make it count! As soon as that first shot rings out the Collector drones, guardians, and assassins will swarm the area **[023]**.



[024]

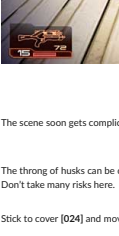
The scene soon gets complicated. Harbinger possesses one of the Collectors, and husks rush through the middle of the area.

The throng of husks can be cut down with gunfire, although you must stay aware of the assassins and possessed Collector. Don't take many risks here.

Stick to cover **[024]** and move up only when you can take and hold position.

Enemy Profile

Scion



Classification: Minion

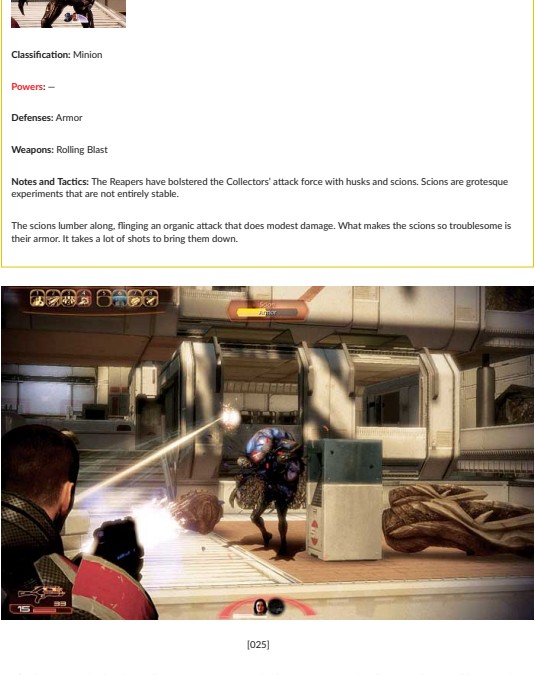
Powers: --

Defenses: Armor

Weapons: Rolling Blast

Notes and Tactics: The Reapers have bolstered the Collectors' attack force with husks and scions. Scions are grotesque experiments that are not entirely stable.

The scions lumber along, flinging an organic attack that does modest damage. What makes the scions so troublesome is their armor. It takes a lot of shots to bring them down.

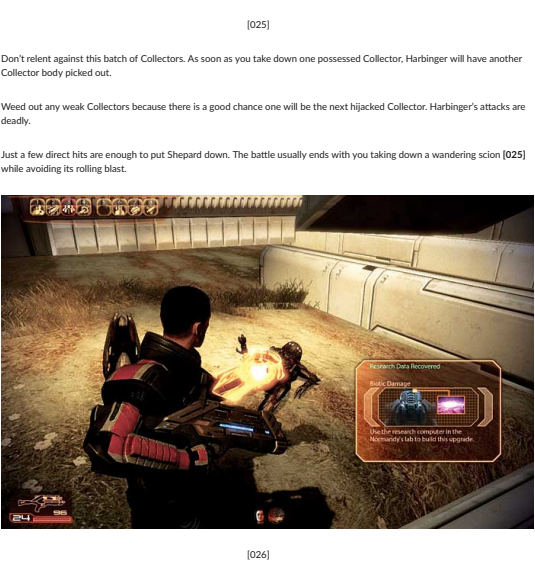


[025]

Don't relent against this batch of Collectors. As soon as you take down one possessed Collector, Harbinger will have another Collector body picked out.

Weed out any weak Collectors because there is a good chance one will be the next hijacked Collector. Harbinger's attacks are deadly.

Just a few direct hits are enough to put Shepard down. The battle usually ends with you taking down a wandering scion **[025]** while avoiding its rolling blast.



[026]

Now scour the scene for extra thermal clips and power cells. Then scan the dead Collector [026] farther up the stairs in the block to pick up the Hyper Amp.

This tech increases damage from biotic attacks by 10 percent. Now access the computer in the bridge that spans the block.

Bypass the locked door on the opposite side of the block after you have eliminated the Collectors and scoured the place for clips, power cells, credits, and tech scans.

This door leads to the spaceport, where you can work on the targeting systems for the colony's defense towers.

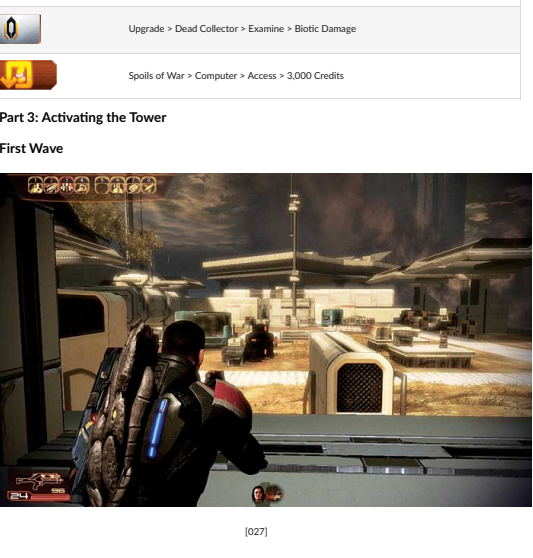
Ammunition > Power Cells > 2 Heavy Weapon Ammo

Upgrade > Dead Collector > Examine > Biotic Damage

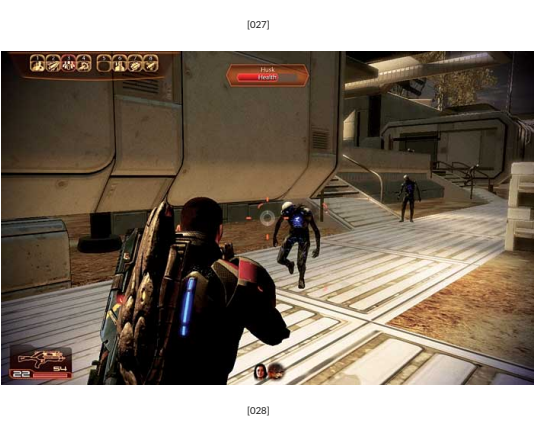
Spoils of War > Computer > Access > 3,000 Credits

Part 3: Activating the Tower

First Wave



[027]



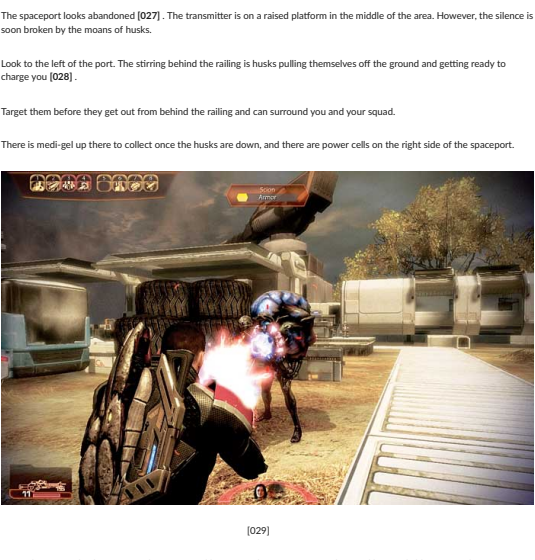
[028]

The spaceport looks abandoned **[027]**. The transmitter is on a raised platform in the middle of the area. However, the silence is soon broken by the moans of husks.

Look to the left of the port. The stirring behind the railing is husks pulling themselves off the ground and getting ready to charge you **[028]**.

Target them before they get out from behind the railing and can surround you and your squad.

There is medi-gel up there to collect once the husks are down, and there are power cells on the right side of the spaceport.



[029]

Before long, more husks activate. They are joined by a scion that moves across the port like a tank, blasting anything in front of it **[029]**.

Though it moves slowly, it's difficult to bring it down.

The scion seems to inhale ammo, which will make the rest of this battle harder. Heavy weapons bring the husks down faster, but don't waste all of your ammo.

En route to the spaceport, you'll find no shortage of enemies you should use heavy weapon ammo on.

Tip

If a husk gets too close, bash it with a melee attack before stepping back and opening fire. Use biotic attacks on husks. If you have Charge, for example, slam into a pack of husks to severely damage them.

Tip

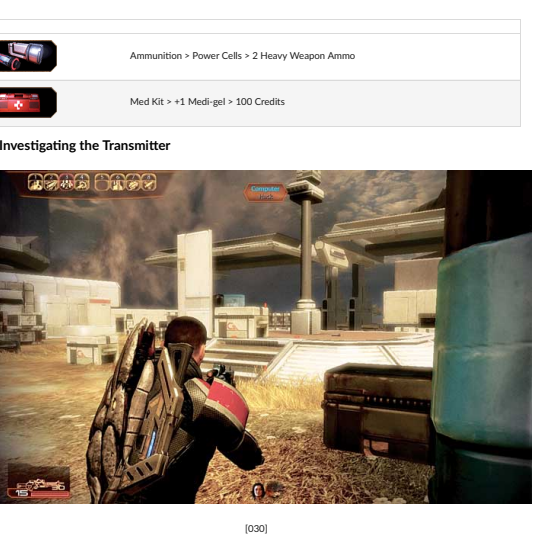
There are benefits and shortcomings to using the raised walkways on the left side, which offers protection and funnels foes through the narrow stepped entrances, but can cause you to become trapped.

The wider ground with crates is the other option, where you have more room to maneuver but more chance of being seen and charged.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits

Investigating the Transmitter



[030]

After eliminating the first wave of husks and scions, you need to hack the computer terminal on the platform **[030]**.

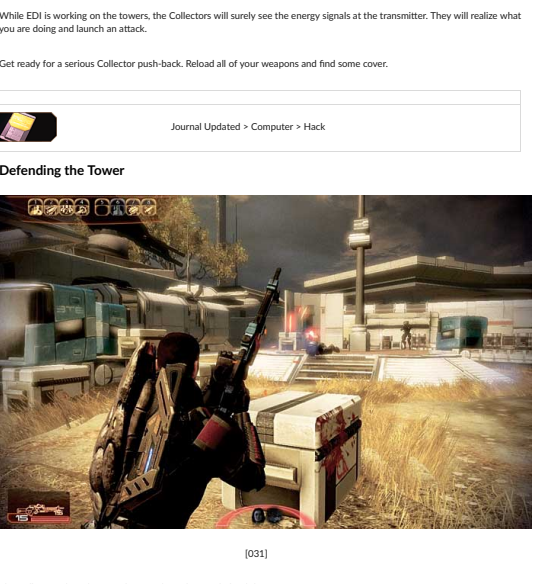
The terminal puts you in contact with the Normandy. EDI is able to recalibrate the defense towers on Horizon, but it will take a little time to bring the towers fully online.

While EDI is working on the towers, the Collectors will surely see the energy signals at the transmitter. They will realize what you are doing and launch an attack.

Get ready for a serious Collector push-back. Reload all of your weapons and find some cover.

Journal Updated > Computer > Hack

Defending the Tower



[031]

The Collectors drop down to the far side of the port behind the transmitter.

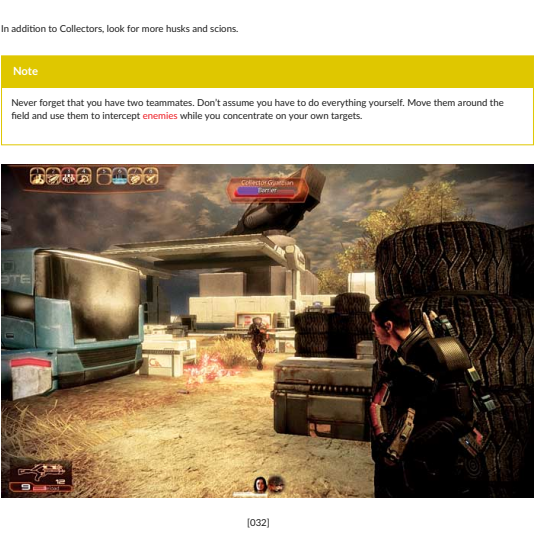
Within seconds, Harbinger possesses a Collector and the remainder of the Collectors spread out **[031]**.

The port is full of crates, so you have no shortage of places to hide. Use cover to rest and reload.

In addition to Collectors, look for more husks and scions.

Note

Never forget that you have two teammates. Don't assume you have to do everything yourself. Move them around the field and use them to intercept enemies while you concentrate on your own targets.

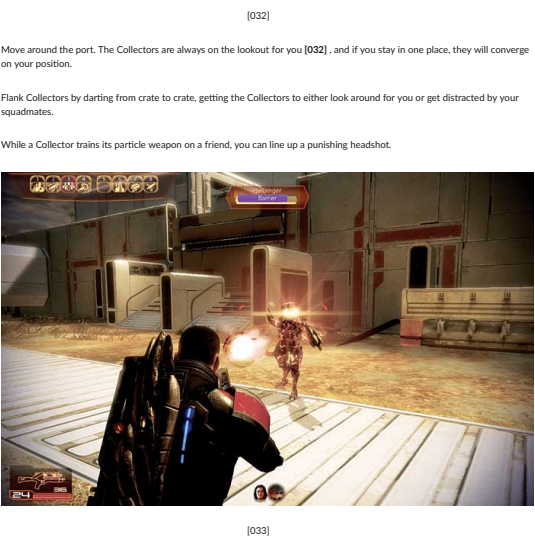


[032]

Move around the port. The Collectors are always on the lookout for you **[032]**, and if you stay in one place, they will converge on your position.

Flank Collectors by darting from crate to crate, getting the Collectors to either look around for you or get distracted by your squadmates.

While a Collector trains its particle weapon on a friend, you can line up a punishing headshot.



[033]

Fueled by rage, Harbinger possesses drone bodies and moves around. It tends to mount assaults **[033]** rather than stick to cover.

If you spot a Collector guardian ducking behind a hive shield, flank and try sniping the foe from the side rather than shooting apart the shield.

As the battle rages, EDI keeps you abreast of the status of the recalibration. You must hold the port until the guns are fully online.

The Collectors do not let up, moving on the port in waves.

Just when you think you have stopped their assault, Harbinger possesses another Collector and the assassins take up defensive positions around the perimeter of the port.

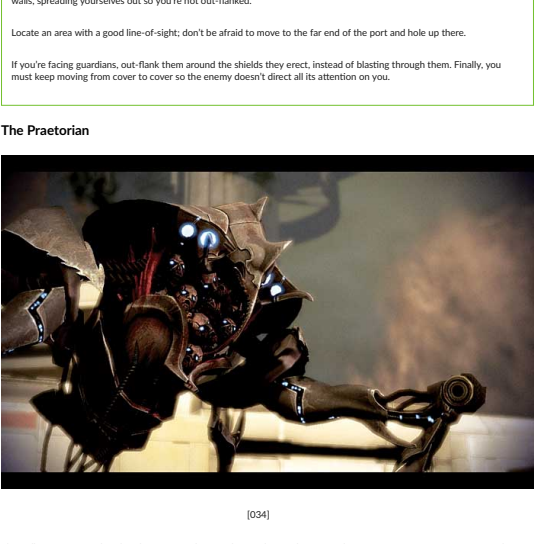
Tip

On higher difficulty levels: You may find it safer to place yourself and your squad members in cover against the exterior walls, spreading yourselves out so you're not out-flanked.

Locate an area with a good line-of-sight; don't be afraid to move to the far end of the port and hole up there.

If you're facing guardians, out-flank them around the shields they erect, instead of blasting through them. Finally, you must keep moving from cover to cover so the enemy doesn't direct all its attention on you.

The Praetorian



[034]

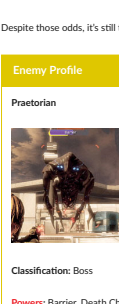
The Collectors soon realize that the guns are almost online, and so Harbinger sends in a praetorian, a monstrous entity that is the toughest monster you've fought yet **[034]**.

The praetorian drops in from the sky, ready to do what the Collectors could not: bring you down. The other Collectors fall back, leaving you to deal with the praetorian in a three-on-one fight.

Despite those odds, it's still the praetorian that has the upper hand.

Enemy Profile

Praetorian



Classification: Boss

Powers: Barrier, Death Choir

Defenses: Armor

Weapons: Twin Particle Beams

Notes and Tactics: The praetorian is a winged monster that wields twin particle beams. These beams cut through shields and armor. Direct hits seriously weaken defenses.

Repeat strikes in rapid succession are deadly. The beams last for several seconds, so when the praetorian starts to charge up a shot (look for the gathering of purple energy near its base), find cover.

The only way to kill a praetorian is to destroy its armor. However, the praetorian is surrounded by an additional barrier that it's able to regenerate.

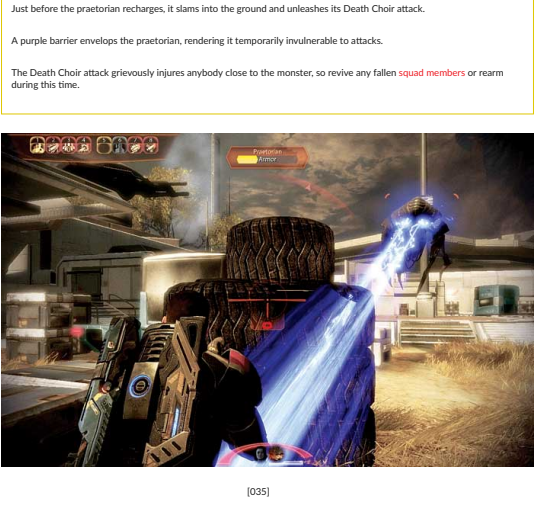
To chip away at the armor, you must first expend a lot of ammo in depleting the regenerating barrier. Warp and Incinerate are good power choices.

Once the barrier has been dispelled, you only have a few seconds to fire on the praetorian's armor before the beast recharges the barrier to full strength.

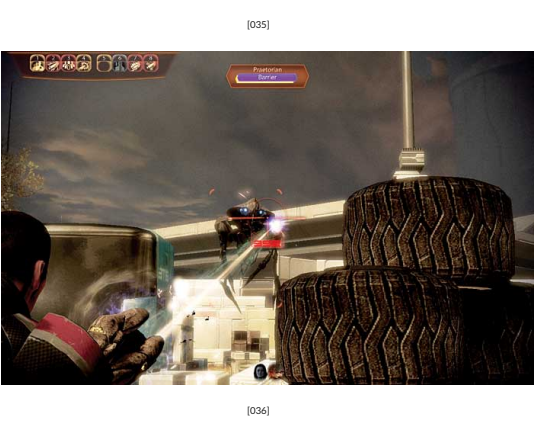
Just before the praetorian recharges, it slams into the ground and unleashes its Death Choir attack.

A purple barrier envelops the praetorian, rendering it temporarily invulnerable to attacks.

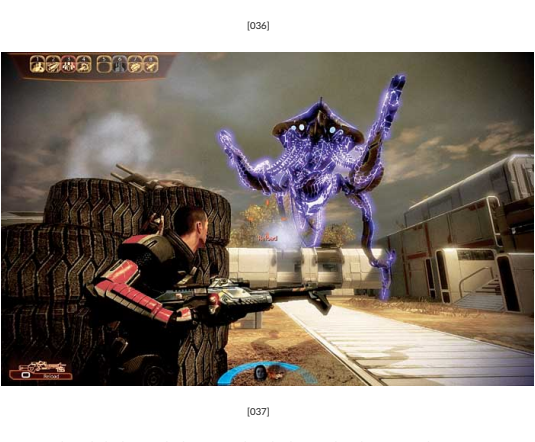
The Death Choir attack grievously injures anybody close to the monster, so revive any fallen squad members or rearm during this time.



[035]



[036]



[037]

Keep moving during this battle. Do not let the praetorian draw a bead on you. Always have cover nearby.

When you spy the particle beams charging up, slam into cover and dodge the incoming strike **[035]**.

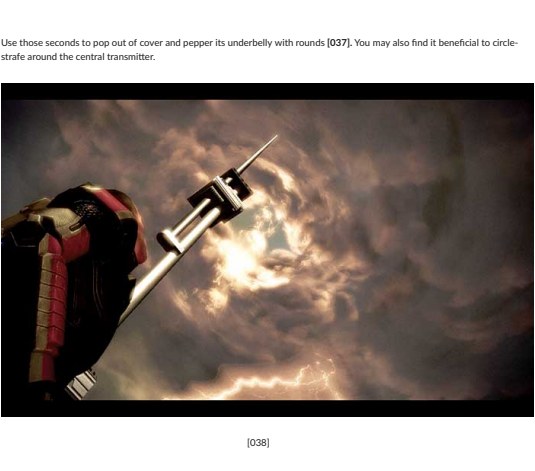
When the praetorian's barrier is down, capitalize on those few seconds before the creature crashes into the ground and uses Death Choir.

Another plan is to forgo cover in favor of circling around the Praetorian while attacking.

Wait until a particle beam attack is finished and then pop out of cover **[036]**. If you have heavy weapon ammo left, unload it and then back away before the Death Choir recharges.

The praetorian cannot be damaged while it is charging up its barrier. It needs a few moments between particle beam attacks.

Use those seconds to pop out of cover and pepper its underbelly with rounds **[037]**. You may also find it beneficial to circle-strafe around the central transmitter.



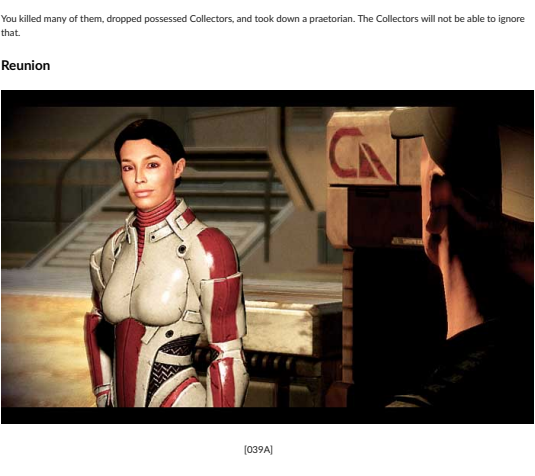
[038]

Just as you neutralize the praetorian, the Collector ship leaves the colony **[038]**.

Half of the colonists havealready been harvested by the Collectors and are aboard the vessel, but you struck a blow against the Collectors today.

You killed many of them, dropped possessed Collectors, and took down a praetorian. The Collectors will not be able to ignore that.

Reunion



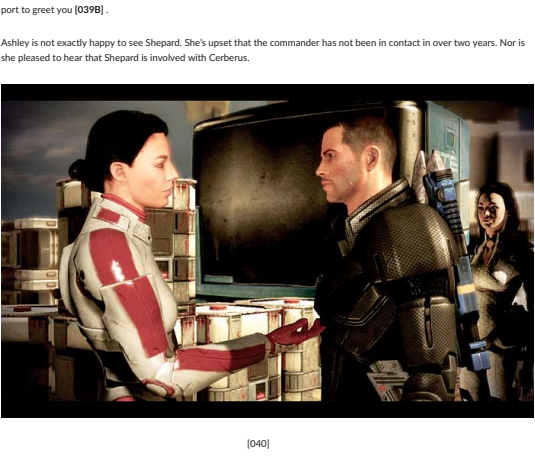
[039A]

[039B]

Once the Collector ship departs, the Alliance representative comes out of hiding **[039A]**. (For the sake of this meeting, let's just refer to the Alliance rep as Ashley.

If you are playing as a female commander or if Ashley was killed in the first *Mass Effect*, it would be Kaidan striding across the port to greet you **[039B]**.

Ashley is not exactly happy to see Shepard. She's upset that the commander has not been in contact in over two years. Nor is she pleased to hear that Shepard is involved with Cerberus.



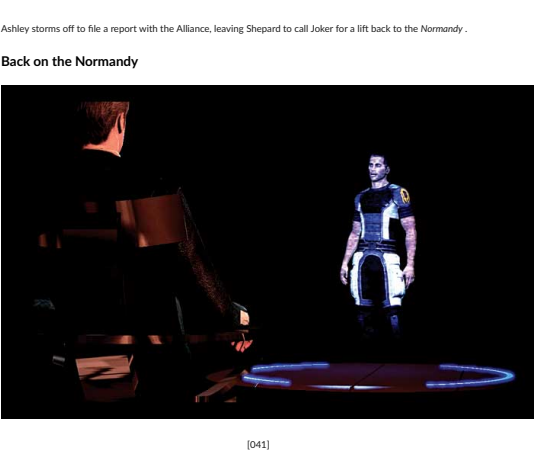
[040]

Ashley is hearing none of Shepard's rationale for falling in with Cerberus **[040]**.

She has too much history with Cerberus to believe they are acting nobly. She questions the commander's loyalty and refuses to join Shepard's crew.

Ashley storms off to file a report with the Alliance, leaving Shepard to call Joker for a lift back to the *Normandy*.

Back on the Normandy



[041]

Shepard joins the Illusive Man via holo-conference **[041]**. The Illusive Man is pleased that Shepard was able to fight the Collectors and interrupt their operations on Horizon.

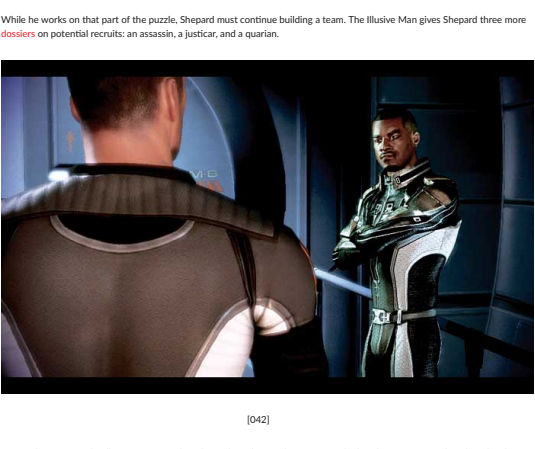
Shepard is not amused that the Illusive Man let slip to the Alliance that Shepard is working with Cerberus, thus souring a close past relationship.

But the Illusive Man says he needed to do this to find out if the Collectors are just after humans or if they are trying to get directly to Shepard. Attacking a colony where there is a former associate of Shepard makes it clear.

The Collectors are after Shepard.

The Illusive Man says that he is devoting all of his resources to discovering a way to pass through the Omega 4 mass relay and take the fight into Collector territory.

While he works on that part of the puzzle, Shepard must continue building a team. The Illusive Man gives Shepard three more dossiers on potential recruits: an assassin, a justicar, and a quarian.



[042]

During the meeting, the Illusive Man says that Shepard needs to make sure not only that the team is complete, but also that it is completely dedicated to the mission.

Shepard needs to go to the members of the team and make sure they have no qualms about rushing headlong into a dire situation.

They need to be focused. And that means cleaning up any loose ends in their lives.

So in addition to the finding new recruits, Shepard should find time to also see how to best earn the absolute loyalty of the team.

As always, take the time to make the rounds on the Normandy **[042]**, checking in with every crew member.

Check in with Chambers for any updates, read the private terminal to see if any new special assignments are available, and launch research projects.

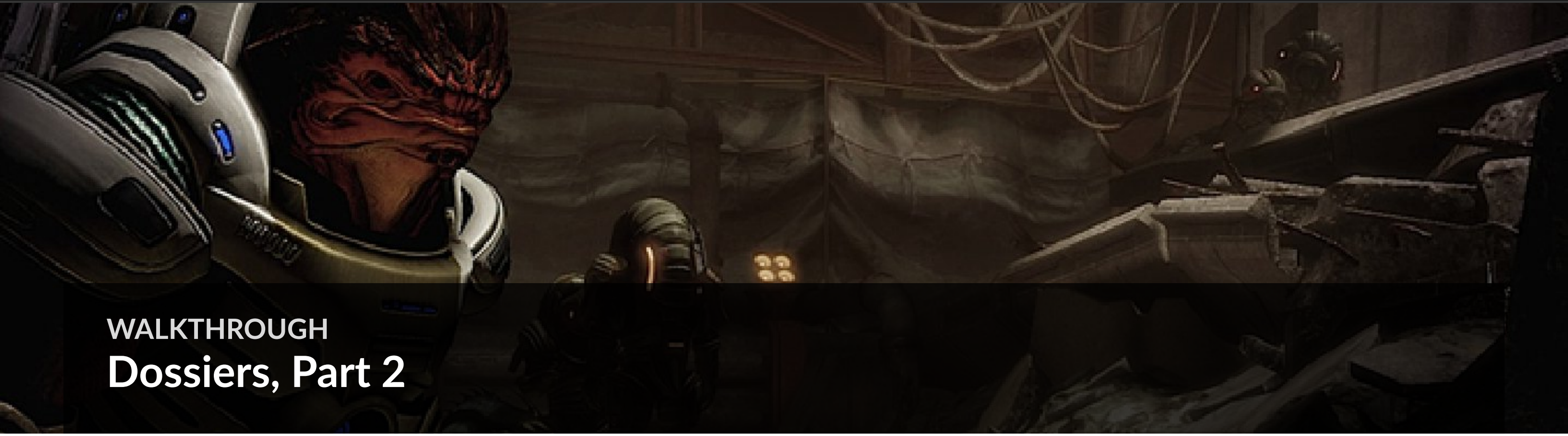
If minerals are an issue, there is no better time than now to travel to distant worlds and mine resources to put into tech.

Lives will be at stake if you don't enhance your ship's shields and defenses. Think seriously about these upgrades now.

Tip

You may wish to complete the additional walkthrough missions, which are not critical to your success but provide a good deal more Paragon or Renegade points, credits, and resources.

Consider the investigation of Firewalker, Lair of the Shadow Broker, and Project Overlord, at your earliest convenience.



WALKTHROUGH

Dossiers, Part 2

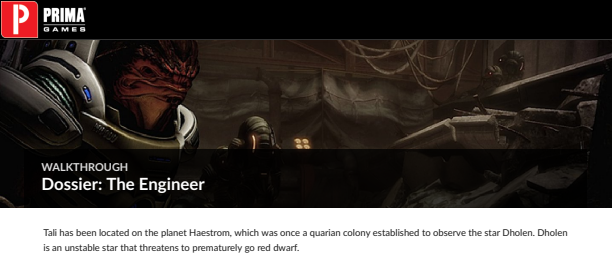
The Illusive Man recommends that Shepard expand the team by adding more recruits. As before, the Illusive Man has prepared dossiers on potential squad members.

There are three this time: a quarian, an assassin, and an asari justicar. Shepard is free to recruit them in any order, but without their talents, the mission cannot continue.

Note

You must recruit at least two of these three recruits to advance the story.

Once you have a total of eight squad members (Jacob and Miranda count as the first two), the Illusive Man then informs you that you must work on the loyalty of each squad member.



WALKTHROUGH

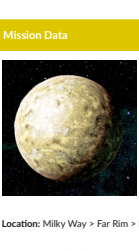
Dossier: The Engineer

Tali has been located on the planet Haestrom, which was once a quarian colony established to observe the star Dholen. Dholen is an unstable star that threatens to prematurely go red dwarf.

However, the quarians lost the planet to geth attack and it now serves as a geth outpost. The geth have built thousands of orbital platforms around Haestrom, but it is not known exactly how many geth exist on the planet.

The Citadel has issued strong warnings for all to avoid the planet, but a quarian research team has been dispatched to Haestrom to investigate quarian history on Haestrom. Shepard must somehow extract Tali from the planet before the geth tear apart her entire research team.

Mission Data



Location: Milky Way > Far Rim > Dholen > Haestrom

Experience Available: 1,000

Entities Encountered > Squad Members

- Tali'Zorah nar Rayya

Entities Encountered > Enemies

- Geth > Colossus
- Geth > Destroyer
- Geth > Hunter
- Geth > Prime
- Geth > Recon Drone
- Geth > Rocket Trooper
- Geth > Trooper

Spoils of War > Total Credits: 69,000

- Cerberus Funding: 30,000
- Credits: 39,000

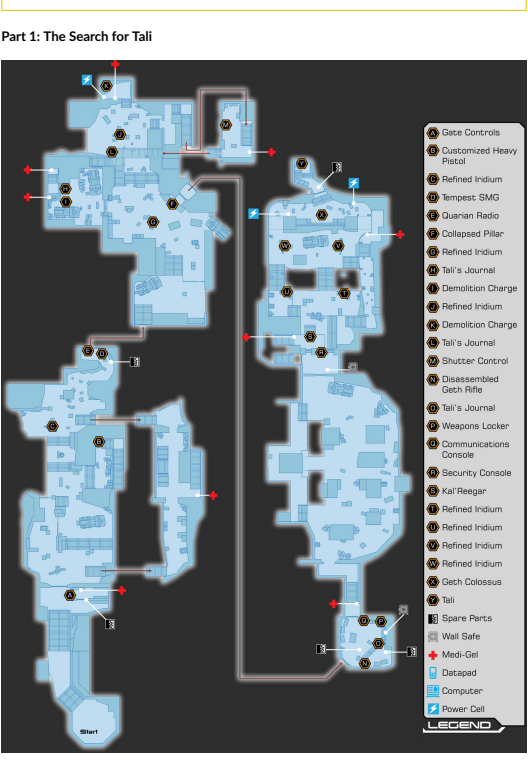
Spoils of War > New Weapons

- M-9 Tempest (Submachine Gun)
- Geth Pulse Rifle (Hardcore or Insanity Difficulty Level Only)

Spoils of War > Upgrades > Assault Rifle Damage (Kinetic Pulsar)

Spoils of War > Upgrades > Heavy Pistol Damage (Titan Pulsar)

Part 1: The Search for Tali



[001]

As the Cerberus shuttle lands and deposits the away team on the surface of Haestrom **[001]**, EDI informs Shepard that Tali's last known location was the ancient quarian ruins close to the drop zone.

This is an area of high geth activity, so the commander and squad should expect heavy resistance. And as if the geth weren't enough to deal with, Dholen has been flaring up.

Shepard must avoid direct sunlight or else the magnetic disruptions will damage shields. Attacking the geth in the sunlight is just too risky.

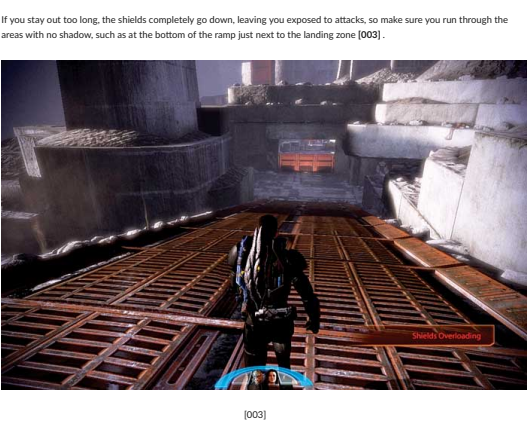
Avoiding the Sun

Shields Overloading

[002]

EDI was not exaggerating about the sunlight disrupting your shields. If you do slip out of the shade **[002]**, your shields immediately start degrading, as noted by an on-screen note.

If you stay out too long, the shields completely go down, leaving you exposed to attacks, so make sure you run through the areas with no shadow, such as at the bottom of the ramp just next to the landing zone **[003]**.



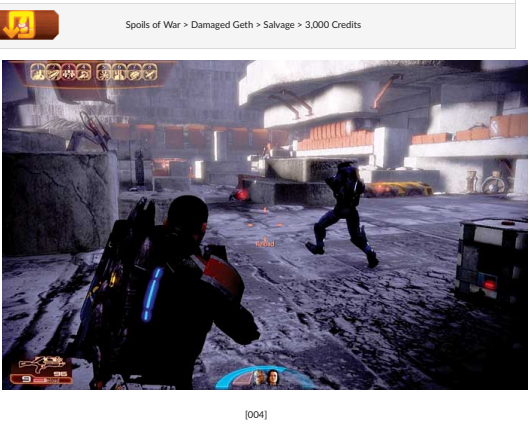
[003]

There is a locked gate at the bottom of the ramp. The controls for the gate are in a small room next to it, but so is a dead geth.

A quarian left a recording unit that automatically plays when you get close: Tali must be found, as she has the data that the quarian expedition team was after.

Grab the medi-gel from the nearby crate and scan the dead geth for 3,000 credits. Cerberus pays well for salvaged geth technology.

	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Damaged Geth > Salvage > 3,000 Credits

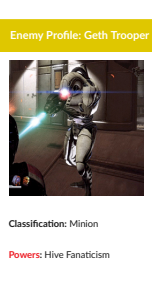


[004]

Within moments of walking through the gate, you are spotted by the geth. Ancient quarian architecture features a lot of large blocks and geometric shapes, which double as excellent cover **[004]**.

Dive behind a block and begin targeting the geth troopers that are fanning across the area. The geth seem unfazed by the sunlight, so they are allowed greater movement. Go for headshots to bring the geth down faster.

Enemy Profile: Geth Trooper



Classification: Minion

Powers: Hive Fanaticism

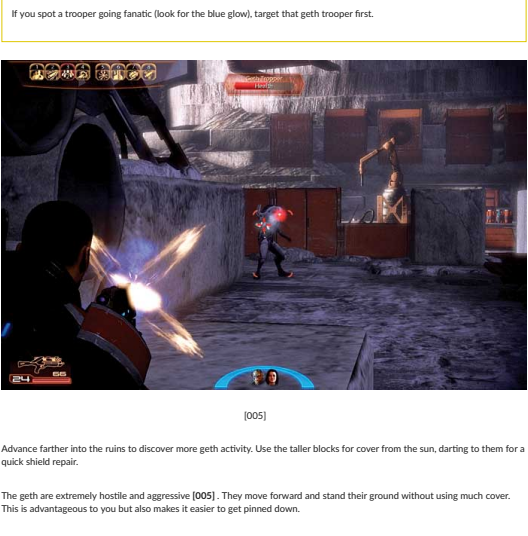
Defenses: Geth Shielding

Weapons: Pulse Rifle

Notes and Tactics: Geth troopers are the backbone of the geth. These minions are aggressive troops that attack with pulse rifles that do medium damage.

What makes the geth troopers frightening is their Hive Fanaticism power. When geth troopers detect the death of other geth, they enter a frenzied state and are more deadly.

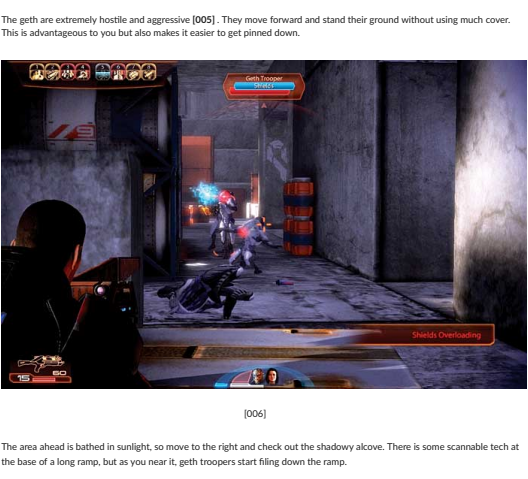
If you spot a trooper going fanatic (look for the blue glow), target that geth trooper first.



[005]

Advance farther into the ruins to discover more geth activity. Use the taller blocks for cover from the sun, darting to them for a quick shield repair.

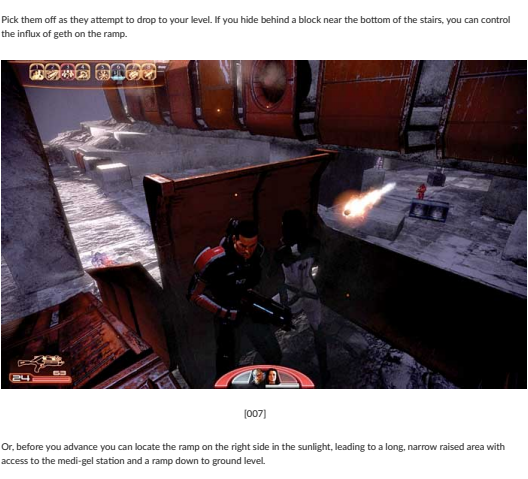
The geth are extremely hostile and aggressive **[005]**. They move forward and stand their ground without using much cover. This is advantageous to you but also makes it easier to get pinned down.



[006]

The area ahead is bathed in sunlight, so move to the right and check out the shadows above. There is some accessible tech at the base of a long ramp, but as you near it, geth troopers start filing down the ramp.

Pick them off as they attempt to drop to your level. If you hide behind a block near the bottom of the stairs, you can control the influx of geth on the ramp.



[007]

Or, before you advance you can locate the ramp on the right side in the sunlight, leading to a long, narrow raised area with access to the medi-gel station and a ramp down to ground level.

Now you can attack the geth from a distance **[006]**, using the low red wall as cover from the sun or sprinting toward the thick walls near the enclosed ramp. Sniper rifles make short work of the foes here.

You can use this area at the top of the ramp to flank the geth rocket troopers ahead and below you **[007]**, or you can use the blocks back on the main floor.

Tip

Send your squad members in first to help divert some of the fire, but be sure (throughout this mission) that you order them into cover that is primarily shaded; they need their armor, too!

Once the geth have stopped attacking, scan the heavy pistol on the deceased quarian. It's a Titan Pulsar, which increases heavy pistol damage by 10 percent.

Don't forget to gather thermal clips and check the medi-gel station at the top of the ramp.

Tip

On higher difficulty levels: It is even more important to take your time with your takedowns. Always find shaded cover, and use the right-side balcony to gain height advantage.

Hide in the shadows and accurately take down the geth, targeting those with rockets first.

	Upgrade > Customized Heavy Pistol > Scan > Heavy Pistol Damage
	Medical Station > Open > Med Kit > 100 Credits

Enemy Profile: Geth Rocket Trooper

Classification: Minion

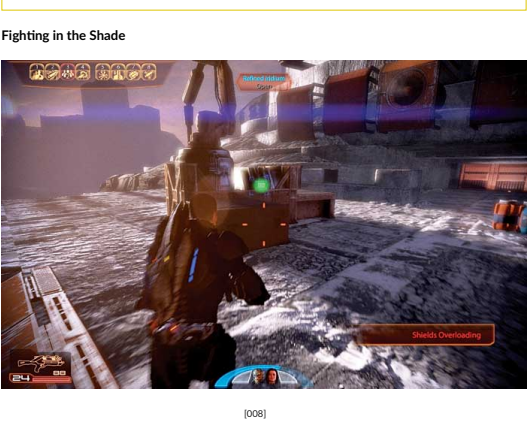
Powers: --

Defenses: Geth Shielding

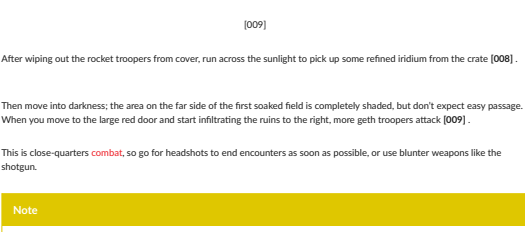
Weapons: Rocket Launcher

Notes and Tactics: Geth rocket troopers are technically weaker than regular geth troopers; they do not possess Hive Fanaticism. But their rocket launchers are incredibly accurate and powerful, so prioritize these geth early.

Fighting in the Shade



[008]



[009]

After wiping out the rocket troopers from cover, run across the sunlight to pick up some refined iridium from the crate **[008]**.

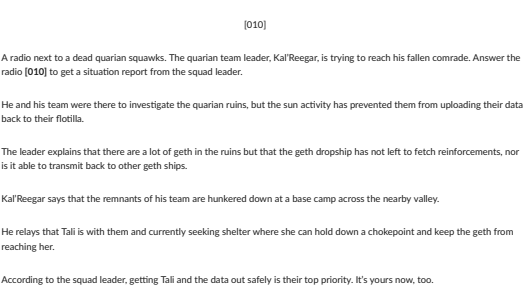
Then move into darkness; the area on the far side of the first sunlit field is completely shaded, but don't expect easy passage. When you move to the large red door and start infiltrating the ruins to the right, more geth troopers attack **[009]**.

This is close-quarters combat, so go for headshots to end encounters as soon as possible, or use blunter weapons like the shotgun.

Note

Scan the damaged geth hunter for an additional 6,000 credits. One of the dead quarians in this shaded area has a new weapon: the Tempest submachine gun.

	Spoils of War > Resources > Refined Iridium > Open > 400 Iridium
	Spoils of War > Damaged Geth Hunter > Salvage > 6,000 Credits
	New Weapon: M-9 Tempest Submachine Gun



[010]

A radio next to a dead quarian squeaks. The quarian team leader, Kal'Reegar, is trying to reach his fallen comrade. Answer the radio **[010]** to get a situation report from the squad leader.

He and his team were there to investigate the quarian ruins, but the sun activity has prevented them from uploading their data back to their flotilla.

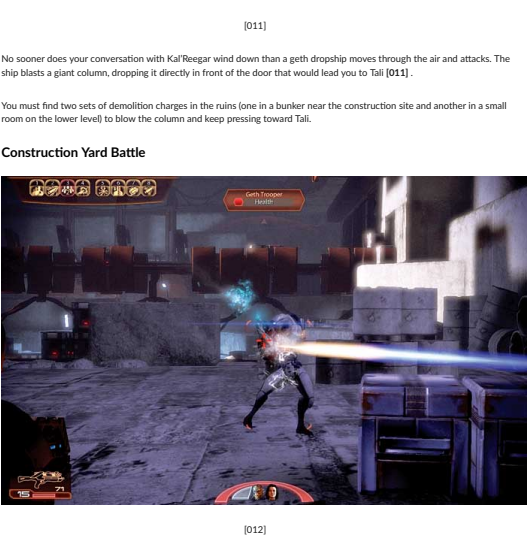
The leader explains that there are a lot of geth in the ruins but that the geth dropship has not left to fetch reinforcements, nor is it able to transmit back to other geth ships.

Kal'Reegar says that the remnants of his team are hunkered down at a base camp across the nearby valley.

He relays that Tali is with them and currently seeking shelter where she can hold down a chokepoint and keep the geth from reaching her.

According to the squad leader getting Tali and the data out safely is their top priority. It's yours now, too.

Part 2: Explosive Charges



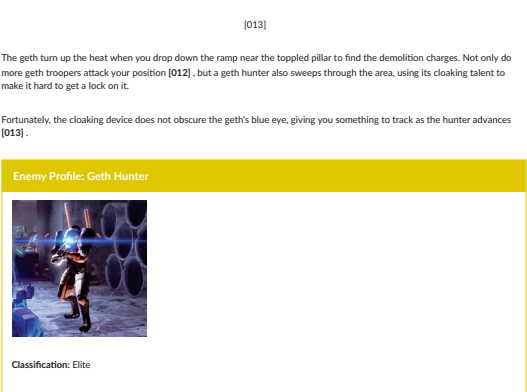
[011]

No sooner does your conversation with Kal'Reegar wind down than a geth dropship moves through the air and attacks. The ship blasts a giant column, dropping it directly in front of the door that would lead you to Tali **[011]**.

You must find two sets of demolition charges in the ruins (one in a bunker near the construction site and another in a small room on the lower level) to blow the column and keep pressing toward Tali.

Construction Yard Battle

[012]

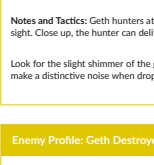


[013]

The geth turn up the heat when you drop down the ramp near the toppled pillar to find the demolition charges. Not only do more geth troopers attack your position **[012]**, but a geth hunter also sweeps through the area, using its cloaking talent to make it hard to get a lock on it.

Fortunately, the cloaking device does not obscure the geth's blue eye, giving you something to track as the hunter advances **[013]**.

Enemy Profile: Geth Hunter



Classification: Elite

Powers: Tactical Cloak

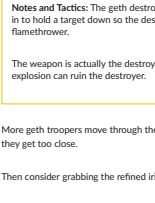
Defenses: Geth Shielding

Weapons: Geth Shotgun

Notes and Tactics: Geth hunters attempt to sneak up on their targets with cloaking devices that obscure them from easy sight. Close up, the hunter can deliver a harsh melee attack or score a direct hit with a rocket.

Look for the slight shimmer of the geth hunter's outline to track their movements on the battlefield. Geth hunters also make a distinctive noise when dropping the cloaking, which clues you in to their position.

Enemy Profile: Geth Destroyer



Classification: Elite

Powers: --

Defenses: Geth Shielding

Weapons: Arc Thrower

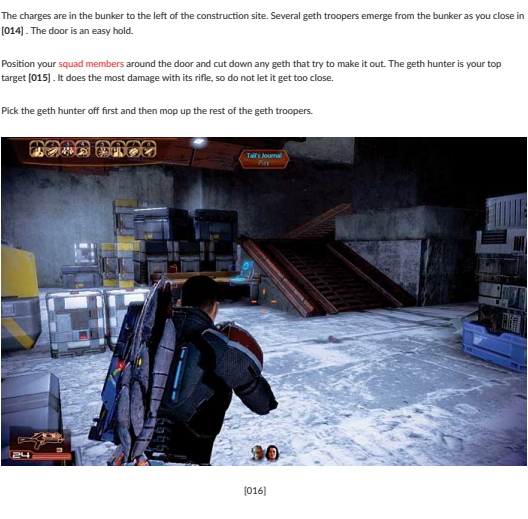
Notes and Tactics: The geth destroyer is typically supported by geth troopers. They work in tandem, with troopers moving in to hold a target down so the destroyer can move in and finish it off with the close-range arc thrower, an energy-like flamethrower.

The weapon is actually the destroyer's weak spot. A direct shot at the weapon causes it to go critical. The resulting explosion can ruin the destroyer.

More geth troopers move through the construction equipment. Use cover to hold your position, and pick off the geth before they get too close.

Then consider grabbing the refined iridium in the middle of the yard and locating your first set of charges.

[014]

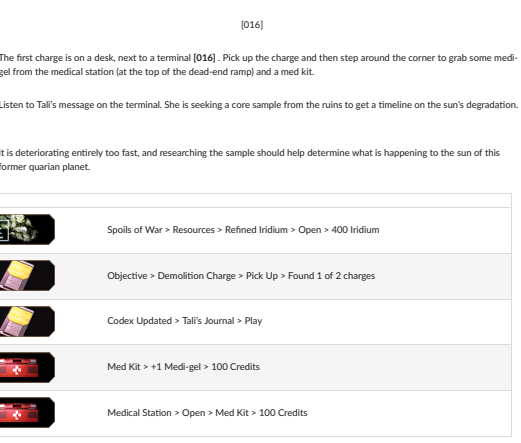


[015]

The charges are in the bunker to the left of the construction site. Several geth troopers emerge from the bunker as you close in **[014]**. The door is an easy hold.

Position your squad members around the door and cut down any geth that try to make it out. The geth hunter is your top target **[015]**. It does the most damage with its rifle, so do not let it get too close.

Pick the geth hunter off first and then mop up the rest of the geth troopers.



[016]

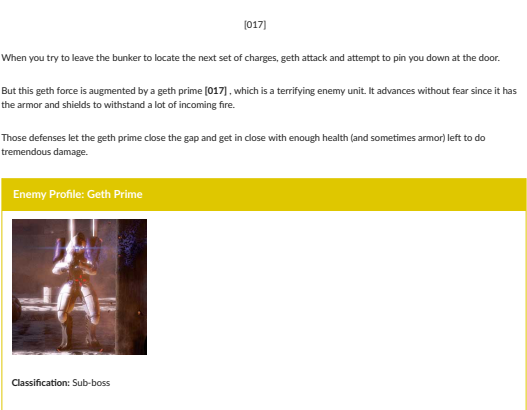
The first charge is on a desk, next to a terminal **[016]**. Pick up the charge and then step around the corner to grab some medi-gel from the medical station (at the top of the dead-end ramp) and a med kit.

Listen to Tali's message on the terminal. She is seeking a core sample from the ruins to get a timeline on the sun's degradation.

It is deteriorating entirely too fast, and researching the sample should help determine what is happening to the sun of this former quarian planet.

	Spoils of War > Resources > Refined Iridium > Open > 400 Iridium
	Objective > Demolition Charge > Pick Up > Found 1 of 2 charges
	Codex Updated > Tali's Journal > Play
	Med Kit > +1 Medi-gel > 100 Credits
	Medical Station > Open > Med Kit > 100 Credits

Turnabout Is Fair Play



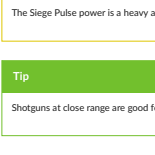
[017]

When you try to leave the bunker to locate the next set of charges, geth attack and attempt to pin you down at the door.

But this geth force is augmented by a geth prime **[017]**, which is a terrifying enemy unit. It advances without fear since it has the armor and shields to withstand a lot of incoming fire.

Those defenses let the geth prime close the gap and get in close with enough health (and sometimes armor) left to do tremendous damage.

Enemy Profile: Geth Prime



Classification: Sub-boss

Powers: Drone Swarm, Siege Pulse

Defenses: Geth Shielding

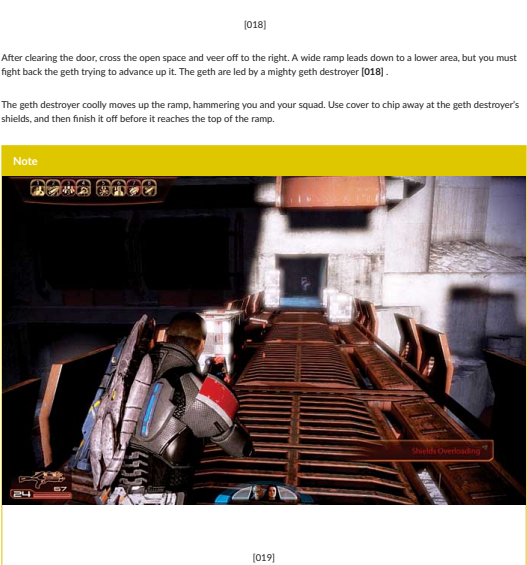
Weapons: Minigun

Notes and Tactics: Geth primes are the deadliest of the geth foot soldiers. Primes can call in up to three combat drones to support their attacks and needle a target while the prime fills the area with minigun fire.

The Siege Pulse power is a heavy attack that not only does extensive damage, but also temporarily blocks regeneration.

Tip

Shotguns at close range are good for bringing down a geth prime.

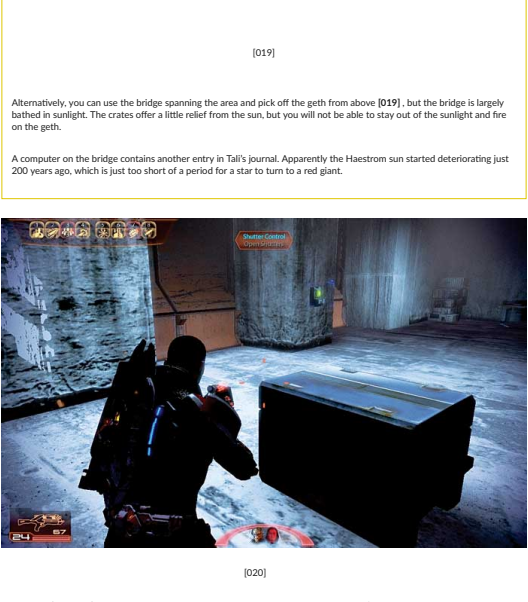


[018]

After clearing the door, cross the open space and veer off to the right. A wide ramp leads down to a lower area, but you must fight back the geth trying to advance up it. The geth are led by a mighty geth destroyer **[018]**.

The geth destroyer coolly moves up the ramp, hammering you and your squad. Use cover to chip away at the geth destroyer's shields, and then finish it off before it reaches the top of the ramp.

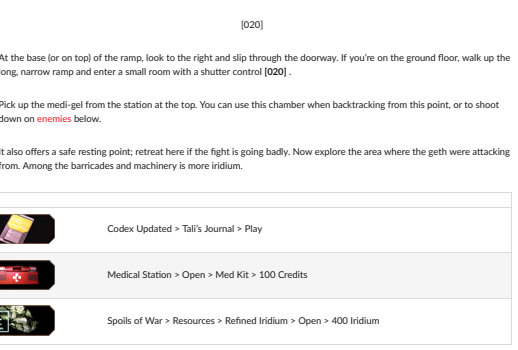
Note



[019]

Alternatively, you can use the bridge spanning the area and pick off the geth from above **[019]**, but the bridge is largely bathed in sunlight. The crates offer a little relief from the sun, but you will not be able to stay out of the sunlight and fire on the geth.

A computer on the bridge contains another entry in Tali's journal. Apparently the Haestrom sun started deteriorating just 200 years ago, which is just too short of a period for a star to turn to a red giant.



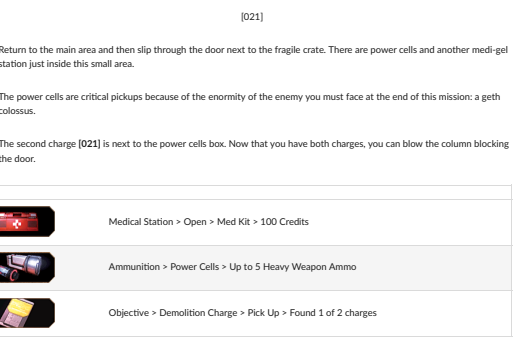
[020]

At the base (or on top) of the ramp, look to the right and slip through the doorway. If you're on the ground floor, walk up the long, narrow ramp and enter a small room with a shutter control **[020]**.

Pick up the medi-gel from the station at the top. You can use this chamber when backtracking from this point, or to shoot down on enemies below.

It also offers a safe resting point; retreat here if the fight is going badly. Now explore the area where the geth were attacking from. Among the barricades and machinery is more iridium.

	Codex Updated > Tali's Journal > Play
	Medical Station > Open > Med Kit > 100 Credits
	Spoils of War > Resources > Refined Iridium > Open > 400 Iridium



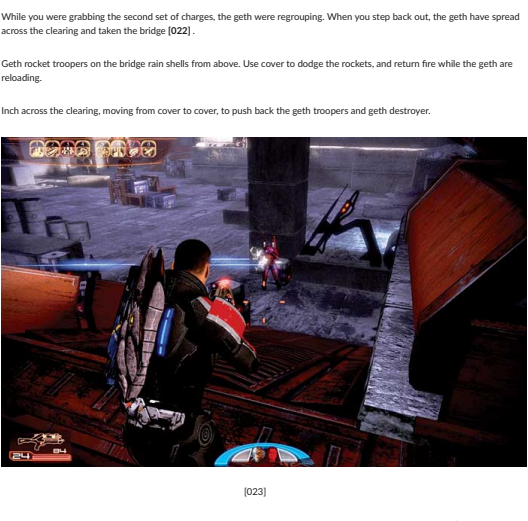
[021]

Return to the main area and then slip through the door next to the fragile crate. There are power cells and another medi-gel station just inside this small area.

The power cells are critical pickups because of the severity of the enemy you must face at the end of this mission: a geth colossus.

The second charge **[021]** is next to the power cells box. Now that you have both charges, you can blow the column blocking the door.

	Medical Station > Open > Med Kit > 100 Credits
	Ammunition > Power Cells > Up to 3 Heavy Weapon Ammo
	Objective > Demolition Charge > Pick Up > Found 2 of 2 charges

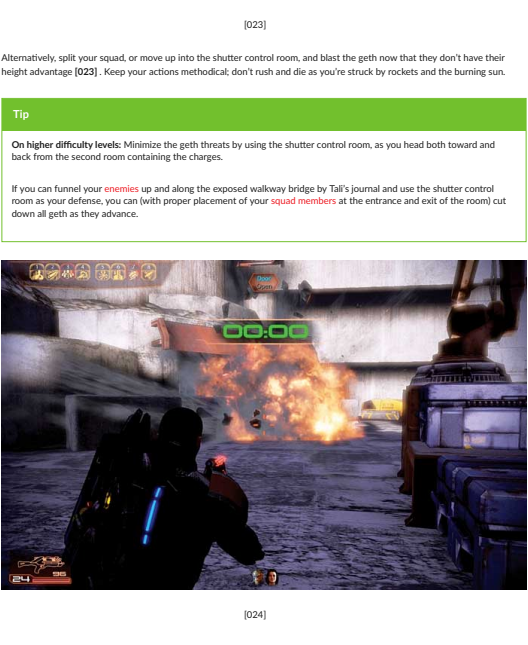


[022]

While you were grabbing the second set of charges, the geth were regrouping. When you step back out, the geth have spread across the clearing and taken the bridge **[022]**.

Geth rocket troopers on the bridge rain shells from above. Use cover to dodge the rockets, and return fire while the geth are reloading.

Inch across the clearing, moving from cover to cover, to push back the geth troopers and geth destroyer.



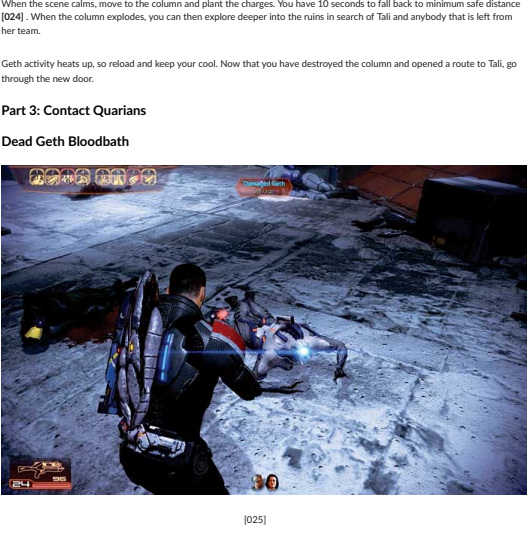
[023]

Alternatively, split your squad, or move up into the shutter control room, and blast the geth now that they don't have their height advantage **[023]**. Keep your actions methodical; don't rush and die as you're struck by rockets and the burning sun.

Tip

On higher difficulty levels: Minimize the geth threats by using the shutter control room, as you head both toward and back from the second room containing the charges.

If you can funnel your enemies up and along the exposed walkway bridge by Tali's journal and use the shutter control room as your defense, you can both prepare placement of your squad members at the entrance and exit of the room to cut down all geth as they advance.



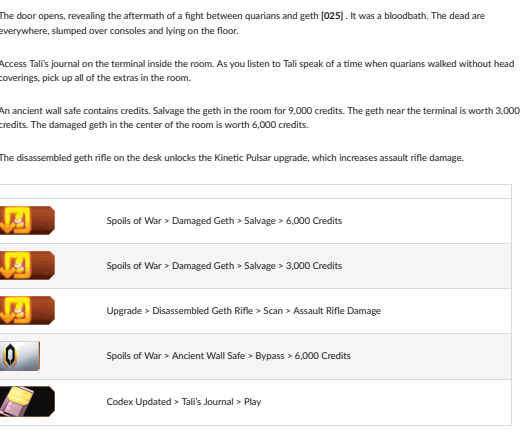
[024]

When the room calms, move to the column and plant the charges. You have 10 seconds to fall back to minimum safe distance **[024]**. When the column explodes, you can then explore deeper into the ruins in search of Tali and anybody that is left from her team.

Geth activity heats up, so reload and keep your cool. Now that you have destroyed the column and opened a route to Tali, go through the new door.

Part 3: Contact Quarians

Dead Geth Bloodbath



[025]

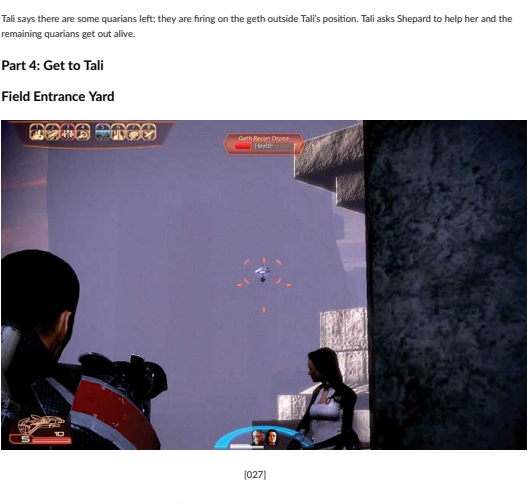
The door opens, revealing the aftermath of a fight between quarians and geth **[025]**. It was a bloodbath. The dead are everywhere, slumped over consoles and lying on the floor.

Access Tali's journal on the terminal inside the room. As you listen to Tali speak of a time when quarians walked without hood coverings, pick up all of the extras in the room.

An ancient wall safe contains credits. Salvage the geth in the room for 9,000 credits. The geth near the terminal is worth 3,000 credits. The damaged geth in the center of the room is worth 6,000 credits.

The disassembled geth rifle on the desk unlocks the Kinetic Pulsar upgrade, which increases assault rifle damage.

	Spoils of War > Damaged Geth > Salvage > 6,000 Credits
	Spoils of War > Damaged Geth > Salvage > 3,000 Credits
	Upgrade > Disassembled Geth Rifle > Scan > Assault Rifle Damage
	Spoils of War > Ancient Wall Safe > Bypass > 6,000 Credits
	Codex Updated > Tali's Journal > Play



[026]

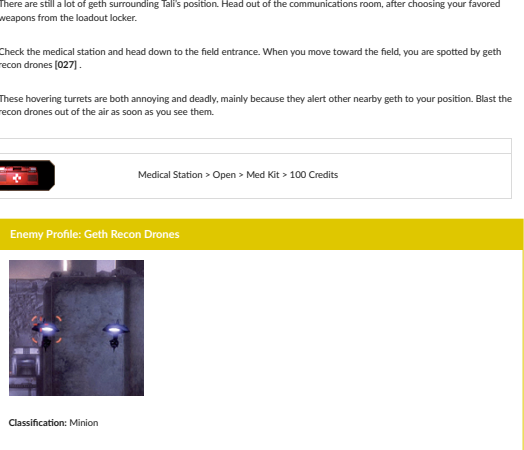
After picking up all of the credits and treasure, access the communications console next to the locked door in the back of the room. This opens a line to Tali **[026]**.

Talk to Tali about her mission, and she will explain how to reach her. Tali is holed up inside an observatory, located through the door and across a field, where she is currently cornered by geth.

Tali says there are some quarians left; they are firing on the geth outside Tali's position. Tali asks Shepard to help her and the remaining quarians get out alive.

Part 4: Get to Tali

Field Entrance Yard



[027]

There are still a lot of geth surrounding Tali's position. Head out of the communications room, after choosing your favored weapons from the loadout locker.

Check the medical station and head down to the field entrance. When you move toward the field, you are spotted by geth recon drones **[027]**.

These hovering turrets are both annoying and deadly, mainly because they alert other nearby geth to your position. Blast the recon drones out of the air as soon as you see them.

	Medical Station > Open > Med Kit > 100 Credits

Enemy Profile: Geth Recon Drone

Classification: Minion

Powers: Tactical Cloak

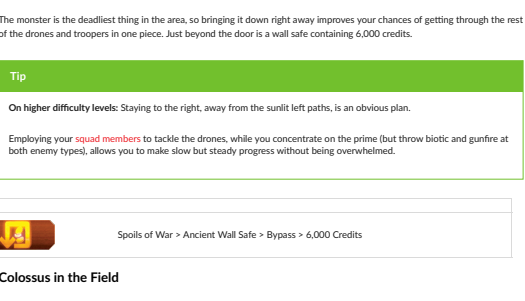
Defenses: --

Weapons: Pulse Emitter

Notes and Tactics: Geth recon drones are flying units that relay advance intel back to the other geth.

The drones are equipped with pulse emitters that do only minor damage, but they are enough to keep a target pinned while other geth move in.

Bring down the drone with a rapid fire weapon, or use an area effect biotic attack.



[028]

Don't keep your eyes up for too long, though. Geth troopers and a geth prime **[028]** weave through the giant blocks to shred your squad. Drop into cover and target that geth prime first.

The monster is the deadliest thing in the area, so bringing it down right away improves your chances of getting through the rest of the drones and troopers in one piece. Just beyond the door is a wall safe containing 6,000 credits.

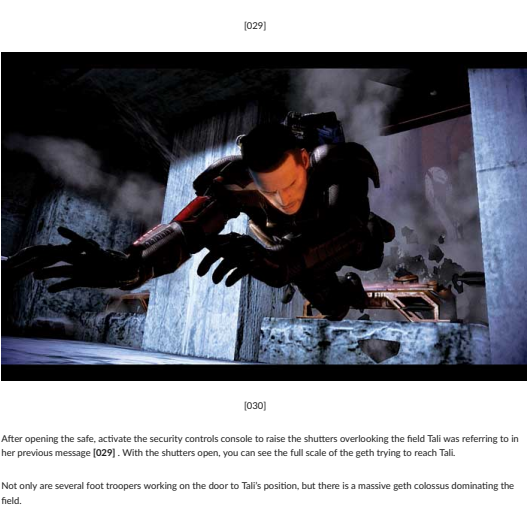
Tip

On higher difficulty levels: Staying to the right, away from the sunlit left paths, is an obvious plan.

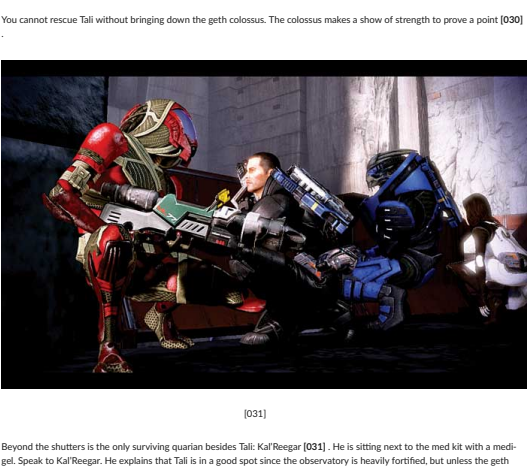
Employing your squad members to tackle the drones, while you concentrate on the prime (but throw biotic and gunfire at both enemy types), allows you to make slow but steady progress without being overwhelmed.

	Spoils of War > Ancient Wall Safe > Bypass > 6,000 Credits

Colossus in the Field



[029]

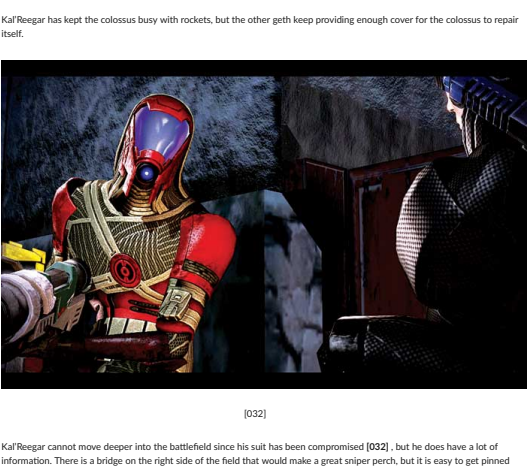


[030]

After opening the safe, activate the security controls console to raise the shutters overlooking the field Tali was referring to in her previous message **[029]**. With the shutters open, you can see the full scale of the geth trying to reach Tali.

Not only are several foot troopers working on the door to Tali's position, but there is a massive geth colossus dominating the field.

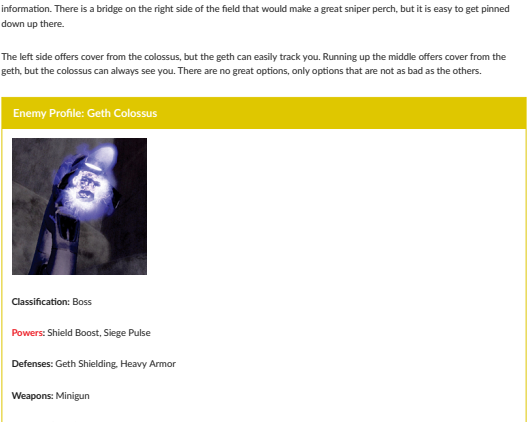
You cannot rescue Tali without bringing down the geth colossus. The colossus makes a show of strength to prove a point **[030]**.



[031]

Beyond the shutters is the only surviving quarian besides Tali: Kal'Reegar **[031]**. He is sitting next to the med kit with a medi-gel. Speak to Kal'Reegar. He explains that Tali is in a good spot since the observatory is heavily fortified, but unless the geth colossus is taken care of, she will soon be in trouble.

Kal'Reegar has kept the colossus busy with rockets, but the other geth keep providing enough cover for the colossus to repair itself.

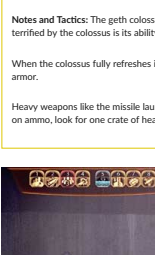


[032]

Kal'Reegar cannot move deeper into the battlefield since his suit has been compromised **[032]**, but he does have a lot of information. There is a bridge on the right side of the field that would make a good sniper perch, but it is easy to get pinned down up there.

The left side offers cover from the colossus, but the geth can easily move up. Running up the middle offers cover from the geth, but the colossus can always see you. There are no great options, only options that are not as bad as the others.

Enemy Profile: Geth Colossus



Classification: Boss

Powers: Shield Boost, Siege Pulse

Defenses: Geth Shielding, Heavy Armor

Weapons: Minigun

Notes and Tactics: The geth colossus instills much fear thanks to its size and powerful weapons. But the real reason to be terrified by the colossus is its ability to hunker down and regenerate its shields if given a moment's chance.

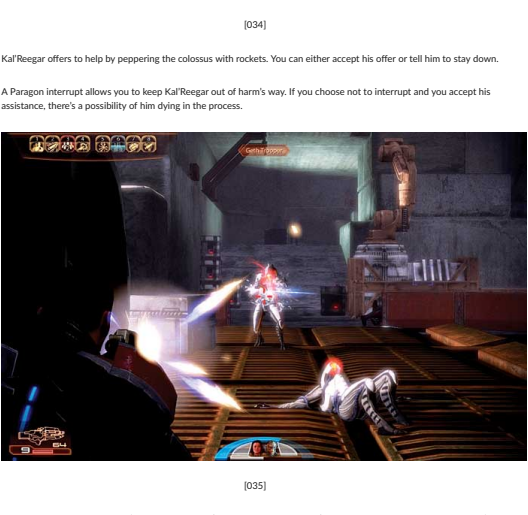
When the colossus fully refreshes its shields, you must start all over to break through them to chip away at the colossus's armor.

Heavy weapons like the missile launcher or Collector particle beam work best for taking down a colossus. If you run low on ammo, look for one crate of heavy weapon ammo on each side of the colossus.

[033]

If you have a sniper, the perch works well for picking off the geth **[033]**. If you have heavy weapons, sneaking up on the geth from the left **[034]** is good because you can unload on it without it seeing you until you're on its doorstep.

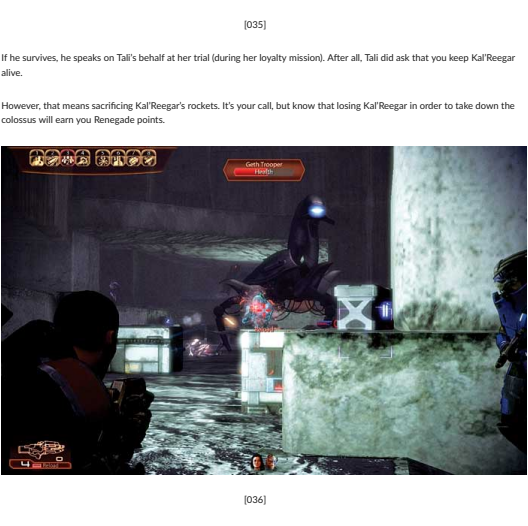
If you have a strong squad with assault rifles and lots of medi-gel, taking the middle **[035]** will offer cover and plenty of spots to fight back, but you will be under constant barrage.



[034]

Kal'Reegar offers to help by peppering the colossus with rockets. You can either accept his offer or tell him to stay down.

A Paragon interrupt allows you to keep Kal'Reegar out of harm's way. If you choose not to interrupt and you accept his assistance, there's a possibility of him dying in the process.

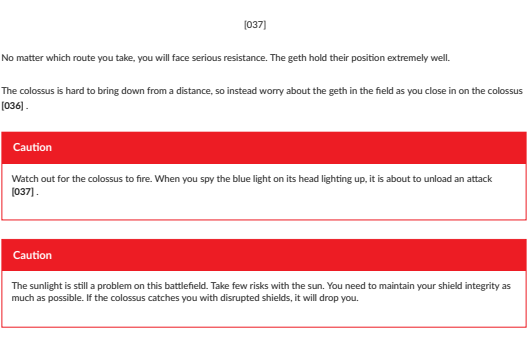


[035]

If he survives, he speaks on Tali's behalf at her trial (during her loyalty mission). After all, Tali did ask that you keep Kal'Reegar alive.

However, that means sacrificing Kal'Reegar's rockets. It's your call, but know that losing Kal'Reegar in order to take down the colossus will earn you Renegade points.

[036]



[037]

No matter which route you take, you will face serious resistance. The geth hold their position extremely well.

The colossus is hard to bring down from a distance, so instead worry about the geth in the field as you close in on the colossus **[036]**.

Caution

Watch out for the colossus to fire. When you spy the blue light on its head lighting up, it is about to unload an attack **[037]**.

Caution

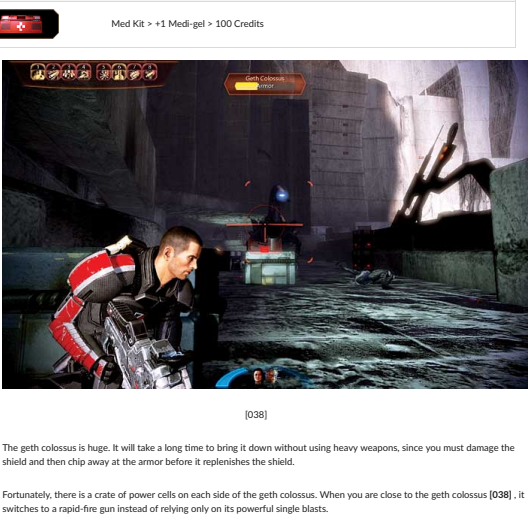
The sunlight is still a problem on this battlefield. Take few risks with the sun. You need to maintain your shield integrity as much as possible. If the colossus catches you with disrupted shields, it will drop you.

Note

There is refined iridium in crates scattered across the area terrorized by the colossus. There are four crates: two on the near side and two on the far side of the bridges.

There is also a med kit in the far right corner.

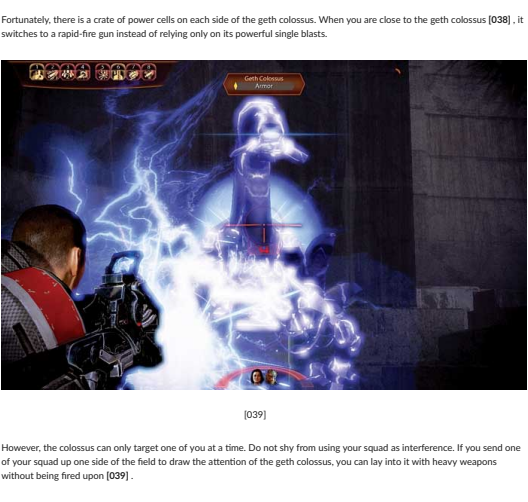
	Spoils of War > Resources > Refined Iridium > Open > 200 Iridium
	Spoils of War > Resources > Refined Iridium > Open > 200 Iridium
	Spoils of War > Resources > Refined Iridium > Open > 200 Iridium
	Spoils of War > Resources > Refined Iridium > Open > 200 Iridium
	Med Kit > +1 Medi-gel > 100 Credits



[038]

The geth colossus is huge. It will take a long time to bring it down without using heavy weapons, since you must damage the shield and then chip away at the armor before it replenishes the shield.

Fortunately, there is a crate of power cells on each side of the geth colossus. When you are close to the geth colossus **[038]**, it switches to a rapid-fire gun instead of relying only on its powerful single blasts.



[039]

However, the colossus can only target one of you at a time. Do not shy from using your squad as interference. If you send one of your squad up one side of the field to draw the attention of the geth colossus, you can lay into it with heavy weapons without being fired upon **[039]**.

Caution

Geth troopers will try to defend the colossus. If they pin you down, the colossus will have a chance to repair its shields.

Therefore, take out all troopers before engaging the colossus, and have your squad members focus on the infantry while you rip through the colossus's shields.

Tip

On higher difficulty levels: The left path is favored on higher difficulty levels, due to the slightly safer benefits of not having a more exposed pathway.

However, cover is much more important, as is methodically and slowly taking down each geth infantry by popping out from cover, dropping them, and diving back into cover while avoiding the colossus's ranged beam attack.

Spread your team out with one scurrying up the middle and the other backing you up on the left, timing your rush only after all immediate infantry threats are gone.

Heavy weapons, such as the arc projector or the M-920 Cain, or Kasumi's Shadow Strike, are incredibly helpful in removing the colossus threat.

The M-920 can be used (once you remove most of the shields) from a distance, too, although you only need to retreat if you're overwhelmed.

Tech powers (and the arc projector) are also useful to employ on the troopers that emerge to defend the colossus, and you can remove them easily with these attacks.

Don't do this for too long though; you need to judge when you can dispatch the colossus, or this fight never ends!

If you have a heavy weapon with a long range, such as the M-920 Cain, you can try staying close to Kal'Reegar and ordering your squad members to use their tech powers and regular weapons on the incoming geth.

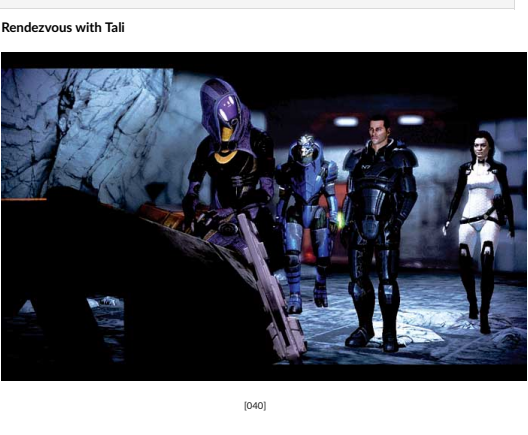
Then slowly remove the geth threats, focusing on the destroyers first, and after a few minutes of keeping your team on the near side of the bridge, begin to slowly advance.

Then focus all powers and weapons on the colossus, during a lull after defeating a wave of infantry.

The geth forces fall apart as soon as you bring down the colossus. Mop up any stragglers and then approach the door behind the colossus's former position to locate Tali.

	Ammunition > Power Cells > 2 Heavy Weapon Ammo
	Ammunition > Power Cells > 2 Heavy Weapon Ammo

Rendezvous with Tali



[040]

Inside the observatory, Tali is working on one last download. Check the room for salvage opportunities before talking to Tali and ending the mission. Tali is quite grateful for Shepard's help **[040]**.

Without Shepard's arrival, her mission might have been an even bigger disaster.

Discovering more about the degradation of the star above the former quarian colony was just too important to Tali, although she is beginning to wonder if the data was truly worth so many lives.

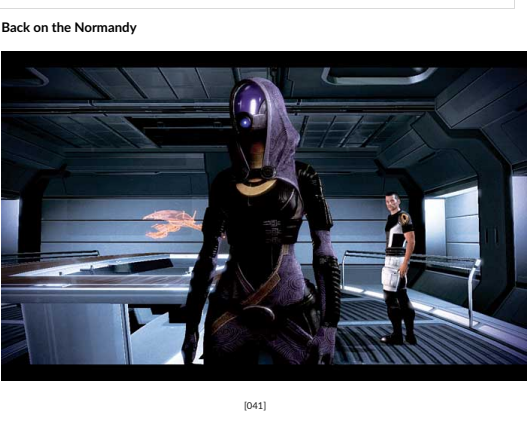
Tali is now able to go with Shepard. Kal'Reegar (if he is still alive) can upload the data to the quarian admirals while Tali joins Shepard on the Normandy.

Note

Playing on hardcore or insanity difficulty? Check the room for a geth pulse rifle, a special sniper rifle that is exceedingly lethal and accurate; pick it up before speaking to Tali, or you won't be able to access it!

	Spoils of War > Damaged Geth > Salvage > 9,000 Credits
	New Weapon: Geth Pulse Rifle
	Entities Encountered > Squad Members > Tali'Zorah nar Rayya

Back on the Normandy

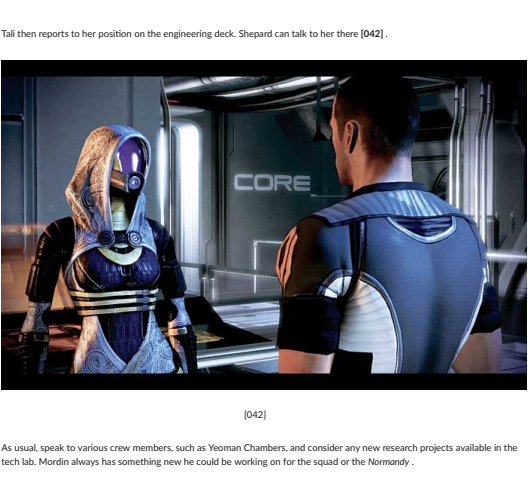


[041]

Cerberus has seen footage of Tali in combat situations and is pleased that she has agreed to join the mission. Tali is not entirely happy to be working with Cerberus considering that Cerberus has threatened the quarian fleet before **[041]**.

However, if Shepard is willing to trust Cerberus, then Tali is willing to set aside her differences with the organization for now.

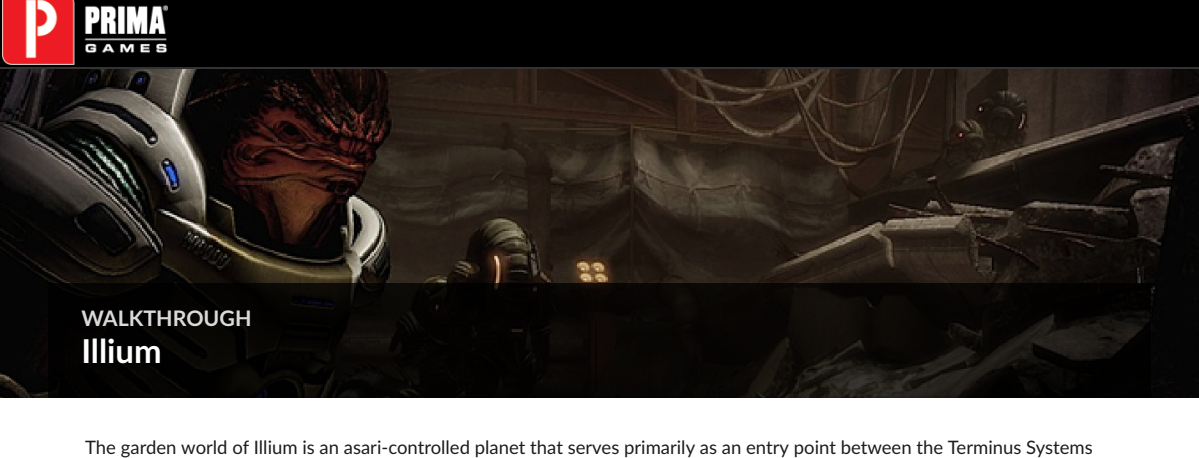
Tali then reports to her position on the engineering deck. Shepard can talk to her there **[042]**.



[042]

As usual, speak to various crew members, such as Yeoman Chambers, and consider any new research projects available in the tech lab. Mordin always has something new he could be working on for the squad or the Normandy.

If Tali was the first recruit from this batch, Shepard can immediately set out to find the next two recruits. They are both located on Illium.



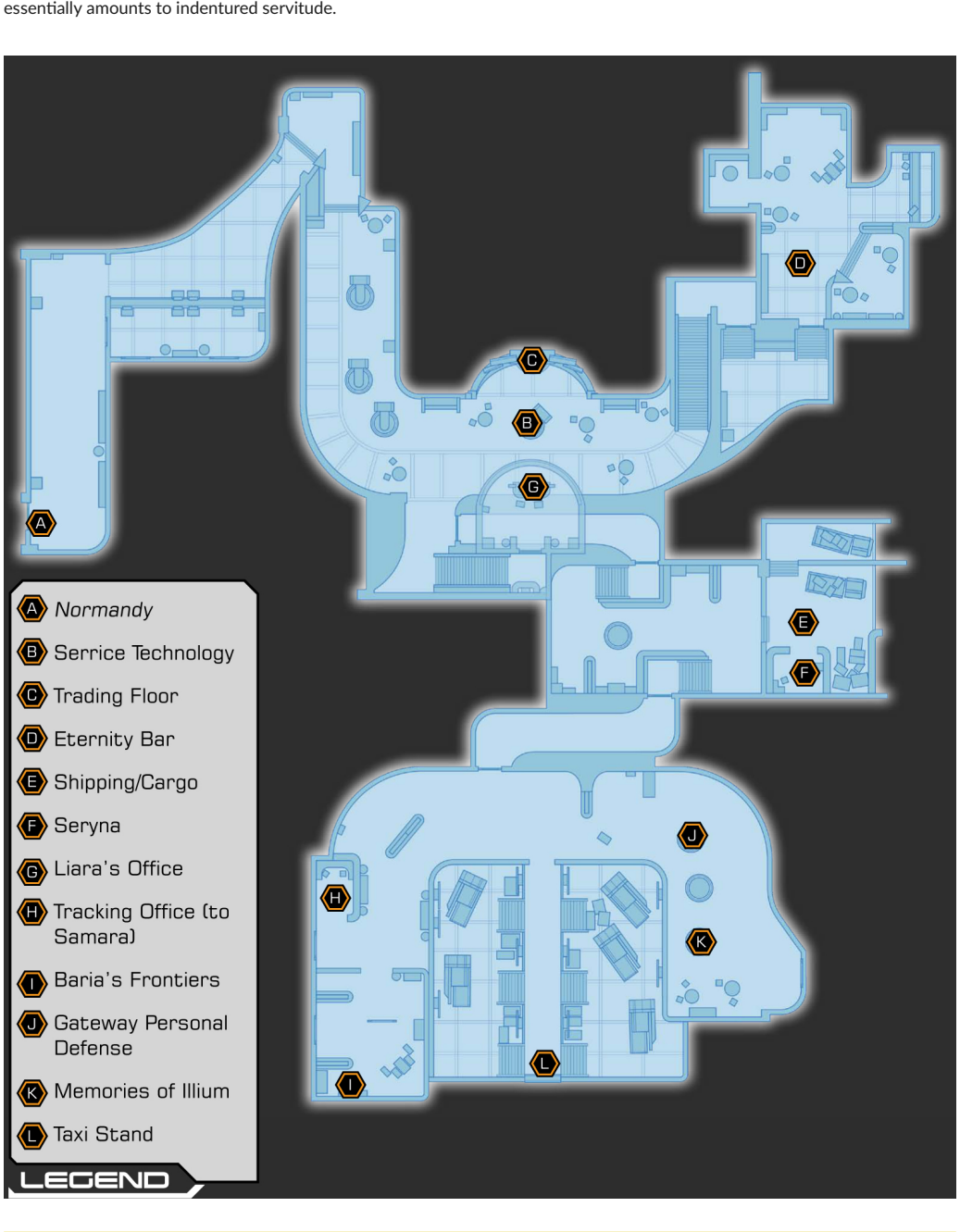
WALKTHROUGH

Illium

The garden world of Illium is an asari-controlled planet that serves primarily as an entry point between the Terminus Systems and the Asari Republic.

Because Illium is considered a colony planet (despite having multiple advanced metro areas), Council laws are more relaxed.

Here, asari and other races trade in goods without maximum safety considerations; they also traffic in sapients, which essentially amounts to indentured servitude.



Mission Data

Location: Milky Way > Crescent Nebula > Tasale > Illium

Experience Available: — Spoils of War > New Weapons and Upgrades

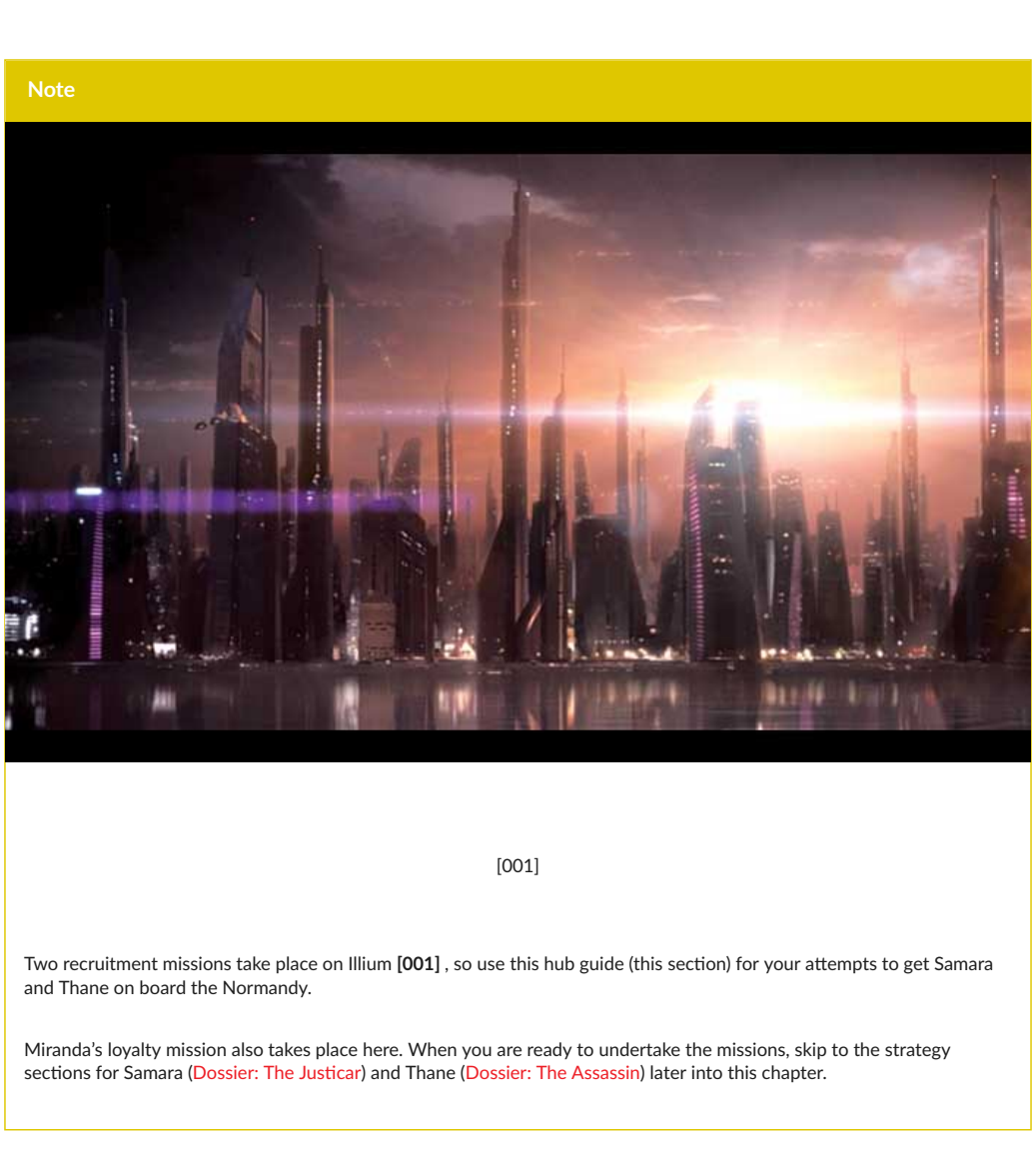
- See the Trading Floor and Transportation Hub sections

Intersecting Missions

- Walkthrough > Illium > Dossier: The Assassin
- Walkthrough > Illium > Dossier: The Justicar
- Walkthrough > Illium > Miranda's Loyalty: The Prodigal
- Walkthrough (Additional) > Illium > Lair of the Shadow Broker
- Special Assignment > Illium > Blue Rose of Illium
- Special Assignment > Illium > Conrad Verner
- Special Assignment > Illium > Gianna Parasini
- Special Assignment > Illium > Indentured Service
- Special Assignment > Illium > Liara: Systems Hacking/The Observer
- Special Assignment > Illium > Lost Locket Found (Loyalty: The Prodigal)
- Special Assignment > Illium > Medical Scans
- Special Assignment > Illium > Salarian Family Data (Dossier: The Assassin)
- Special Assignment > Illium > Smuggling Evidence (Dossier: The Justicar)
- Special Assignment > Illium > Stolen Goods Found (Dossier: The Justicar)
- Special Assignment > Omega > Packages for Ish

Business to Attend to: Samara and Thane; later, Miranda

Note



[001]

Two recruitment missions take place on Illium **[001]** , so use this hub guide (this section) for your attempts to get Samara and Thane on board the Normandy.

Miranda's loyalty mission also takes place here. When you are ready to undertake the missions, skip to the strategy sections for Samara (Dossier: The Justicar) and Thane (Dossier: The Assassin) later into this chapter.

Note

Aside from the numerous special assignments, Illium is also the location where you begin an additional mission for Cerberus: Lair of the Shadow Broker.

This (purely optional) investigation is in the Special Assignments chapter after the main walkthrough.

First Arrival

[002]

[003]

Shepard and the squad land at Nos Astra **[002]** , one of the largest cities on Illium. Shepard is immediately greeted by an asari concierge **[003]** .

She cheerfully tells Shepard that she has been instructed to waive all docking and administrative fees for this and all future visits.

The order comes from Liara T'Soni, the asari in Shepard's original crew. Liara has set up operations on Illium, reinventing herself as an information broker. Liara would like to see Shepard as soon as possible.

The envoy explains that Shepard should be wary of signing anything on Illium. This is a free-trade world with relaxed regulations.

Anything is for sale here, including people. Shepard may recoil at the idea of slavery, but the envoy is quite matter-of-fact about the way it is administered on Illium.

It is technically voluntary, although the contract is binding. While the envoy can recommend shopping, she cannot point Shepard toward individuals like Samara or Thane.

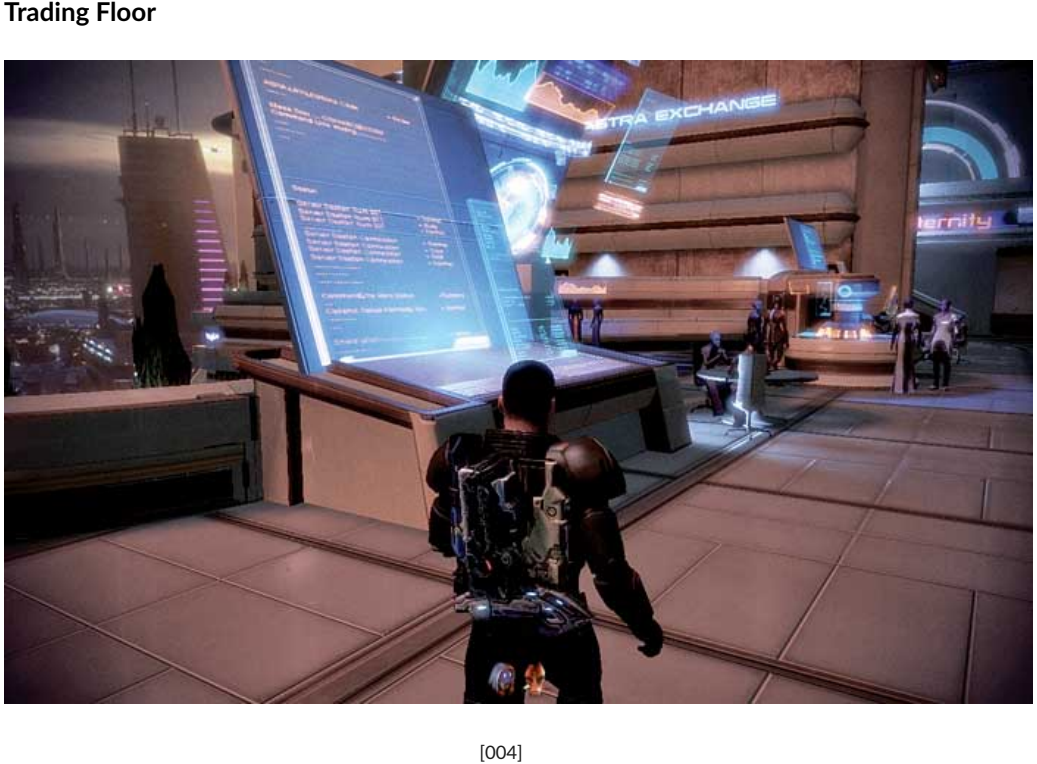
Shepard will just have to find these people the old-fashioned way: with a little detective work.

Note

There are three main sections to Nos Astra: the trading floor, the shipping plaza, and the transportation hub.

There is shopping at the transportation hub, so if Shepard feels some credits burning a hole in a pocket, that and the main shopping district are good areas to visit.

Trading Floor



[004]

The first place you can explore is the trading floor **[004]** , which features stores as well as a bar that is a good place to get information.

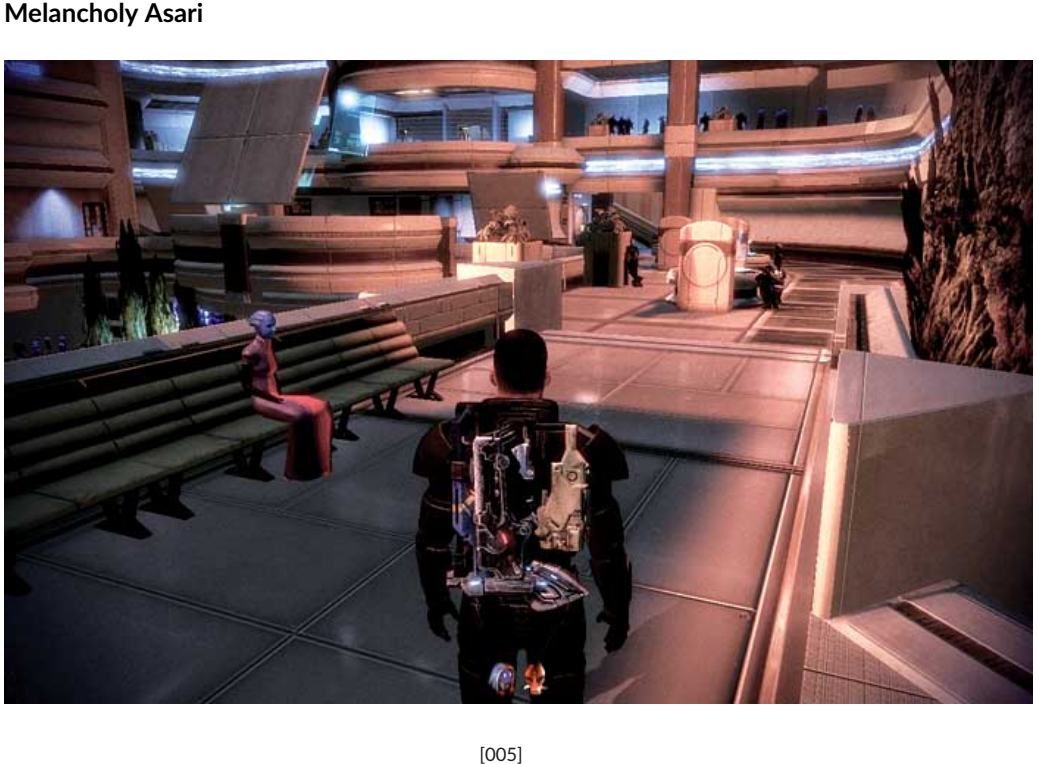
The stairs to Liara's office are also in this district, near the door that leads down to transportation and shipping. Gianna Parasini is seen in this area, sitting by a table. Talk to her to get the special assignment that bears her name.

Special Assignment > Illium > Gianna Parasini

Note

Depending on the squad members that accompany you, there are different comments regarding the vista, and other viewing options that add a little flavor to your Illium outing.

Melancholy Asari



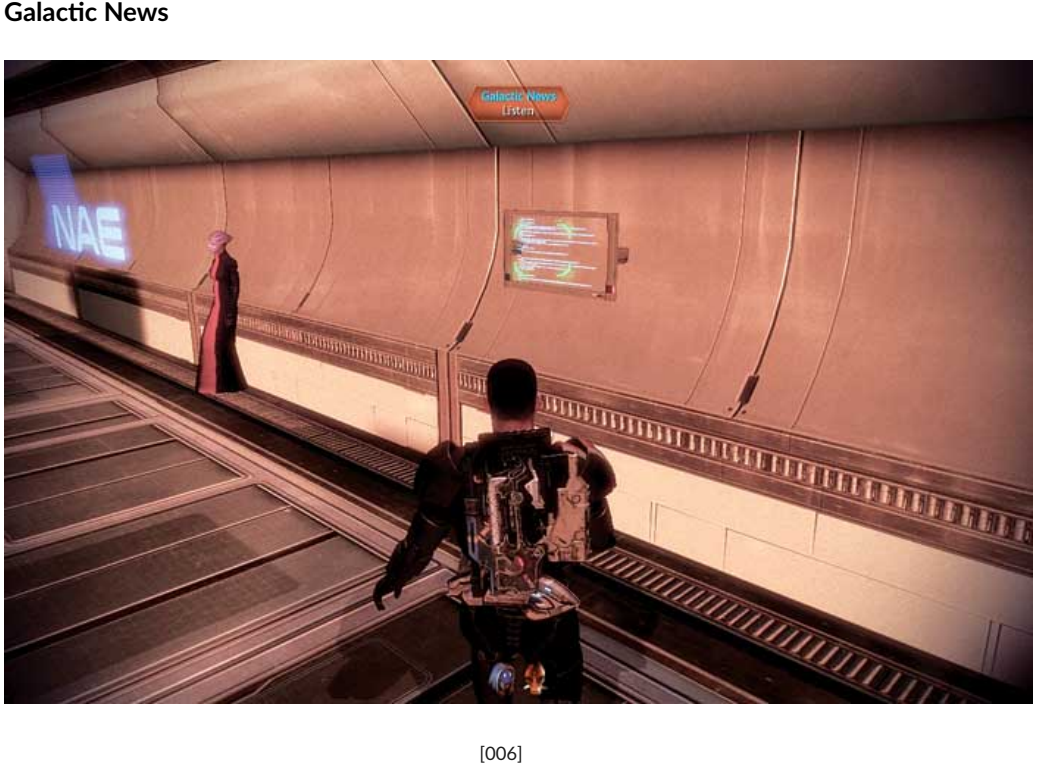
[005]

An oddly morose asari **[005]** can be seen as you enter the trading floor; she has misplaced a locket and would be most grateful for its return.

You can't talk to her yet; she is talkative only after you find the locket, during Miranda's loyalty mission.

Special Assignment > Illium > Lost Locket Found (Loyalty: The Prodigal)

Galactic News

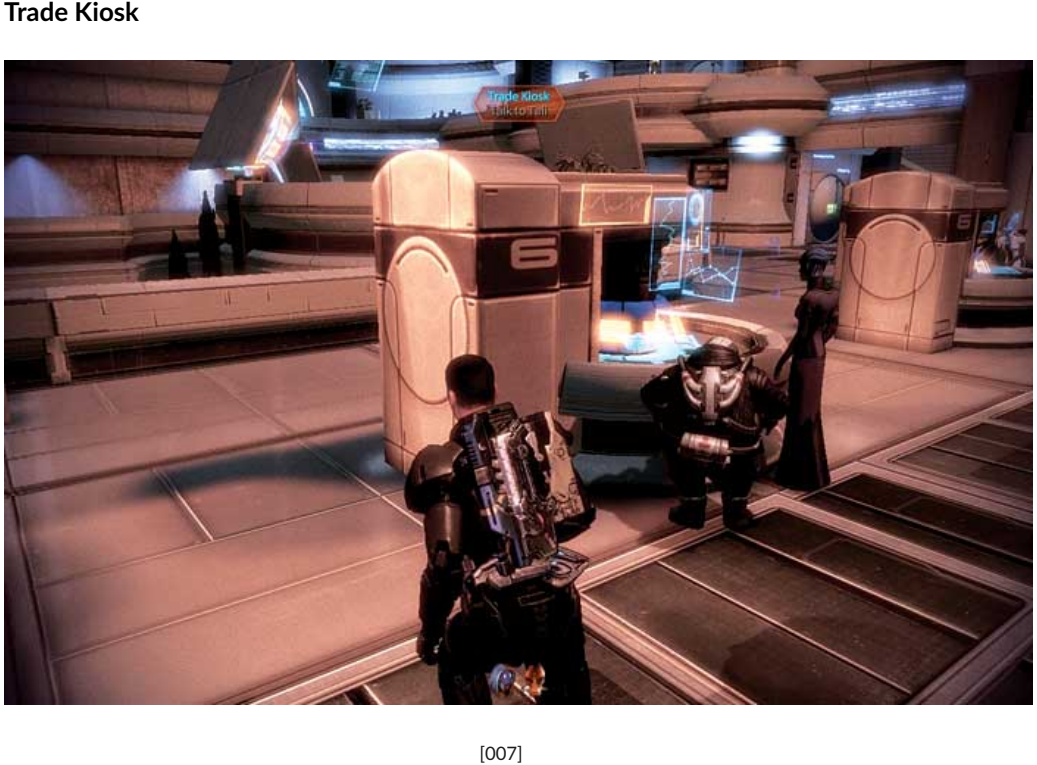


[006]

Throughout Illium are small screens that impart the latest news pertaining to Illium and the local systems.

The news stories change and are updated depending on your progress. Access any terminal **[006]** when you want to listen.

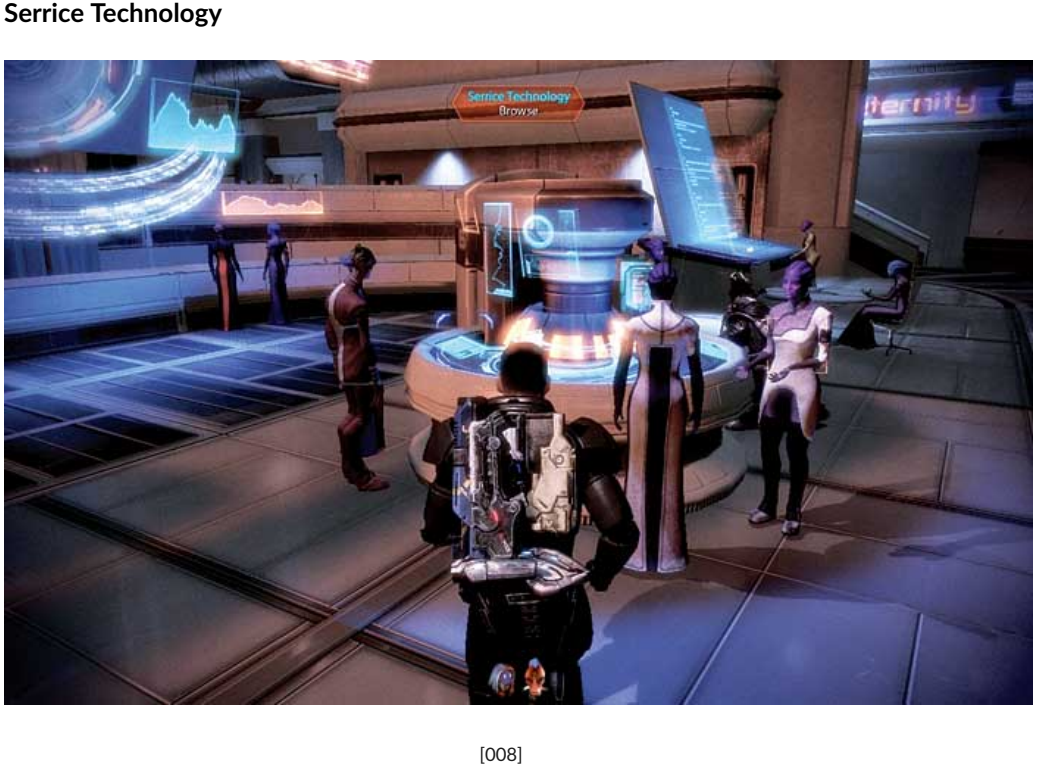
Trade Kiosk



[007]

A volus is attempting to deal with an asari at this small post **[007]** . Tali comments (if she's with you) about how few quarians have ever seen Illium. The kiosk has no items of interest.

Serrice Technology



[008]

The asari merchant running Serrice Technology on the main floor specializes in tech **[008]** . You can use either charm or intimidation tactics to wrangle a discount out of the asari (for some associated Paragon or Renegade points, too).

Once you have achieved this discount, check out the kiosk for a full catalog of goods, such as the Hyper Amp upgrade (part of the general Bio-Amp upgrades you can obtain), which increases your current biotic damage by 10 percent.

The merchant says she may have special items arriving soon, so be sure to check back later in your adventure to see what else this asari can get her blue fingers on.

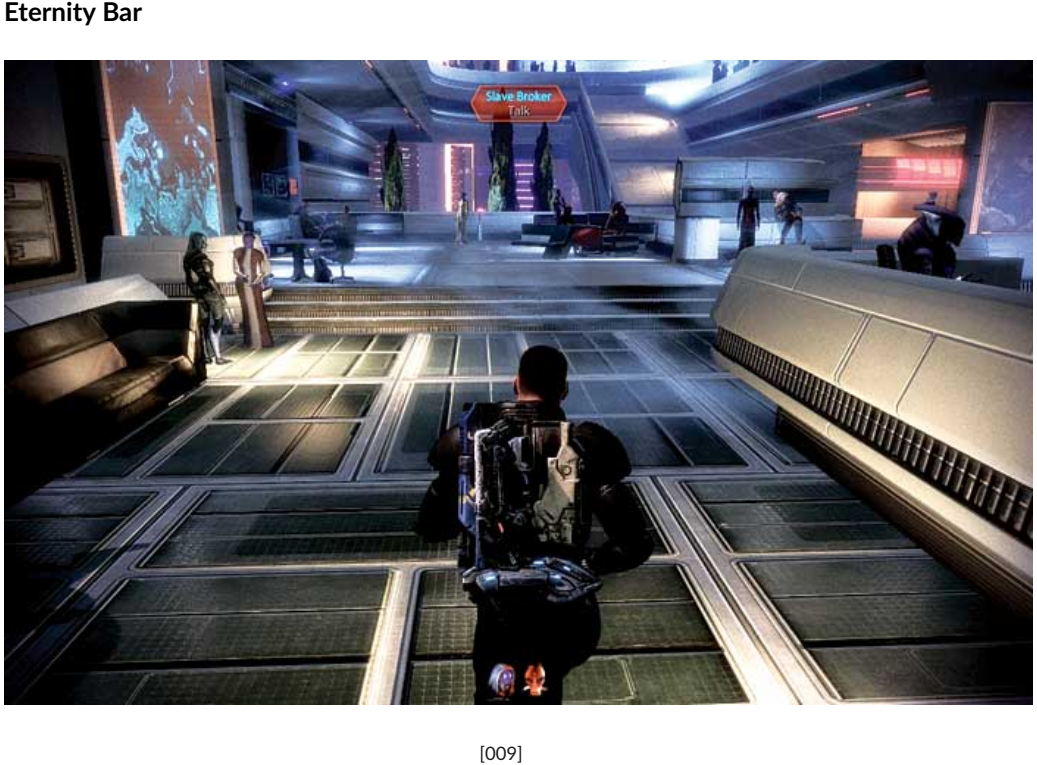
Another way to purchase goods at a discounted rate is to speak to Gianna Parasini as part of the special assignment of the same name; agree to ask the merchant for the goods in question, but instead inform the merchant of Gianna's possible intentions.

Item to Purchase	Price (c)	Price (c) with Discount
Biotic Damage (Bio-Amp Upgrade)	90,000	75,000
Bypass Module (Omni-tool Upgrade)	30,000	25,000
Medi-Gel Capacity	30,000	25,000
Tech Damage †	90,000	75,000

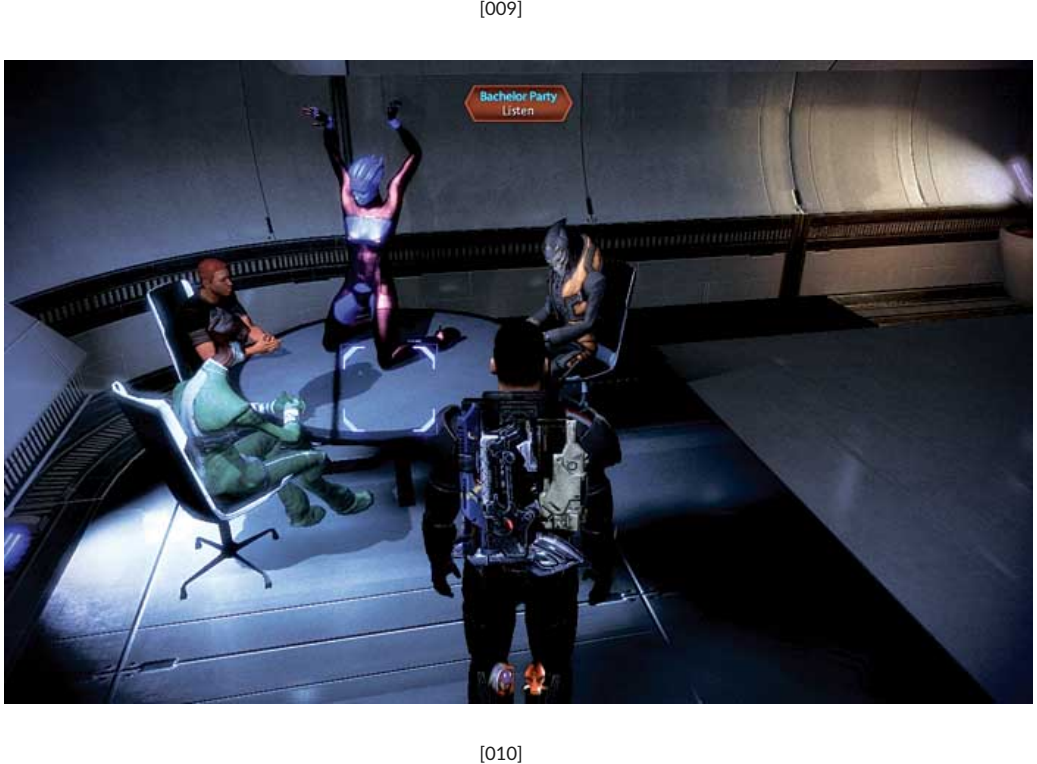
† Only available once Walkthrough > Collector Ship is complete

Special Assignment > Illium > Gianna Parasini

Eternity Bar



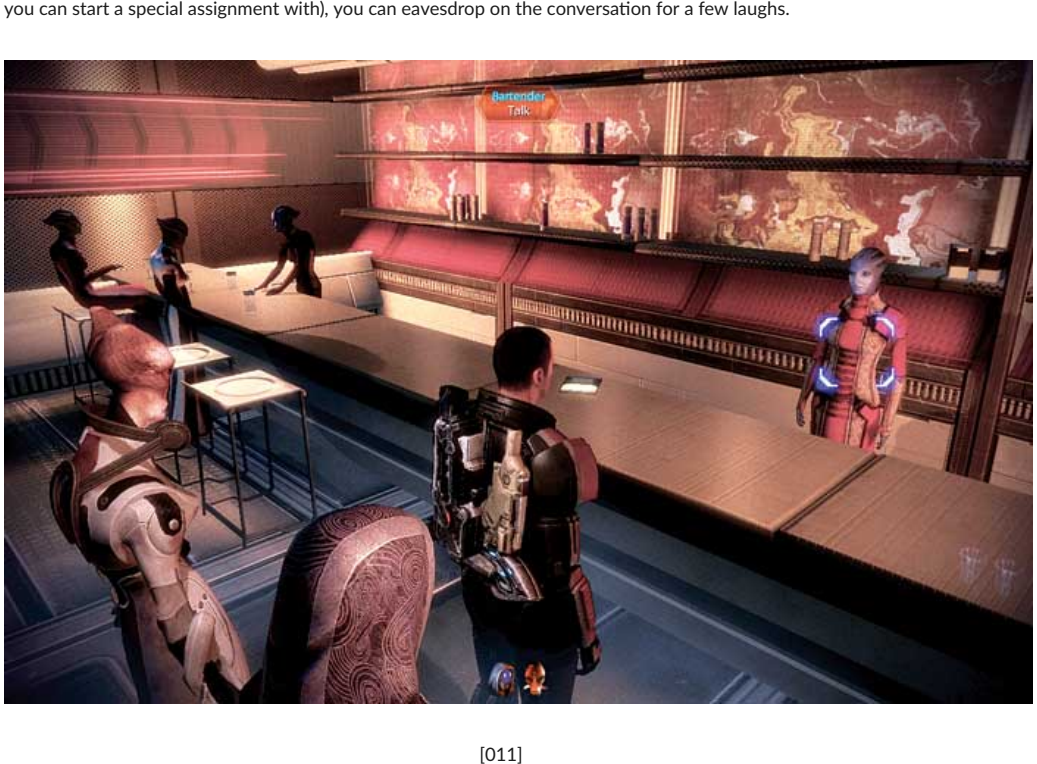
[009]



[010]

Upstairs from the trading floor is the Eternity Bar **[009]** . The bar is buzzing with activity. When you first breeze through the door, you can chat up a slave broker and a quarian to accept a special assignment (Indentured Service).

There's a bachelor party near the bar **[010]** . On the way to the bartender (who is usually speaking to Conrad Verner, a person you can start a special assignment with), you can eavesdrop on the conversation for a few laughs.



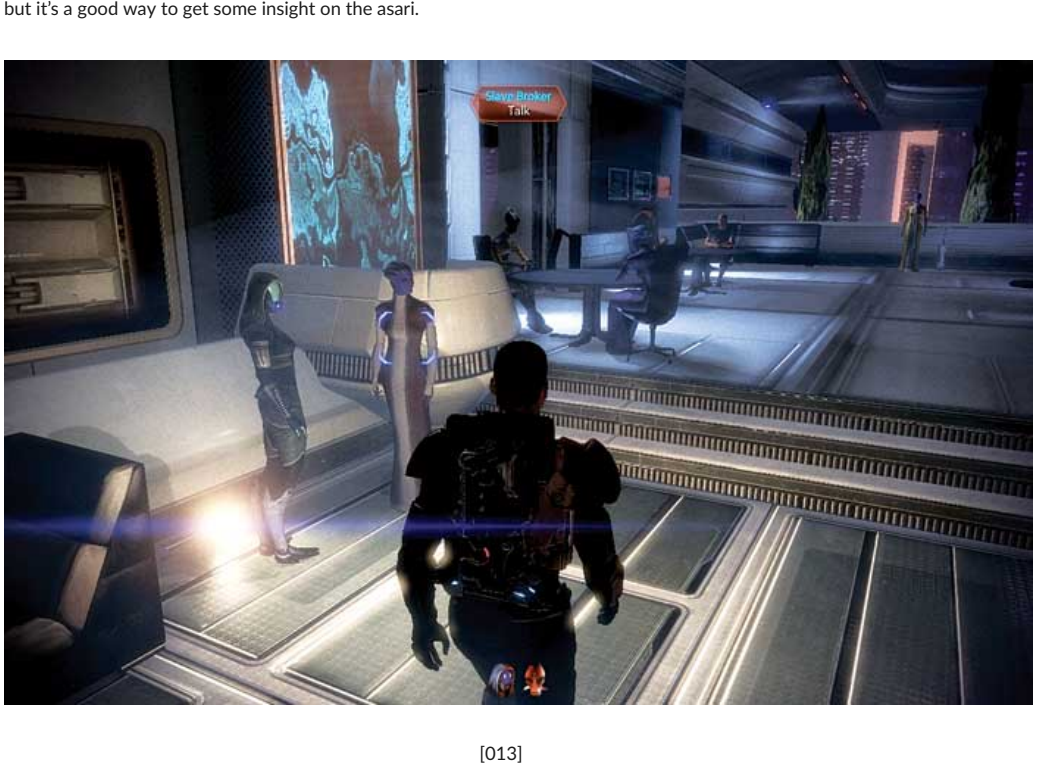
[011]

[012]

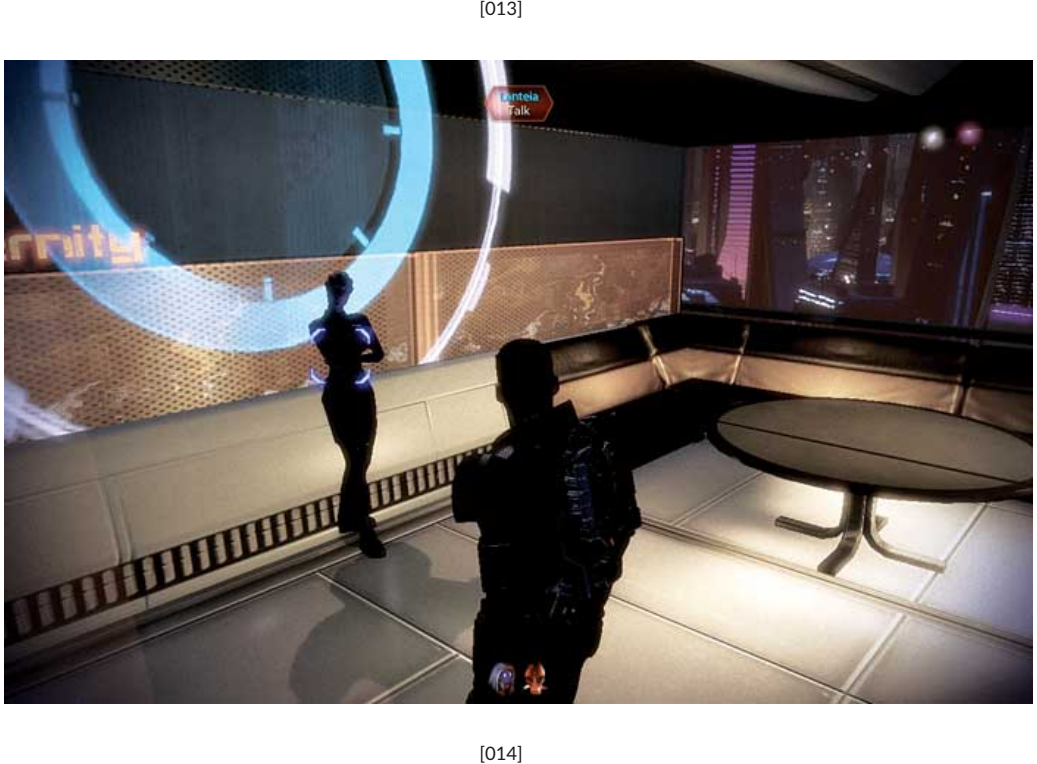
The asari behind the bar is a matriarch **[011]** . She ended up on Illium because her advice as a wise matriarch was not respected. At this bar, everybody listens to her.

You can speak to the matriarch **[012]** about her 1,000-year life and pick up some interesting stories about the matriarch's family.

Her mother and father were involved in the Krogan Rebellions and Rachni Wars. Speaking to the bartender is entirely optional, but it's a good way to get some insight on the asari.



[013]



[014]

Near the bar is a terminal you can access as part of the special assignment The Observer. There's a slave broker on the opposite side **[013]** . Speak to her to begin the special assignment Indentured Service.

Close to the bar are a turian and a quarian; one of the parcels for the Packages for Ish special assignment (begun on Omega later into your adventure) is nearby.

There is also a balcony room, where an asari named Lanteia waits **[014]** . She isn't the talkative sort, unless you're starting Miranda's loyalty mission.

Note

You can buy drinks from the bar kiosk. The liquor is good. The mystery drink, though, does a real number on your ability to walk in a straight line for a few moments.

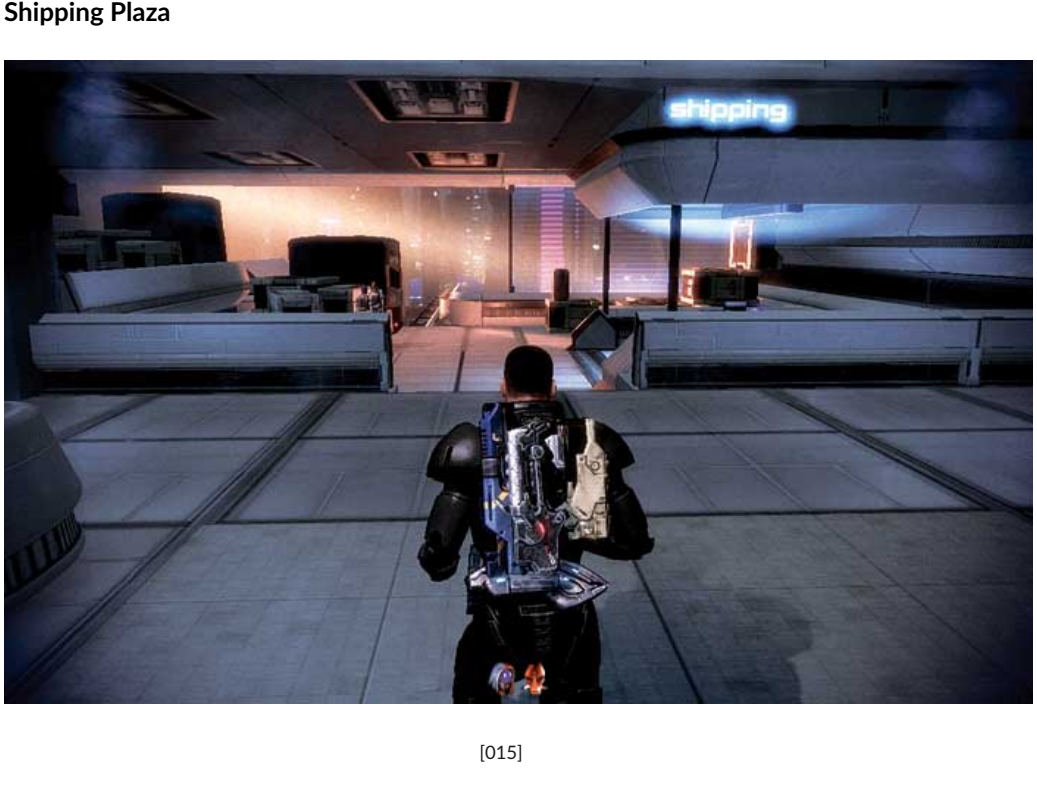
Special Assignment > Illium > Conrad Verner

Special Assignment > Illium > Indentured Service

Special Assignment > Illium > Liara: System Hacking/The Observer

Special Assignment > Omega > Packages for Ish

Shipping Plaza



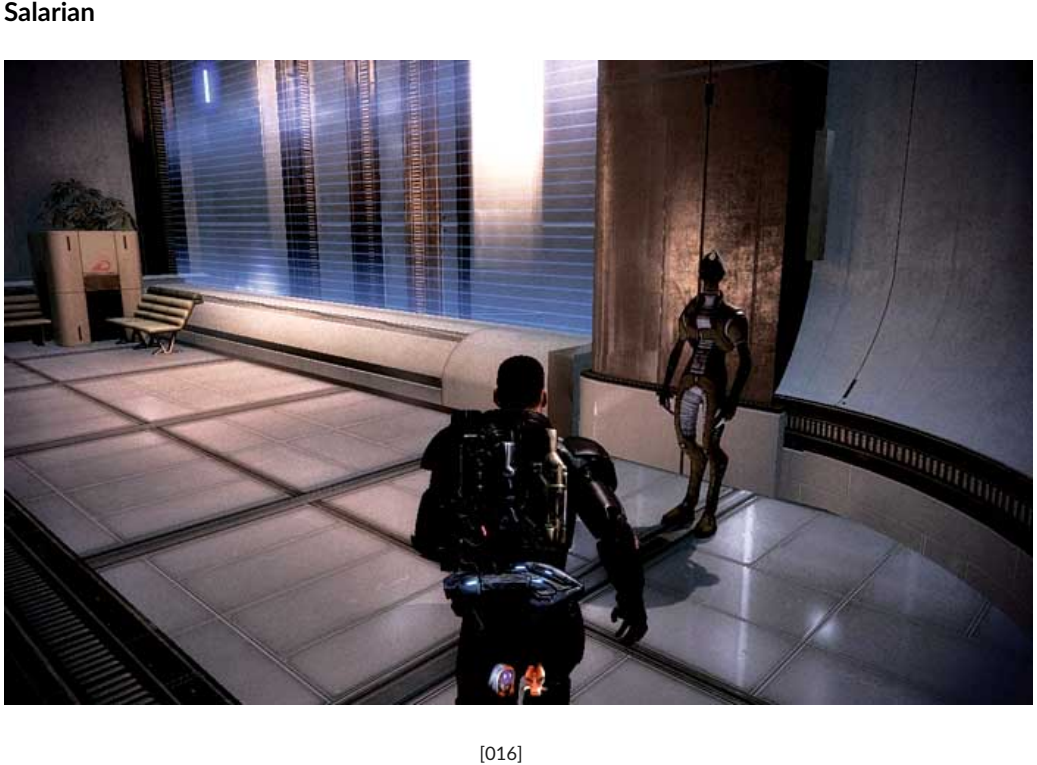
[015]

The shipping area between the two major parts of Nos Astra is small. The only feature here you can really interact with is the shipping counter **[015]** .

Pass a worried salarian to reach the shipping desk. The asari at the desk (Seryna) is not helpful at all during your first visit.

However, after you visit with Liara and get information on how to pursue Thane, the asari at the shipping desk loosens her lips and is the key to pursuing the potential recruit.

Salarian



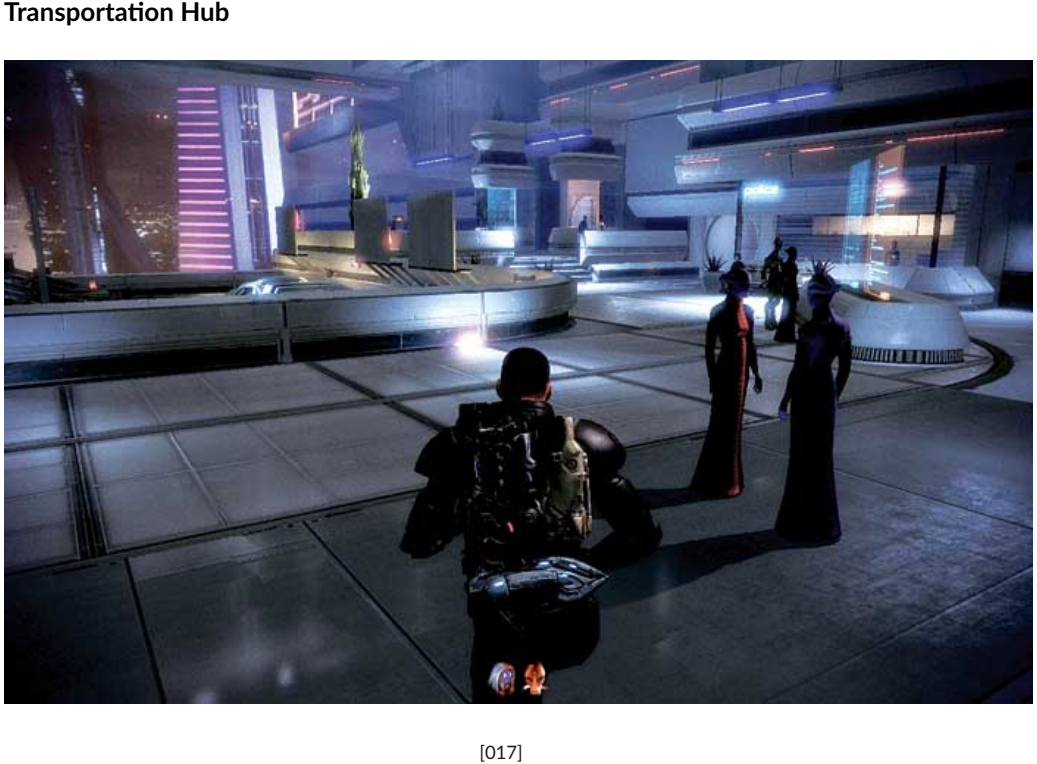
[016]

The worried salarian **[016]** is having a hushed but fraught conversation. He appears to have lost some sort of personal data.

During Thane's recruitment mission, the data itself can be found and returned to complete the special assignment Salarian Family Data.

Special Assignment > Illium > Salarian Family Data (Dossier: The Assassin)

Transportation Hub

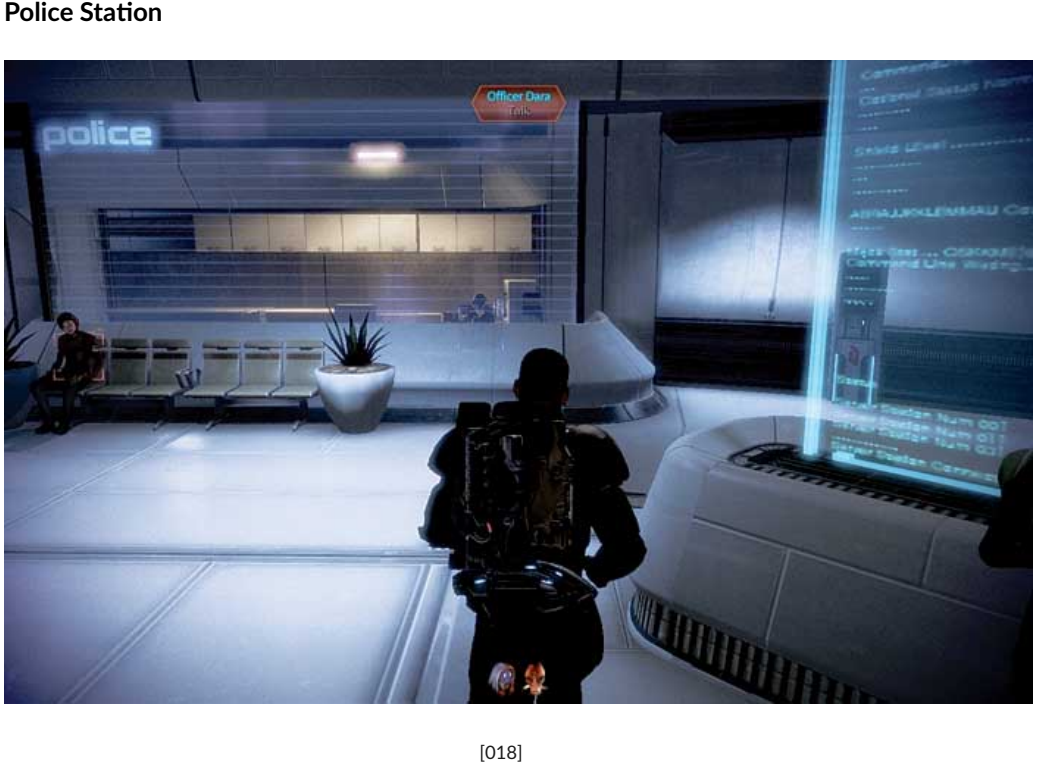


[017]

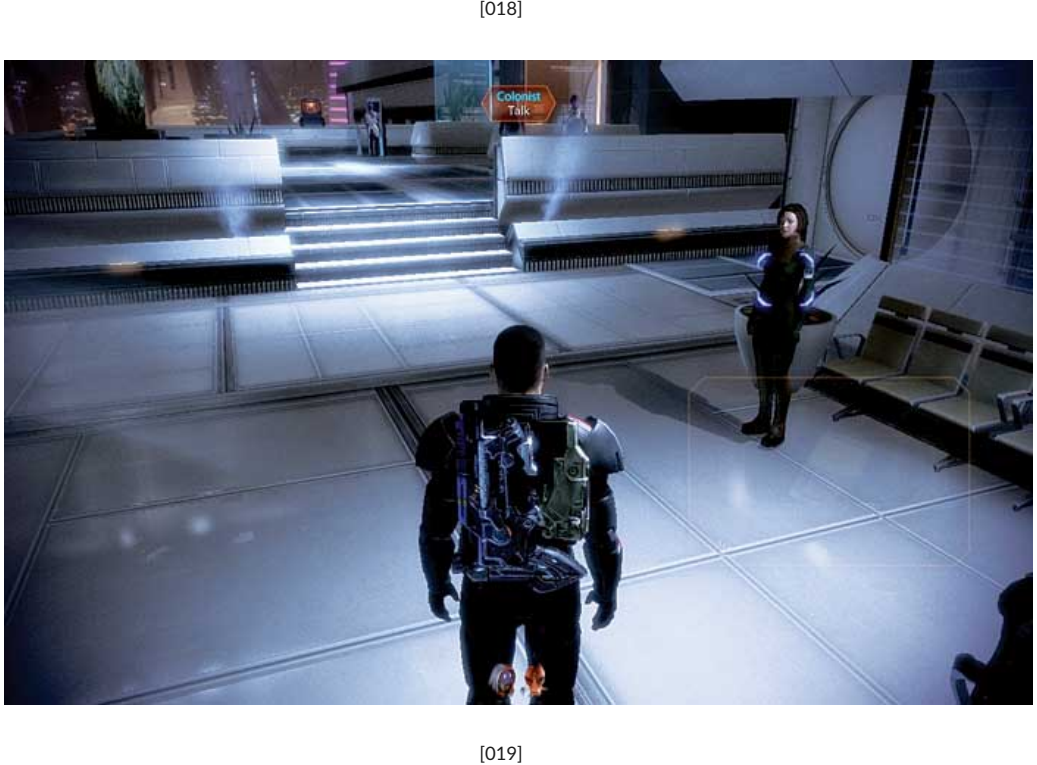
The transportation hub is the largest of the three districts **[017]** , accessed via the lobby near the shipping plaza. There is a taxi stand directly ahead of you when you first enter the district.

You will use the taxi stand later when pursuing recruits. For now, explore the two arms of the hub on each side of the taxi queue. In this area there are terminals you can access as part of Liara's special assignments.

Police Station



[018]



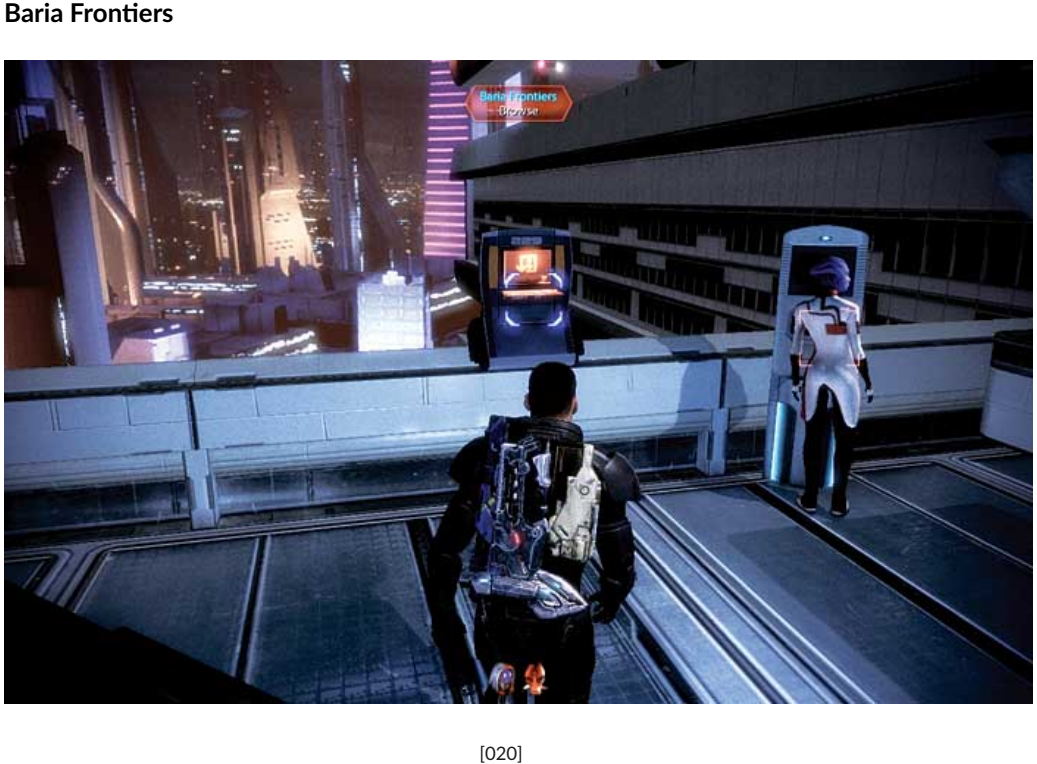
[019]

Right now, there is nothing to do at the police station. Officer Dara at the desk **[018]** waves you away with a curt "move along" if you try to speak to her. When you get information from Liara about pursuing Samara, Dara has much more to offer.

There is a special assignment here, too: Medical Scans. Talk to the colonist near the police station **[019]** .

Special Assignment > Illium > Medical Scans

Baria Frontiers



[020]

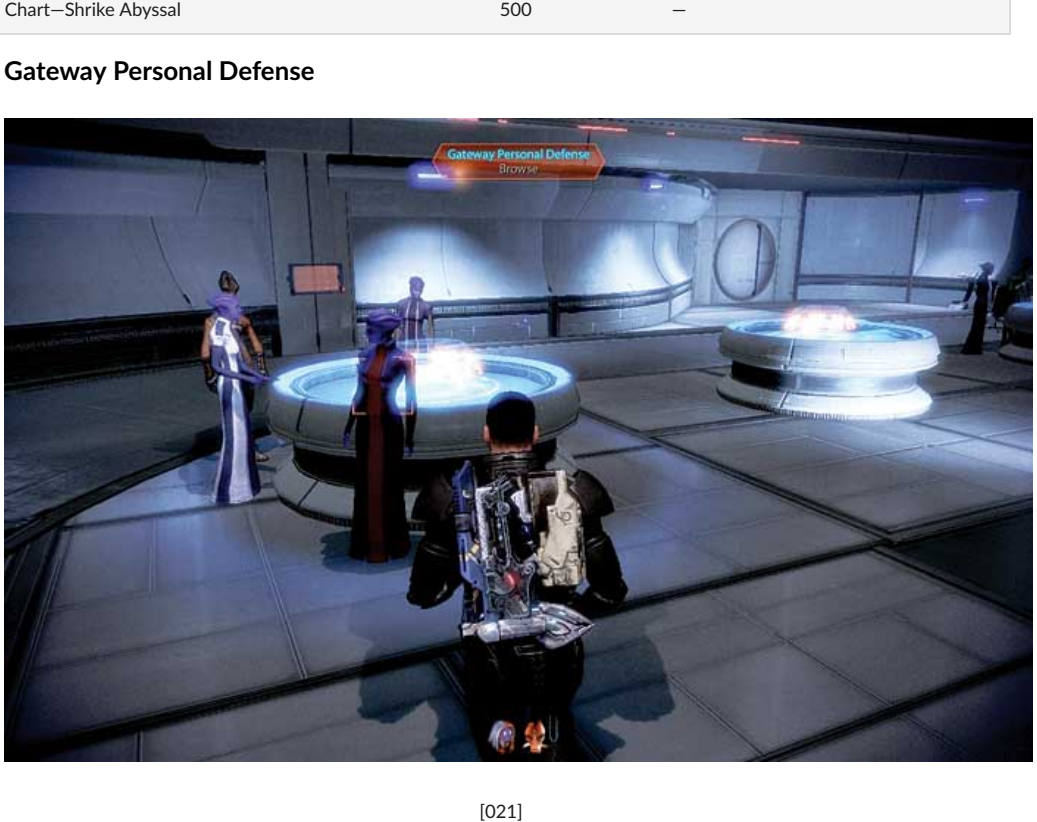
Baria Frontiers is not a manned shop, although an asari named Erinya is part of the company (and integral to the Medical Scans special assignment). It is a kiosk near the police station **[020]** .

The kiosk sells star charts for a number of clusters; the charts clear up blank areas on your galaxy map.

These maps are completely optional; every cluster you must visit to defeat the Collectors appears on your galaxy map thanks to intel from the Illusive Man. However, if you want to complete all of the N7 special assignments, you must buy all four of the star charts at this kiosk. Do this now!

Item to Purchase	Price (c)	Price (c) with Discount
Star Chart—Hades Nexus	500	—
Star Chart—Minos Wasteland	500	—
Star Chart—Pylos Nebula	500	—
Star Chart—Shrike Abyssal	500	—

Gateway Personal Defense



[021]

This weapons shop is on the left side of the transportation hub. There are several customers checking out the kiosk **[021]** .

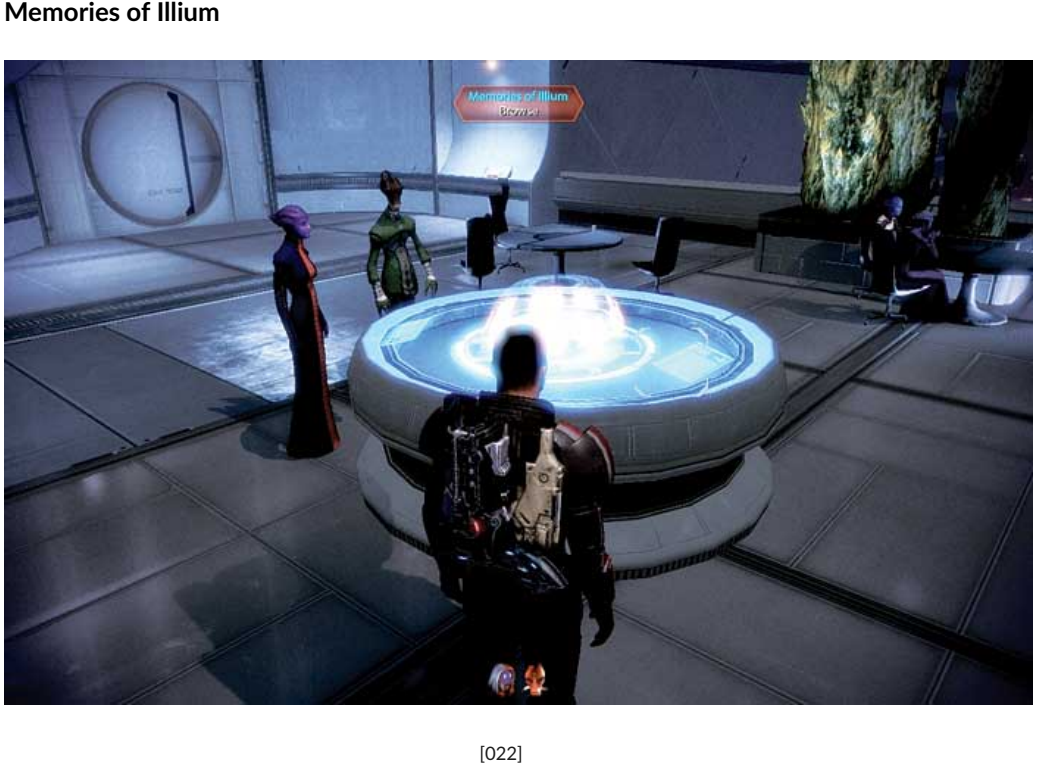
Browse the shop's inventory for items like the Kinetic Pulsar upgrade, which increases assault rifle damage, or the Lattice Shunting (Heavy Skin Weave), which extends Shepard's health.

The weapons merchant on hand isn't interested in offering discounts unless you've completed very specific elements of the special assignment Conrad Verner. Consult the *Special Assignment* s chapter for more information.

Item to Purchase	Price (c)	Price (c) with Discount
Heavy Skin Weave (Cybernetic Upgrade)	90,000	75,000
Submachine Gun Damage	60,000	50,000
Assault Rifle Damage	60,000	50,000
Amplifier Plates (Armor)	2,000	1,666
Damage Protection †	90,000	75,000

† Only available once Walkthrough > Collector Ship is complete

Memories of Illium



[022]

Memories of Illium is a small terminal **[022]** . The shopkeeper is nearby, but she is occupied with matters other than commerce right now.

She is being courted by a krogan and is unsure of how to respond to his poetry. If you guide the asari through this small special assignment (Blue Rose of Illium), you earn a discount. Memories of Illium sells ship models and fish for the aquarium in Shepard's cabin.

Item to Purchase	Price (c)	Price (c) with Discount
Prejek Paddle Fish	8,000	6,666
Model—Alliance Cruiser	500	416
Model—Athabasca Class Freighter	500	416
Model—UT-47 Kodiak Drop Shuttle †	500	416

† Only available once Walkthrough > Collector Ship is complete

Special Assignment > Illium > Blue Rose of Illium

Liara

[023]

Liara is your key to getting the two recruits needed from Illium, and to begin the additional mission called Lair of the Shadow Broker.

When you walk up the stairs leading to her office, stop by the receptionist's desk. Nyxeris is a good source of preliminary information about Liara, especially if this is your first time seeing Liara. After talking to Nyxeris, enter Liara's office.

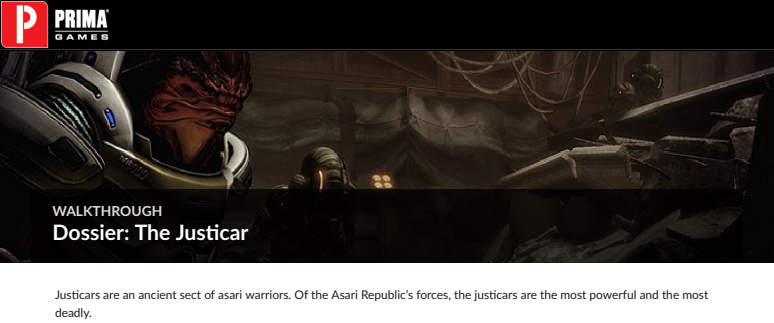
Liara is in the middle of threatening a human when Shepard enters. Liara wraps up the conversation quickly when she realizes Shepard is in the office.

Sit with Liara and talk to her **[023]** about the two recruits you are after. Liara says that Dara at the police station will be able to help you locate Samara, who has been tracked since arriving in Nos Astra.

Liara is also aware of Thane. Her sources say he is on Illium to kill a corporate executive. Shepard can track down Thane by starting at the shipping desk.

Note

Liara is unable to join Shepard's crew. She is currently too embroiled in some intrigue on Illium and has many debts to pay. Shepard can accept a special assignment (System Hacking/The Observer) from Liara at this point.



WALKTHROUGH

Dossier: The Justicar

Justicars are an ancient sect of asari warriors. Of the Asari Republic's forces, the justicars are the most powerful and the most deadly.

Tangling with a justicar is a losing proposition, which is why the Illusive Man has recommended Shepard convince the justicar to join the crew to fight the Collectors.

Samara, the justicar, is located on Illium. This poses a potential problem for Shepard since justicars are required by oath to bring down anybody breaking asari law, and are permitted to use lethal force.

Since just about everybody on Illium is skirting the law in one way or another, the body count could get high if the justicar indeed follows through on her duty.

Mission Data

Location: Milky Way > Crescent Nebula > Tasale > Illium

Experience Available: 1,000

Entities Encountered > Squad Members

- Samara

Entities Encountered > Enemies

- Eclipse > A-61 Mantis Gunship
- Eclipse > Captain Wasea
- Eclipse > Heavy
- Eclipse > Vanguard
- Eclipse > Sisterhood Initiate
- LOKI Mech

Spoils of War > Total Credits: 60,000 (55,2000

- Cerberus Funding: 30,000
- Credits: 30,000 (25,200 †)

† *If datapad is handed in to Detective Anaya*

Spoils of War > Upgrades > Biotic Damage (Hyper Amp)

Spoils of War > Resources > Platinum: 2,000

Spoils of War > New Weapons

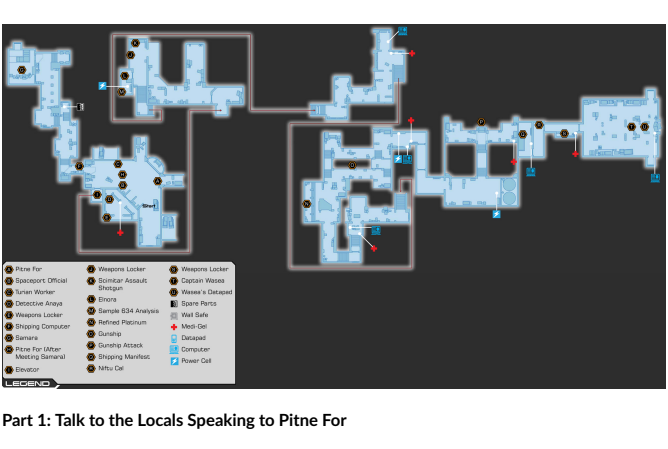
- M-27 Scimitar Assault Shotgun

Intersecting Missions

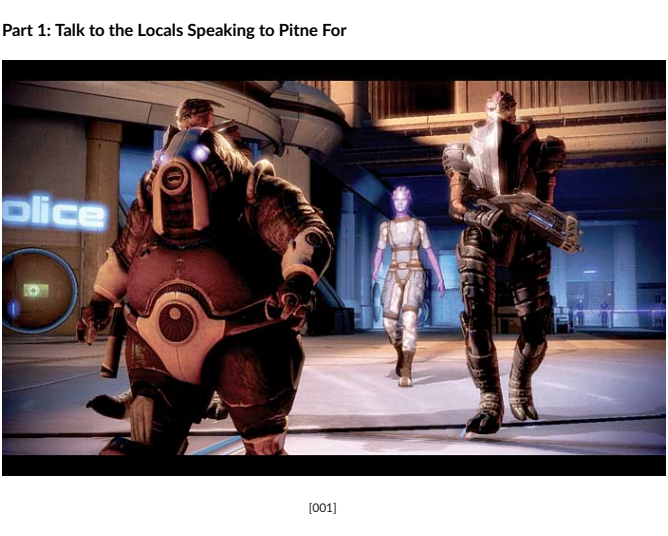
- Special Assignment > Illium > Smuggling Evidence (The Justicar)
- Special Assignment > Illium > Stolen Goods Found (The Justicar)

Note

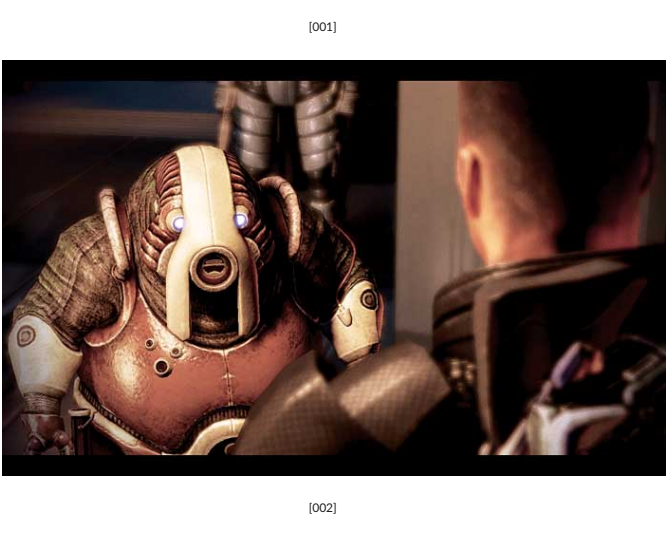
After speaking to Liara about Samara, report to Officer Dara at the police office for directions on where to find Samara.



Part 1: Talk to the Locals Speaking to Pitne For



[001]



[002]

When you arrive at the spaceport, you catch a snippet of dialog between an asari detective and a volus dealer named Pitne

For **[001]** . The detective tells the volus he cannot leave Illium until the murder of his business partner is solved.

Pitne protests and says the asari detective should look at the mercenary gangs that the police are unable to contain on Nos Astra.

Talk to the locals, since the scene of the murder is sealed off and you cannot enter. Start with Pitne For, the volus **[002]** .

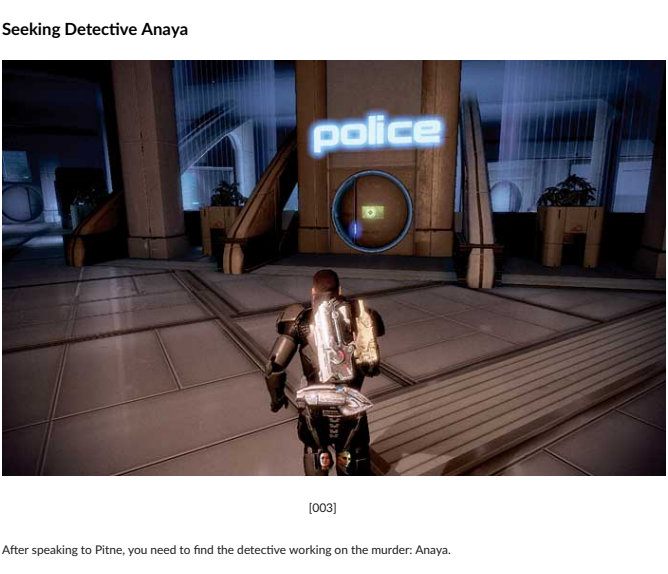
Pitne is quite intent on getting off of Illium before the justicar causes an incident. Pitne says that Samara is in the alley where his business partner was killed.

Pitne thinks Eclipse mercs killed him, but there are reasons to suspect the volus himself.

Note

The other locals in the immediate vicinity offer a few words on the spaceport, but nothing pertaining to this mission. The elevator is not yet accessible, and the police cordon cannot be entered—yet!

Seeking Detective Anaya



[003]

After speaking to Pitne, you need to find the detective working on the murder: Anaya.

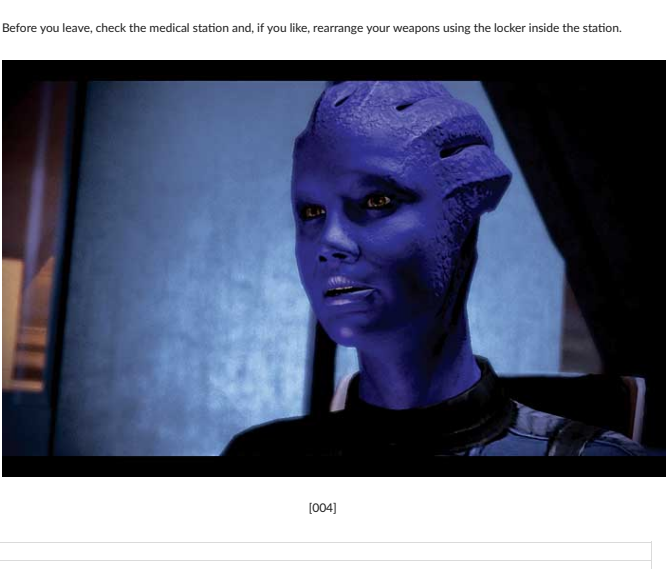
The asari is in the police station **[003]** . Anaya hopes that you have no intention of causing trouble on Illium. She has enough on her hands with the murder and the presence of the justicar, Samara.

Ask her about Samara to gather additional information. Anaya **[004]** wants the justicar out before the situation gets even more complicated and is willing to grant you access to the crime scene in order to help you recruit her.

The sooner Samara is gone, the faster Anaya can quietly wrap up this case.

However, you must be mindful of the Eclipse mercenaries, which are indeed in control of most of the port's alleys.

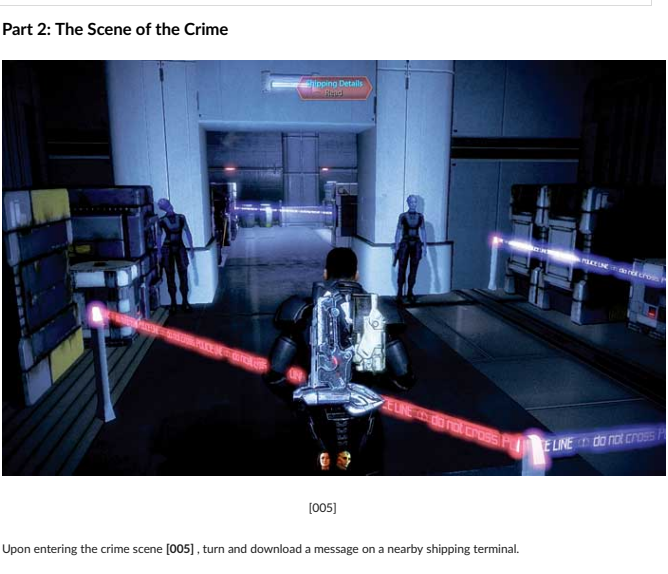
Before you leave, check the medical station and, if you like, rearrange your weapons using the locker inside the station.



[004]

Medical Station > Open > Med Kit > 100 Credits

Part 2: The Scene of the Crime



[005]

Upon entering the crime scene **[005]** , turn and download a message on a nearby shipping terminal.

This shipping information is related to an optional special assignment (Stolen Goods Found). As soon as you have the shipping data, continue down the alley to push into Eclipse territory.

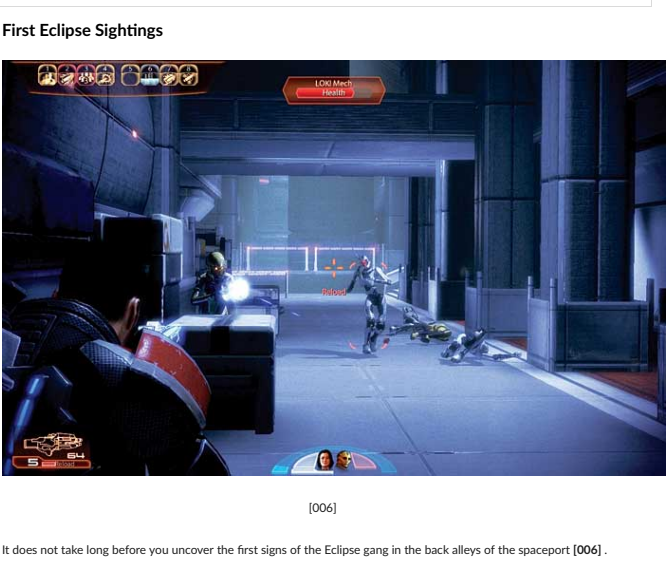
As you go, be sure to salvage the circuit boards near the shipping terminal for 3,000 credits.

Journal Updated > Shipping Details >Read

Special Assignment > Illium > Stolen Goods Found (The Justicar)

Spoils of War > Circuit Boards > Salvage > 3,000 Credits

First Eclipse Sightings



[006]

It does not take long before you uncover the first signs of the Eclipse gang in the back alleys of the spaceport **[006]** .

There are LOKI mechs, an Eclipse vanguard, and a Sisterhood initiate in the alley ahead.

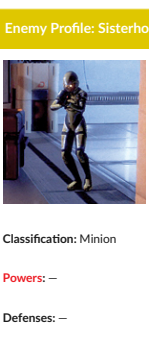
They attack as soon as they detect your presence. The LOKI mechs are the easy targets. It is the Sisterhood initiate that gives you trouble, so after dropping the easy mechs, go after her.

After dropping the Eclipse thugs, pass through the door at the end of the alley to get your first glimpse of Samara.

Tip

It's possible to snipe one of these hostiles from a distance, before they notice Shepard's presence. This begins the fight earlier, but also allows you a head start on taking out your enemies.

Enemy Profile: Sisterhood Initiate



Classification: Minion

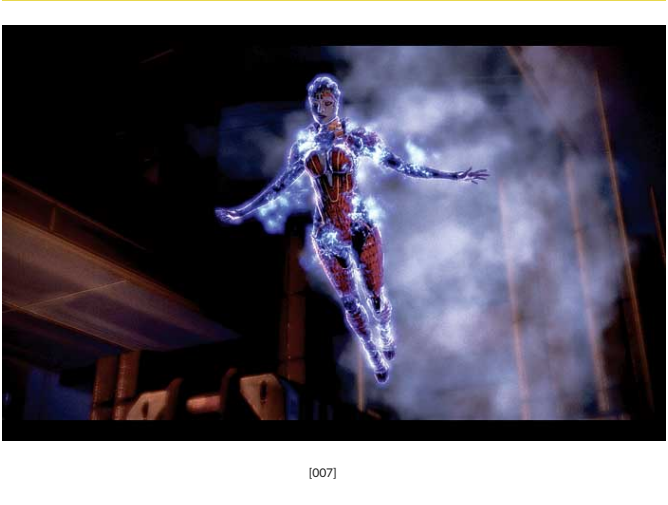
Powers: --

Defenses: --

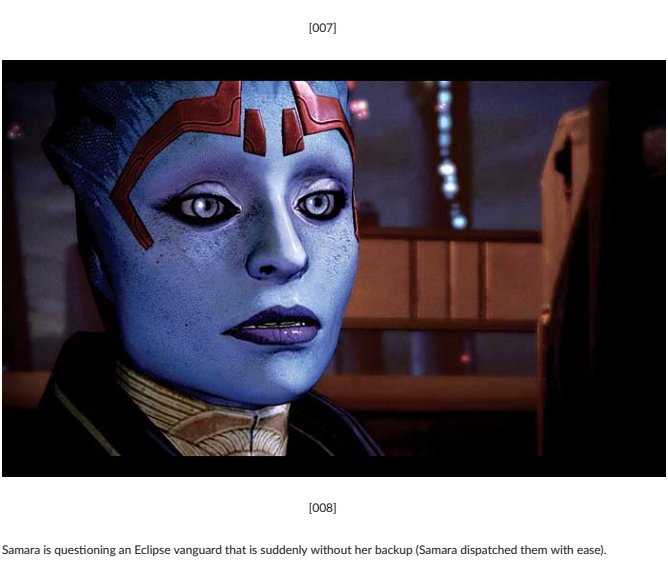
Weapons: Assault Rifle

Notes and Tactics: Sisterhood initiates are would-be Eclipse assassins that have yet to make their bones with the merc group.

As such, they are eager to notch a kill—and that kill is you. Sisterhood initiates do not have any special armor, so you can use biotic and tech attacks on them right away.



[007]



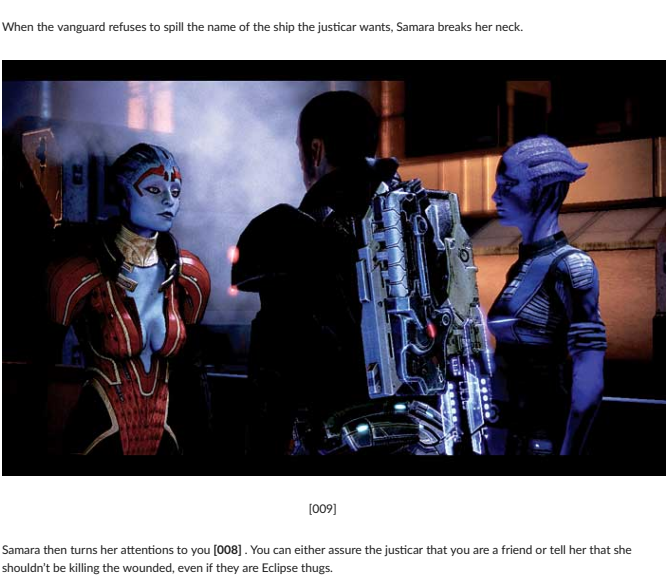
[008]

Samara is questioning an Eclipse vanguard that is suddenly without her backup (Samara dispatched them with ease).

Samara is asking the vanguard where she "sent her." The Eclipse vanguard refuses to give up the information.

Samara throws her out of a window and then floats down to continue the interrogation **[007]** .

When the vanguard refuses to spill the name of the ship the justicar wants, Samara breaks her neck.



[009]

Samara then turns her attentions to you **[008]** . You can either assure the justicar that you are a friend or tell her that she shouldn't be killing the wounded, even if they are Eclipse thugs.

Samara informs you of the Justicar Code. You ask Samara to help you take down the Collectors.

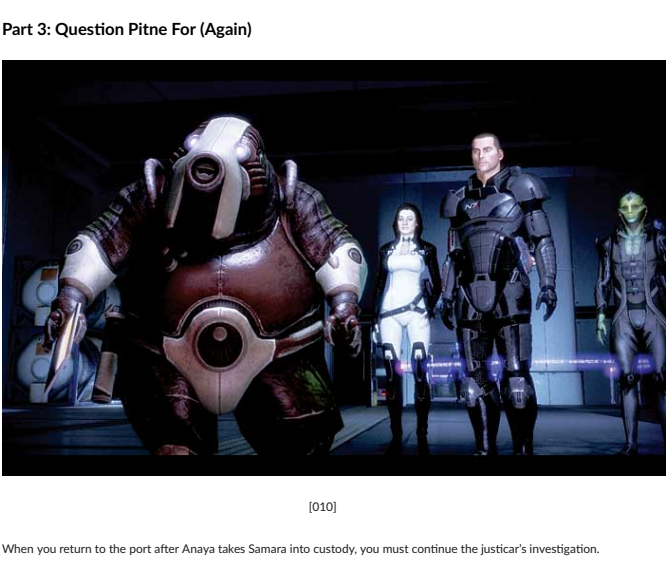
Samara is interested in joining your fight; she respects the Collectors as a worthy foe. But she is currently hunting a fugitive and must finish her mission before she can help.

Detective Anaya joins the conversation **[009]** . She tries to convince Samara to leave with you, but the Justicar Code prevents it.

However, the Code does require Samara to stand down for a single day at the request of a police officer. After that, if Anaya continues to detain Samara, she will just kill her and then resume her investigation.

There is a solution: If you can discover the name of the ship the justicar wants, then Samara will not have to kill Anaya and she will join you.

Part 3: Question Pitne For (Again)



[010]

When you return to the port after Anaya takes Samara into custody, you must continue the justicar's investigation.

The first stop: Pitne For. Approach the volus near the police cordon **[010]** and question him about why the mercs are after him. Don't take Pitne's stalling for an answer.

After the first meeting with Samara you have an opportunity to speak with Pitne For.

He plays dumb to your questions, but a Renegade interrupt will let you jog his memory. Demand that he work with you to help solve the murder—and hopefully find the name of that ship in the process.

The volus relents and agrees to help you.

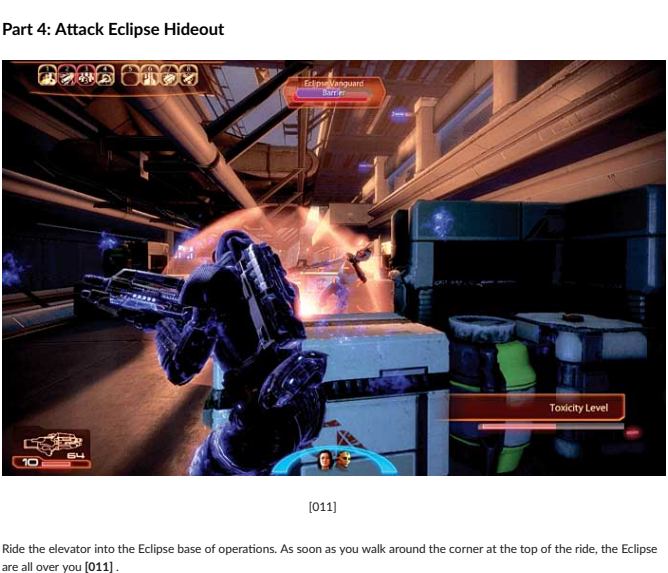
Pitne explains that he has recently smuggled an illegal substance onto Illium that boosts biotic powers but is also toxic. Prolonged exposure to the dust is lethal.

Pitne left that part out of his original story, which had the Eclipse mercenaries hunting him.

Pitne agrees that if you help keep the mercs off of him, he will help you break into the Eclipse base, where you will find the name of the ship.

The volus provides a passcard that lets you access the elevator to the Eclipse base, which is located in a wall adjoining the police station, down the same wing as the crime scene.

Part 4: Attack Eclipse Hideout



[011]

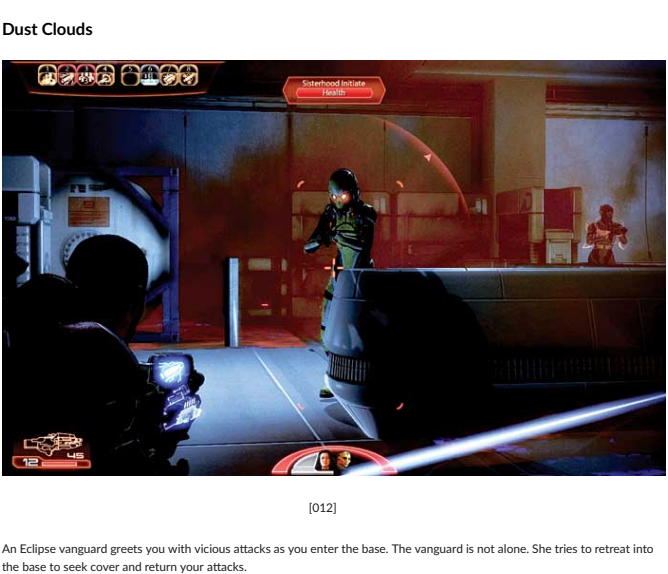
Ride the elevator into the Eclipse base of operations. As soon as you walk around the corner at the top of the ride, the Eclipse are all over you **[011]** .

While you're battling the mercenaries , clouds of red dust explode into the air whenever the rectangular canisters get shot; this must be the substance Pitne mentioned.

Caution

While the effects of the dust do boost your biotic powers, they are toxic. An on-screen meter reflects the current toxicity level in your blood. If that meter fills, you will collapse.

Dust Clouds

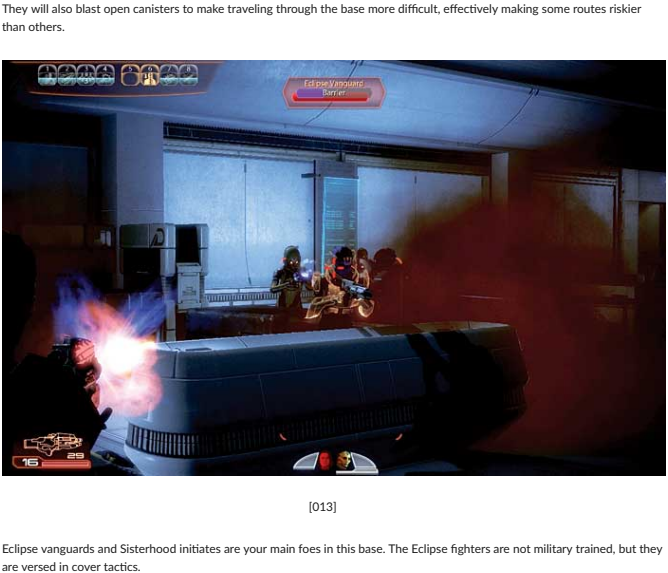


[012]

An Eclipse vanguard greets you with vicious attacks as you enter the base. The vanguard is not alone. She tries to retreat into the base to seek cover and return your attacks.

Keep on top of her while avoiding the clouds of toxin **[012]** . Your enemies will use these clouds as cover.

They will also blast open canisters to make traveling through the base more difficult, effectively making some routes riskier than others.



[013]

Eclipse vanguards and Sisterhood initiates are your main foes in this base. The Eclipse fighters are not military trained, but they are versed in cover tactics.

Watch the Eclipse seek cover and then find some yourself. Engage in firefights, taking shots at your foes when they reload or stand to move to a new cover spot **[013]** .

Sisterhood initiates can be brought down faster with headshots.

Tip

Try biotic abilities on these foes, whether you're breathing in the red dust or not: Powers such as Reave can inflict devastating damage on foes who have biotic barriers and dust on them.

[014]

Fight through the enemies until you reach the far side of the shipping bay. There is a small room to explore. Look for the shotgun on the desk [014]. It's a Scimitar assault shotgun—a new weapon.

It is a potential upgrade to your current shotgun and a great find (Grunt is likely to approve).

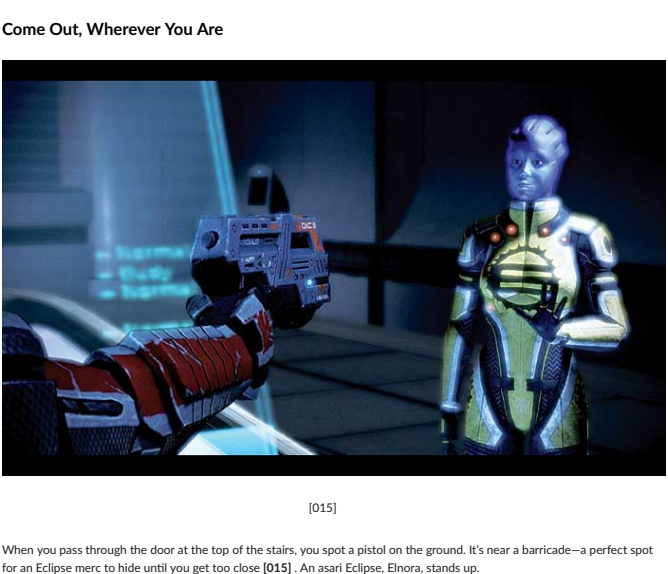
You can use the nearby weapons locker to change your weapon loadout and give the new shotgun to any squad member proficient in close-quarters combat.

New Weapon: M-27 Scimitar Assault Shotgun

Tip

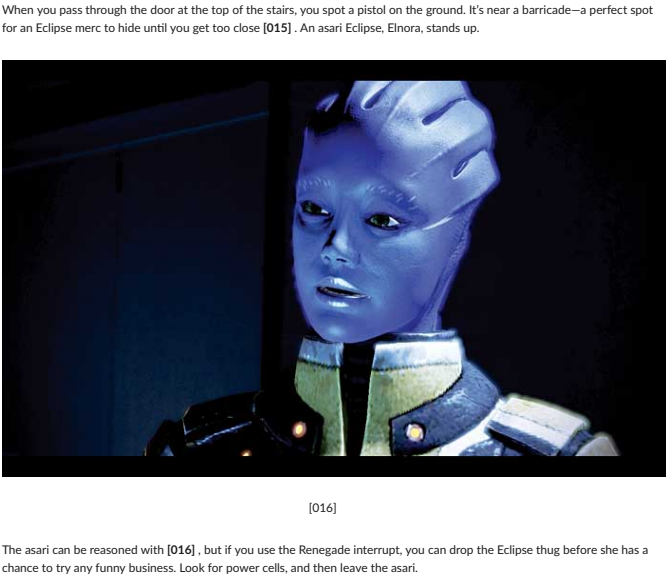
Hand the shotgun to yourself or one of your squad members. Use the loadout to switch to the arc projector, Cain, missile launcher, or particle beam heavy weapons; these are useful in the combat to come.

Come Out, Wherever You Are



[015]

When you pass through the door at the top of the stairs, you spot a pistol on the ground. It's near a barricade—a perfect spot for an Eclipse merc to hide until you get too close **[015]** . An asari Eclipse, Elnora, stands up.



[016]

The asari can be reasoned with **[016]** , but if you use the Renegade interrupt, you can drop the Eclipse thug before she has a chance to try any funny business. Look for power cells, and then leave the asari.

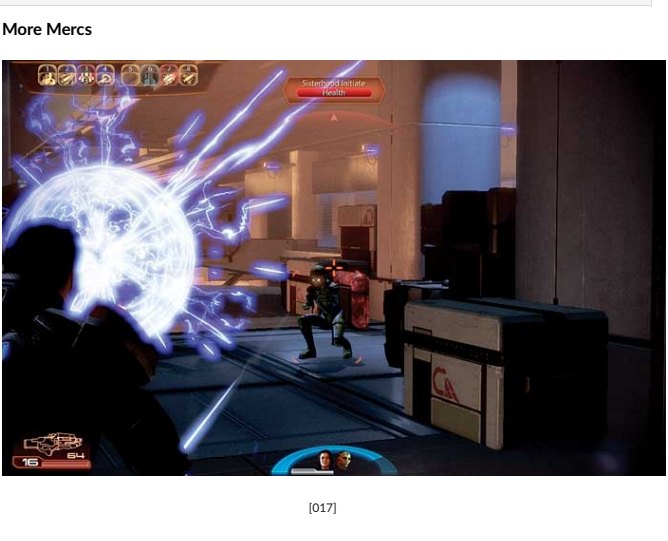
Note

A quick trigger finger is the mark of a Renegade. However, if you let Elnora go peacefully, you earn some Paragon points. Just be ready to learn that Elnora was lying to you about her involvement with the Eclipse.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Upgrade > Sample 634 Analysis > Download Results > Biotic Damage

More Mercs



[017]

[018]

When you pass through the door at the top of the nearby stairs, more Eclipse mercs attack **[017]** .

They are joined by LOKI mechs. Sisterhood initiates are trouble, as they use cover quite well, ducking down just as you open fire or unleash a biotic attack.

But the Eclipse vanguards, with the barriers, should almost always be your priority targets. Vanguards are tough to take down.

Look for another Eclipse vanguard on the far side of the room **[018]** , near a long staircase leading up. Just beyond the vanguard is a medi-gel station, along with a hackable terminal. After scooping up the treasures, use the stairs.

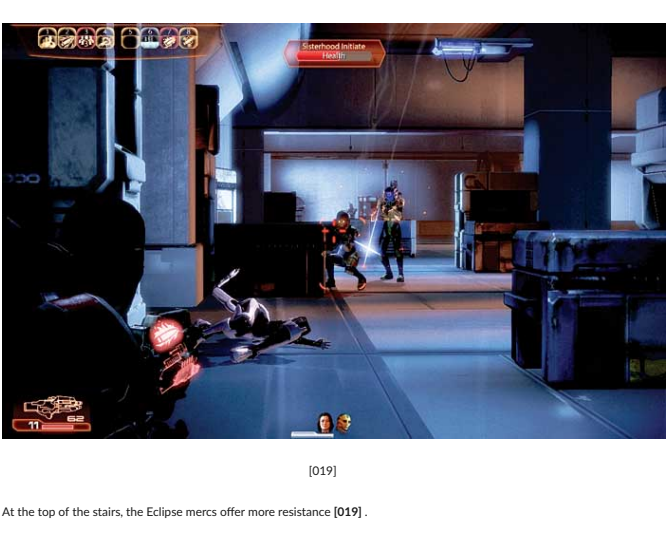
Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Eclipse Terminal > Hack > 3,000 Credits

Tip

On higher difficulty levels: It is wise to engage the closest enemies first, rather than the most powerful ones, due to the closed and tight nature of the environment. Don't advance too quickly though, or this tactic is moot.

Use cover (of the permanent variety), and deploy your squad members' best attacks (Thane or Zaeed's sniping abilities, for example) and biotics (power attacks from Miranda or Jack, for example).



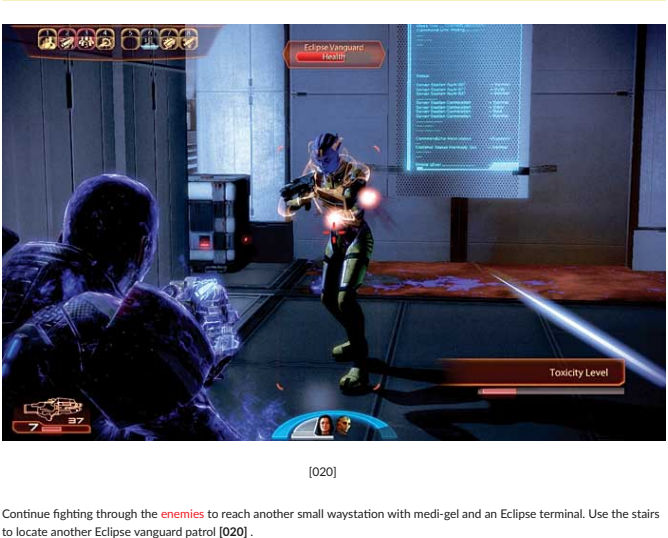
[019]

At the top of the stairs, the Eclipse mercs offer more resistance **[019]** .

In addition to LOKI mechs and Eclipse vanguards, an Eclipse heavy provides rocket support. Use cover to avoid the incoming rockets, and return fire through the red mist.

Note

Asari Eclipse vanguards are different from human ones—they carry assault shotguns that make them deadly at close range.



[020]

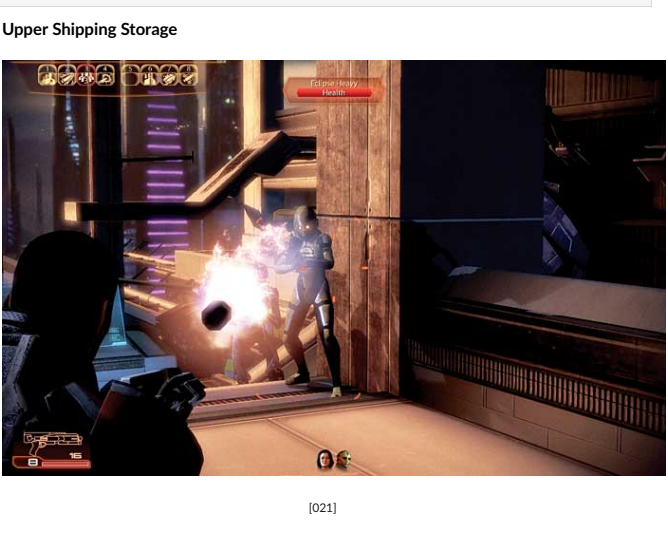
Continue fighting through the enemies to reach another small waystation with medi-gel and an Eclipse terminal. Use the stairs to locate another Eclipse vanguard patrol **[020]** .

These vanguards are just an appetizer. Around the corner, you must face down multiple Eclipse thugs and mechs.

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Eclipse Terminal > Access > 6,000 Credits

Upper Shipping Storage



[021]

[022]

[023]

There are two Eclipse heavies around the gunship area **[021]** , so watch out for rockets streaming through the air.

Fortunately, there are lots of crates to use as cover around the gunship port.

After taking down the heavies, push through the Sisterhood initiates and vanguards **[022]** (don't be afraid to use melee attacks on them—they go down fast).

Behind the gunship port, locate a small terminal and a crate of power cells to replenish heavy weapon ammo. Listen to the message.

It's Elnora, a new Eclipse merc boasting of earning her stripes by killing Pitne For's partner—at close range (she's actually the Eclipse merc you encountered earlier whose pistol was on the floor).

Take the message as evidence, loot the medi-gel station, locate the refined platinum, and then follow the doors. Several LOKI mechs patrol the next corridor **[023]** .

Blast them from cover, but be sure not to hide behind fragile crates for too long.

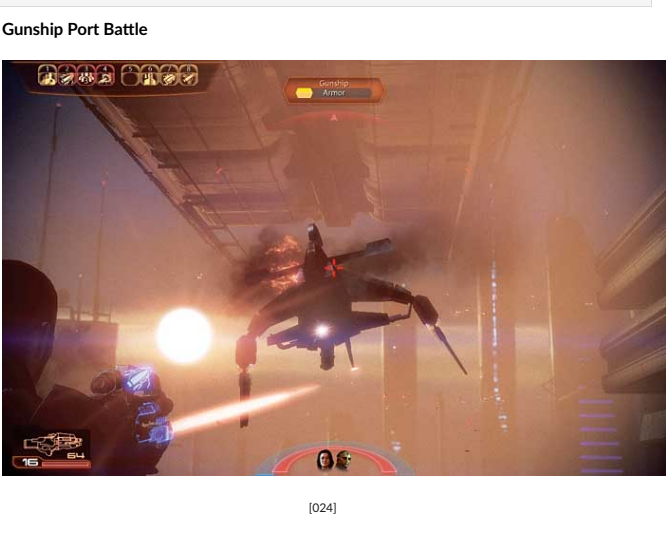
Spoils of War > Resources > Refined Platinum > Open > 2,000 Platinum

Ammunition > Power Cells > 2 Heavy Weapon Ammo

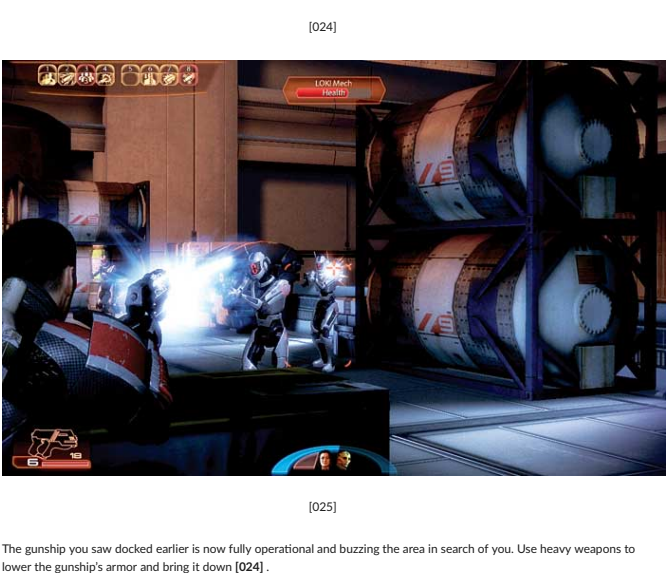
Medical Station > Open > Med Kit > 100 Credits

Journal Updated > Data File > Read

Gunship Port Battle



[024]



[025]

The gunship you saw docked earlier is now fully operational and buzzing the area in search of you. Use heavy weapons to lower the gunship's armor and bring it down **[024]** .

There is a crate of power cells on the bay to replenish stocks. Stick behind cover and launch shell after shell at the gunship.

If you do not have a heavy weapon, then pepper the gunship with whatever weapon you do have. The gunship sweeps low and slow overhead **[025]** .

This gives you plenty of time to make accurate shots, but it also means the gunship can return fire with equal accuracy.

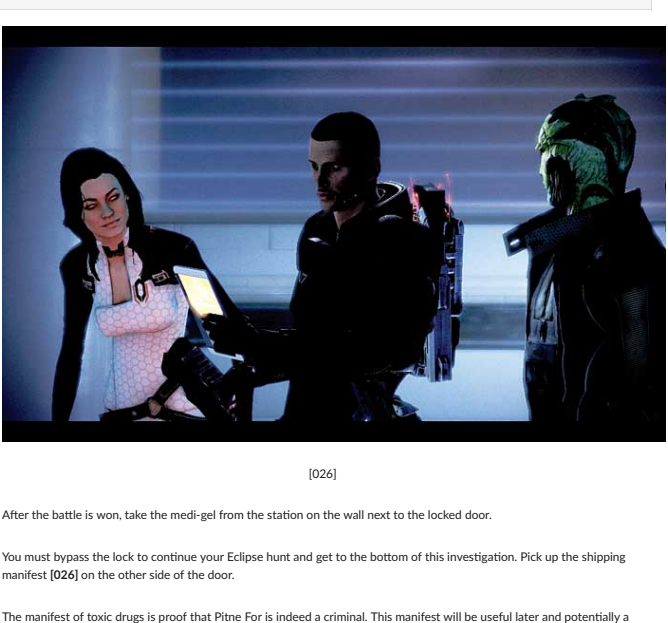
As you weaken the gunship, the Eclipse mercs send in more mechs. FENRIS mechs gallop across the bay, hunting you. Watch out for their taser bite attack.

If you get zapped by the taser bite while the gunship is zooming overhead, you are a perfect target.

Drop the gunship from the corridor before you reach the bridge by utilizing the M-920 Cain. This can drop the craft with a single shot, before combat even commences!

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits



[026]

After the battle is won, take the medi-gel from the station on the wall next to the locked door.

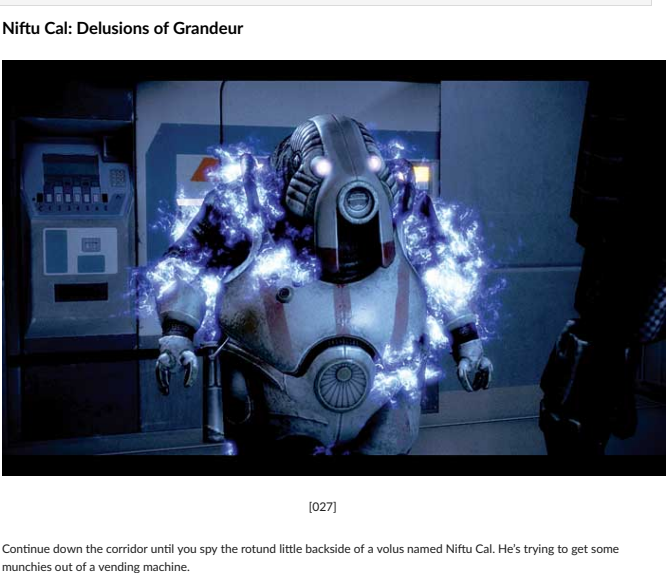
You must bypass the lock to continue your Eclipse hunt and get to the bottom of this investigation. Pick up the shipping manifest **[026]** on the other side of the door.

The manifest of toxic drugs is proof that Pitne For is indeed a criminal. This manifest will be useful later and potentially a source of great profit.

Journal Updated > Shipping Manifest > Read

Spoils of War > Eclipse Terminal > Access > 6,000 Credits

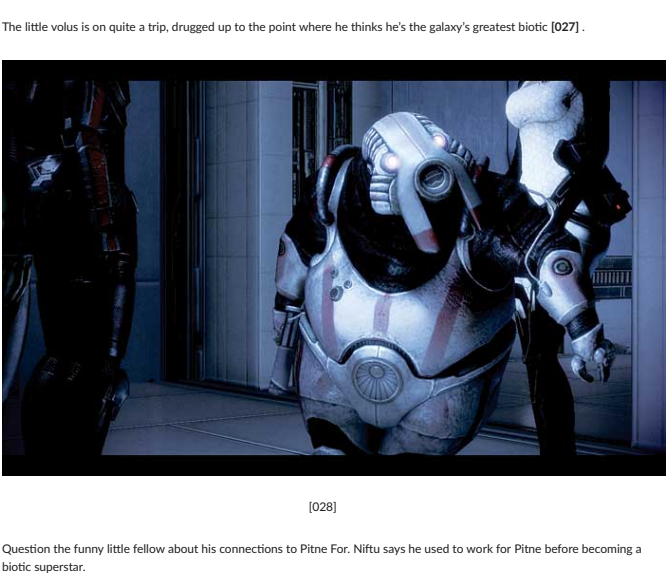
Niftu Cal: Delusions of Grandeur



[027]

Continue down the corridor until you spy the rotund little backside of a volus named Niftu Cal. He's trying to get some munchies out of a vending machine.

The little volus is on quite a trip, drugged up to the point where he thinks he's the galaxy's greatest biotic **[027]** .



[028]

Question the funny little fellow about his connections to Pitne For. Niftu says he used to work for Pitne before becoming a biotic superstar.

But now he is looking for the asari leader of the Eclipse band on Nos Astra, Wasea. This little volus may have the right idea, but he's too delusional to do anything but get himself killed.

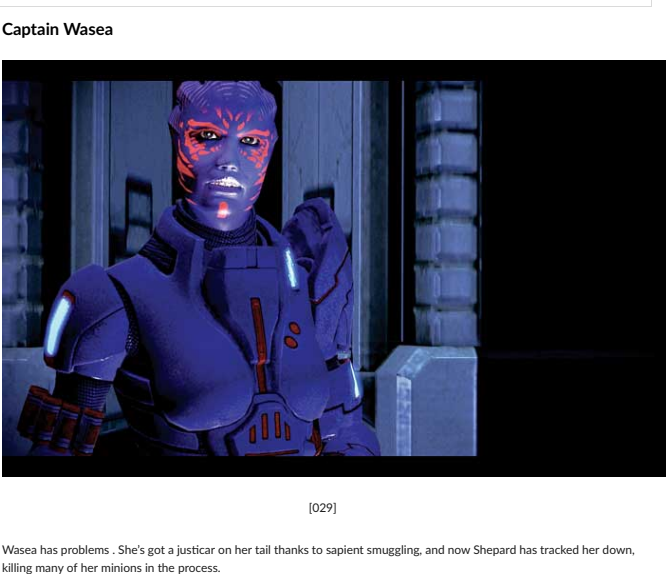
You can use a Paragon interrupt **[028]** to knock Niftu over so he takes a short nap while you go in and take care of Wasea. If you allow Niftu to wander off to his doom, you pick up Renegade points.

Note

Just before going into Wasea's chamber, check your loadout at the weapons locker and raid the medi-gel station.

Medical Station > Open > Med Kit > 100 Credits

Captain Wasea



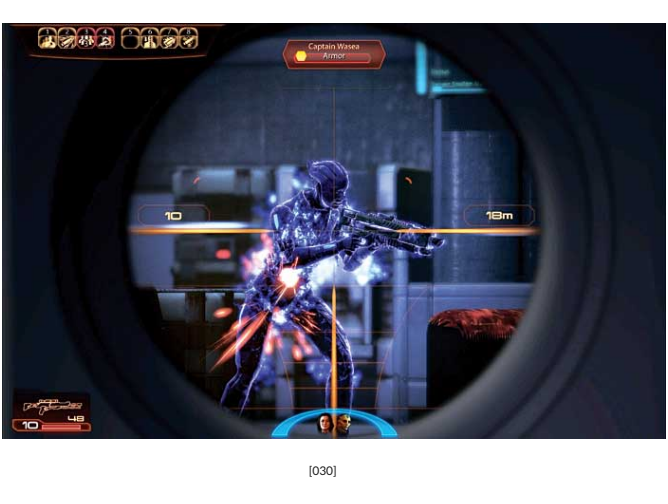
[029]

Wasea has problems . She's got a justicar on her tail thanks to sapient smuggling, and now Shepard has tracked her down, killing many of her minions in the process.

Wasea would like to turn this day around, so she fires up her biotic power and launches into an attack.

Caution

Wasea uses Push to knock over multiple toxic canisters, filling whole sections of the room with the poisonous dust.



[030]

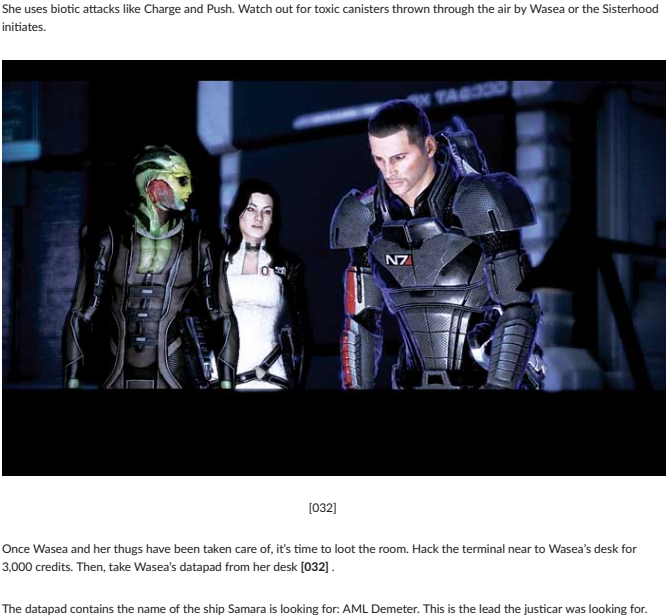
[031]

Wasea is a powerful biotic **[030]** and uses Barrier to protect herself from attacks. She can replenish Barrier.

She does not enter this battle alone. She is flanked by Eclipse heavies and Sisterhood initiates **[031]** .

These warriors know to use the dust clouds as cover. You need to use your squad members to juggle these extra enemies while you concentrate your attack on Wasea.

She uses biotic attacks like Charge and Push. Watch out for toxic canisters thrown through the air by Wasea or the Sisterhood initiates.



[032]

Once Wasea and her thugs have been taken care of, it's time to loot the room. Hack the terminal near to Wasea's desk for 3,000 credits. Then, take Wasea's datapad from her desk **[032]** .

The datapad contains the name of the ship Samara is looking for: AML Demeter. This is the lead the justicar was looking for.

You should head back to the spaceport's police station now and deliver all of this evidence to the asari detective, Anaya.

Tip

On higher difficulty levels: The length of this chamber makes the sniper rifle an excellent weapon.

Used in conjunction with the Armor-Piercing Ammo power, this can drop Wasea with impressive ease.

Retreat and regroup if you're blinded by Wasea's more toxic attacks, and be sure to remove the heavy trooper presence once you've blasted Wasea as combat begins.

Then tackle Wasea once the heavies are downed.

Spoils of War > Eclipse Terminal > Hack > 3,000 Credits

Journal Updated > Wasea's Datapad > Take

Special Assignment > Illium > Smuggling Evidence (The Justicar)

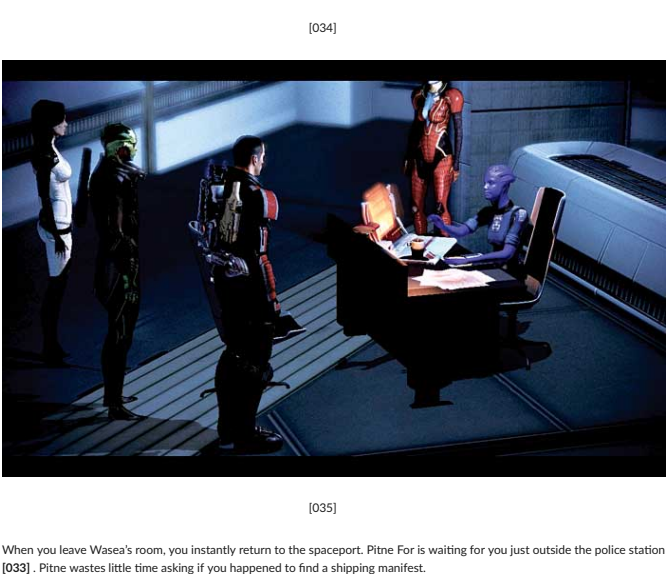
Caution

The Smuggling Evidence special assignment must be completed during this mission; it cannot be accessed afterwards.

Conclusions at the Spaceport

[033]

[034]



[035]

When you leave Wasea's room, you instantly return to the spaceport. Pitne For is waiting for you just outside the police station **[033]** . Pitne wastes little time asking if you happened to find a shipping manifest.

Pitne presents you with a choice. You can either hand over the manifest to Pitne for profit or give it to the detective for the cause of good (this is part of the special assignment Smuggling Evidence).

If you don't mind picking up some Renegade points, give the manifest to Pitne. For Paragon points, give it to the detective. Note you receive more credits (from Pitne) with the Renegade option.

Inside the police station, present Samara with the evidence from Wasea's datapad **[034]** . With the name of the ship, Samara can continue her pursuit.

However, there is a certain matter of the Justicar Code that places Samara in a strange spot. Now that she has agreed to follow your orders, they will take precedence over the Justicar Code.

But that doesn't mean Samara won't offer her opinion when she deems it warranted. The justicar agrees to meet you aboard the *Normandy* .

You can then discuss the case of the murdered volus with Anaya **[035]** . The justicar vouches for the evidence. The case is then closed, as the asari killer was taken out during the mission.

This ends the Samara recruitment mission—she is now a member of the *Normandy* crew. At this point, you can return to the spaceport and complete a newly accessible special assignment (at your leisure).

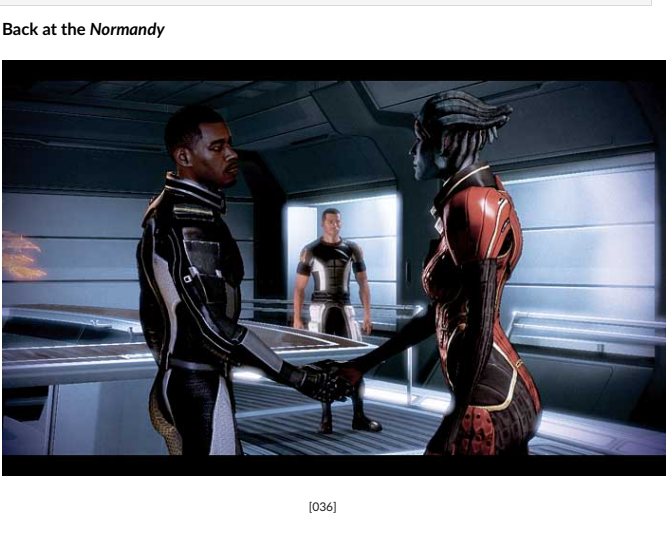
Spoils of War > Paragon Option Only > Detective Anaya > Talk > 4,200 Credits

Spoils of War > Renegade Option Only > Pitne For > Talk > 9,000 Credits

Entities Encountered > Squad Members > Samara

Special Assignment > Illium > Stolen Goods Found (The Justicar)

Back at the *Normandy*



[036]

Cerberus welcomes the recruitment of Samara. She will be a powerful ally in the fight against the Collectors **[036]** . Samara takes up residence in the observatory so that she can look out on the stars.

It's time to make the rounds again, making sure to stop by to see Chambers, next to the galaxy map, for a brief update (and a little optional flirting).

See what new projects are available in the tech lab. And then be sure to stop by the observatory to speak to Samara.

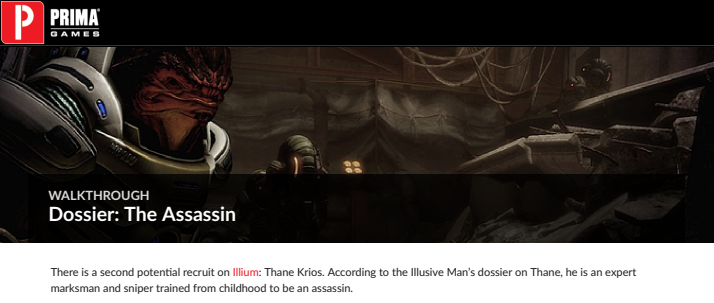
The justicar is not terribly willing to talk about her previous mission but is more amenable to subjects like taking on the Collectors.

Note

If you still have recruitment missions to undertake, you can pursue those now. Remember; you need at least two of the remaining recruits to have a crew worthy of battling the Collectors.

However, there is zero harm in following this walkthrough and getting all remaining recruits—it will increase your options for away teams and improve your chances of beating the game.

PRIMA GAMES



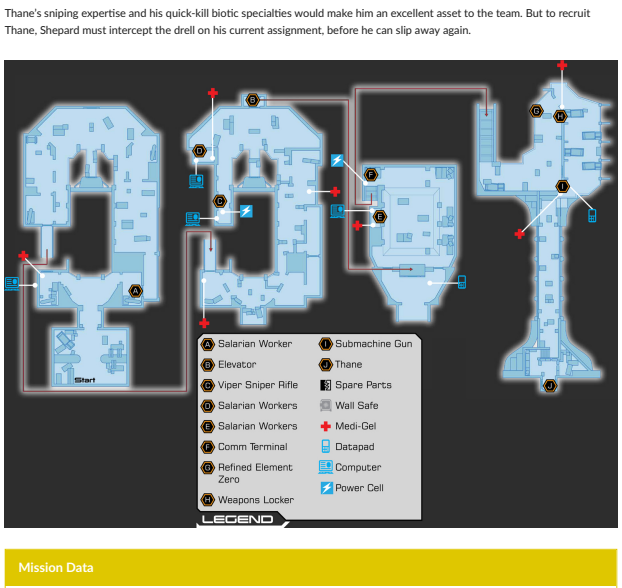
WALKTHROUGH

Dossier: The Assassin

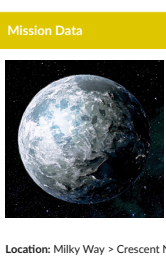
There is a second potential recruit on Illium: Thane Krios. According to the Illusive Man's dossier on Thane, he is an expert marksman and sniper trained from childhood to be an assassin.

Thane is also skilled at infiltration, making him particularly deadly. Thane's skills as an assassin are sought across the galaxy, but he has slowed his pace in recent years.

Thane's sniping expertise and his quick-kill biotic specialties would make him an excellent asset to the team. But to recruit Thane, Shepard must intercept the drell on his current assignment, before he can slip away again.



Mission Data



Location: Milky Way > Crescent Nebula > Tasale > Illium

Experience Available: 1,000

Entities Encountered > Squad Members

- Thane Krios

Entities Encountered > Enemies

- Bounty Hunter (Krogan)
- Eclipse > Commando
- Eclipse > Engineer
- Eclipse > Trooper
- Eclipse > Vanguard
- FENRIS Mech
- LOKI Mech
- Rocket Drone

Spoils of War > Total Credits: 60,000

- Cerberus Funding: 30,000
- Credits: 30,000

Spoils of War > Upgrades > Submachine Gun Damage (Microfield Pulsar)

Spoils of War > Resources > Element Zero: 500

Spoils of War > New Weapons

- M-97a Viper Sniper Rifle

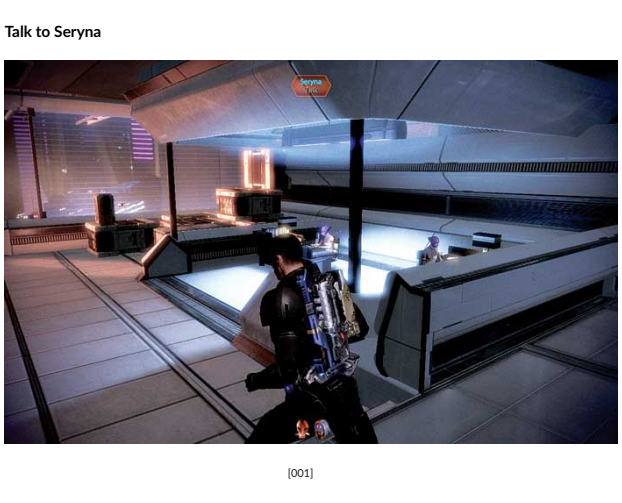
Intersecting Missions

- Special Assignment > Illium > Salarian Family Data
  (The Assassin)

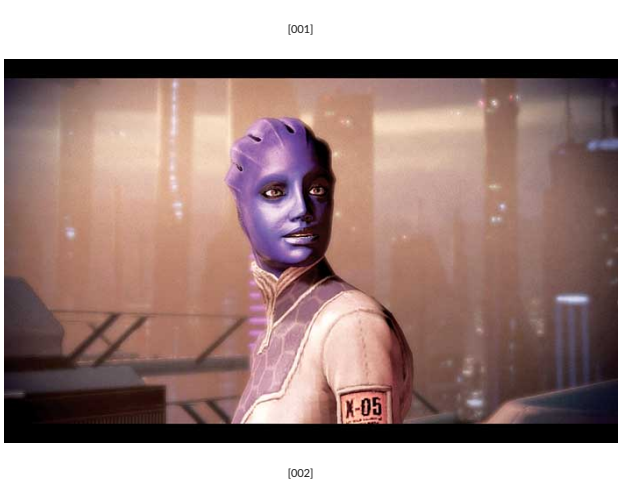
Part 1: Locating Thane

Shepard cannot just land on Illium and immediately seek Thane. The assassin is not just walking around. Shepard must get a lead on the drell from Nos Astra's resident information broker, Liara.

Talk to Seryna



[001]



[002]

As soon as you speak to Liara about Thane in her office, you can then report to the shipping department in the midsection of Nos Astra.

There, speak to Seryna **[001]** , the asari at the desk facing toward you.

Seryna has no desire to speak of Thane in public, so she motions you to follow her away from the shipping desk and to a quiet corner.

Seryna has a lead on Thane's current whereabouts. While in the employ of Nassana Dantius, a ruthless asari, Seryna was contacted by Thane for information.

Nassana recently fired Seryna, who could have given Thane bad intel on Nassana but instead told him exactly where to find Nassana as well as what opposition to expect.

Nassana is in business with Eclipse, so the Dantius Towers will be crawling with mercenary thugs and dangerous mechs.

According to Seryna **[002]** , Thane is working his way toward the penthouse of tower one. That is where he will strike. You must get there as soon as possible before he kills his target and slips away.

She says she can help you get close to the towers. She hopes that you do not stop Thane.

If anything, you will serve as a distraction for the Eclipse mercs, allowing Thane to cross from tower two (still under construction) to tower one.

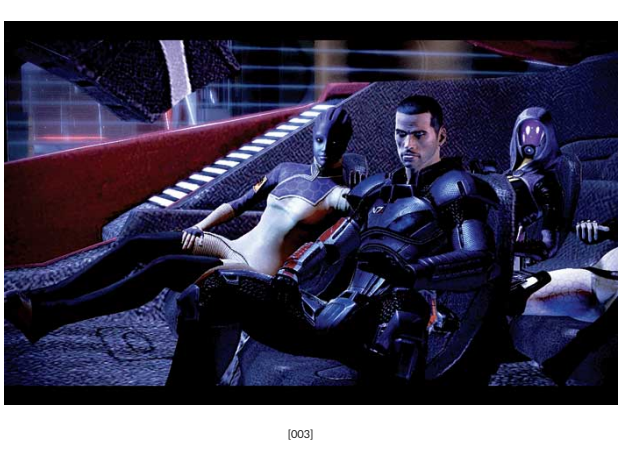
When you are ready to leave, accept Seryna's offer of a ride.

Tip

On higher difficulty levels: The Eclipse thugs in the towers fight alongside hostile mechs. When selecting your squad, consider that you need to take down targets with shields as well as inorganic enemies.

One good option is Mordin, who can easily take down armor with his Incineration Blast. Garrus or Zaeed is also a good backup choice, thanks to their shooting skills.

A biotic such as Miranda is another good option; she can inflict Overload and Warp on synthetic or biotic enemies.



[003]

As Seryna drives you to the towers **[003]** , she gives you a plan of action. You must infiltrate tower two and then use a sky bridge to access tower one. She warns you that as you close in on the penthouse, the Eclipse presence will increase.

Glossary

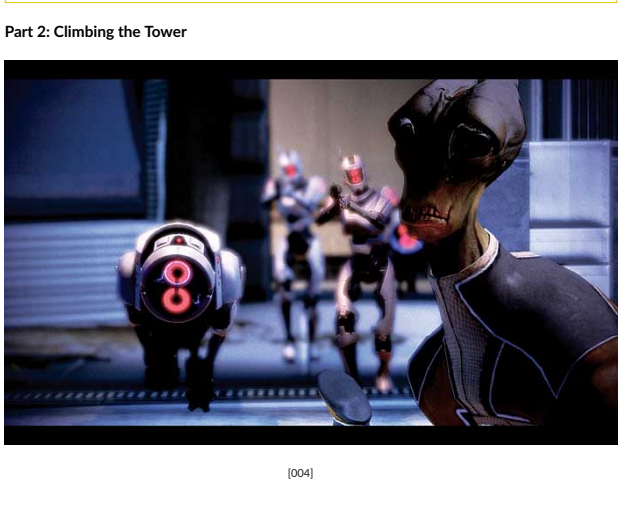
Drell: The drell are a race of reptilian beings that hail from the planet Rakhana. Due to environmental disasters and war on their homeworld, many drell were forced to flee.

They currently serve the hanar, the race that assisted with the exodus of the 375,000 drell that escaped Rakhana before complete collapse of the planet.

Hanar: The hanar are a jellyfish-like Citadel race with a reputation for politeness and reserved personalities.

The hanar have a face name that they share with colleagues and a soul name that is kept only for close friends and relatives.

Part 2: Climbing the Tower

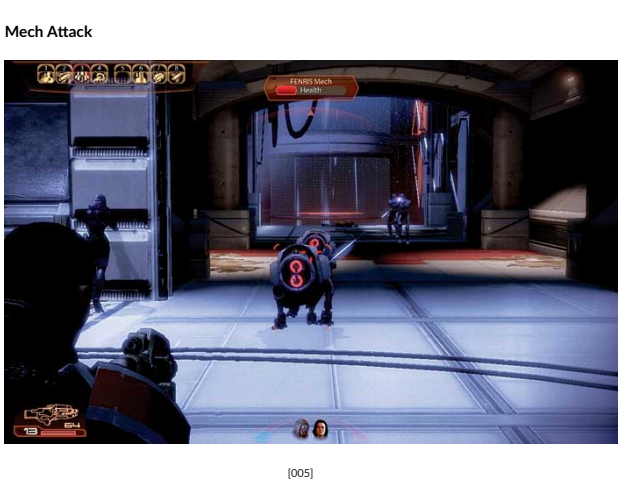


[004]

The second you arrive at the towers, you witness a bloodbath **[004]** . LOKI mechs are cutting down fleeing salarian workers.

It's a good indication of the threat you will find inside the towers, as well as a hint that you may find some salarian survivors inside. All survivors offer assistance in some form, so locate every innocent.

Mech Attack



[005]

Two FENRIS mechs crash through the giant window at the bottom of tower two. Cut down the FENRIS mechs as they cross the clearing, aiming for their optics for maximum damage **[005]** .

Get them before they move too close, because when you disable a FENRIS mech with a headshot, it explodes. The explosion can cause splash damage.

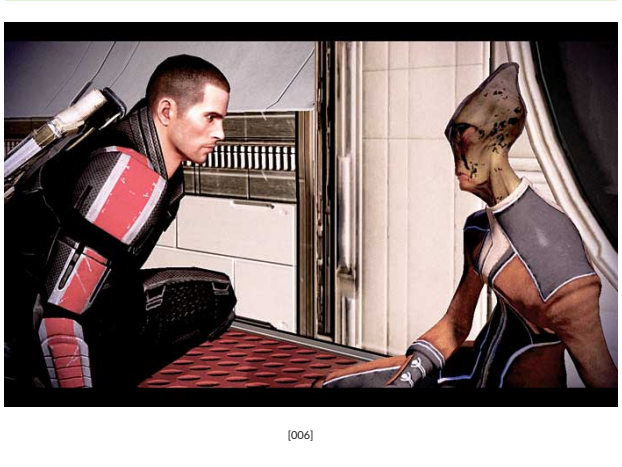
After dropping the FENRIS mechs, concentrate on the LOKI mechs pulling up the rear of the welcome party. Before continuing, cross to the left side of the tower base to find these items:

Spoils of War > Secure Terminal > Hack > 4,800 Credits

Medical Station > Open > Med Kit > 100 Credits

Tip

Neither FENRIS nor LOKI mechs have any shields, so they can be affected with biotics like Pull or Slam. Don't smash the glass until you're in cover, because the mechs don't attack before the glass is removed.



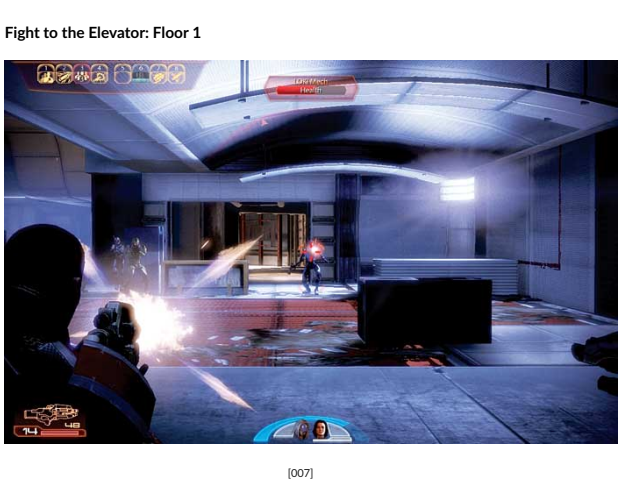
[006]

Veer to the right as you approach the base of the tower to find one of the salarians attacked at the onset of the mission. The salarian **[006]** is a night worker and has no idea why Nassana unleashed the mechs on a murderous spree against her own employees.

To get additional information out of the salarian, consider using the Paragon interrupt to give the worker one of your medi-gels.

However, even if you keep the medi-gel to yourself, the salarian still tells you that you must take the service elevator up the tower to the bridge.

Fight to the Elevator: Floor 1



[007]

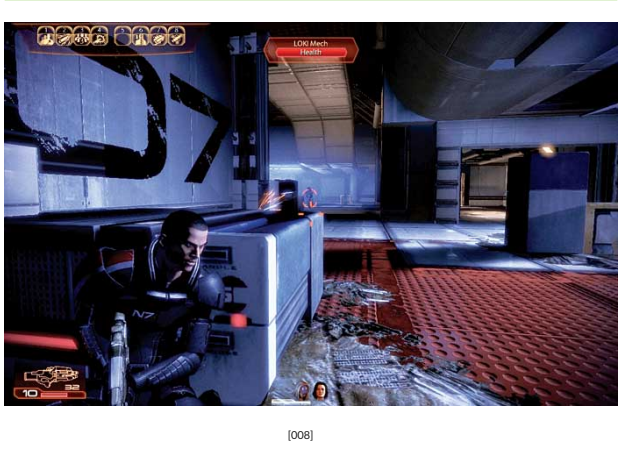
Just beyond the salarian is a long corridor. As you walk down it, you hear chatter from Eclipse mercs. They are nearby, so reload and get ready for battle.

When you enter the room with the Eclipse troops, you are initially greeted by mechs. Clip the mechs with gunfire as they approach **[007]** , or fling them around the room with biotics.

The Eclipse troopers are a little more trouble than the mechs because they actively seek cover.

Tip

Incendiary ammo works against the mercs, but cryo ammo is more versatile. It affects both merc and machine. For more advice on taking out Eclipse troopers, consult the section Dossier: The Justicar .

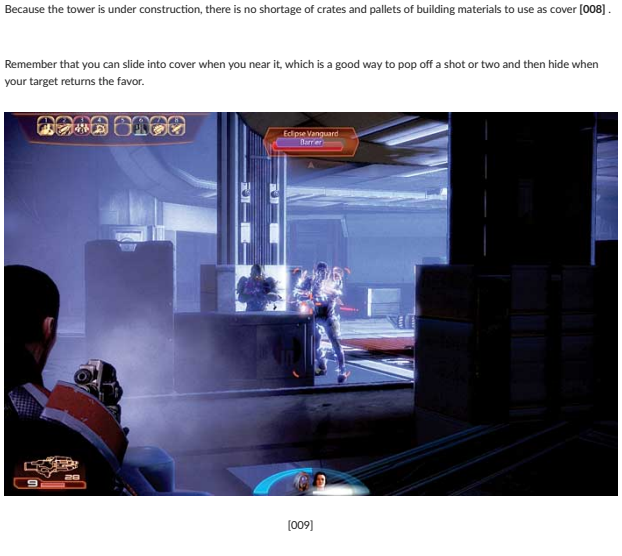


[008]

Eclipse troopers and vanguards attack in the next room. If you have a powerful biotic on the squad, use Pull to yank them over the giant hole in the floor.

Because the tower is under construction, there is no shortage of crates and pallets of building materials to use as cover **[008]** .

Remember that you can slide into cover when you near it, which is a good way to pop off a shot or two and then hide when your target returns the favor.



[009]

Additional mechs and Eclipse thugs are moving into the area. Meet them head on, dismantling the mechs as they march toward you.

The Eclipse vanguards and troopers hang back and let the mechs occupy your attention while they shoot at you from afar.

Try to quickly drop those mechs with clean headshots, and then turn your attention on the Eclipse fighters.

Look out for the Eclipse vanguards **[009]** —they have barriers, which complicates the use of biotics.

Watch their status bars; as soon as you see the barriers go down, hit them with a biotic or rush in and finish the job close up with a stronger weapon, such as a shotgun.

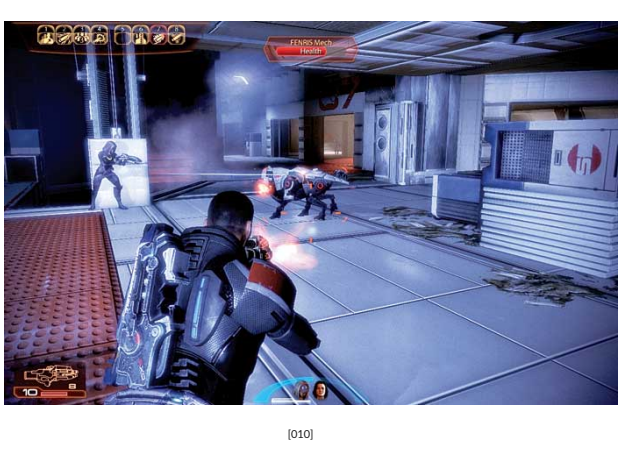
Tip

Have a tech-oriented squad member like Tali? Use Combat Drone to release a distraction into the room. While the mercs turn their guns on the drone, you can take advantage of their exposed flanks.

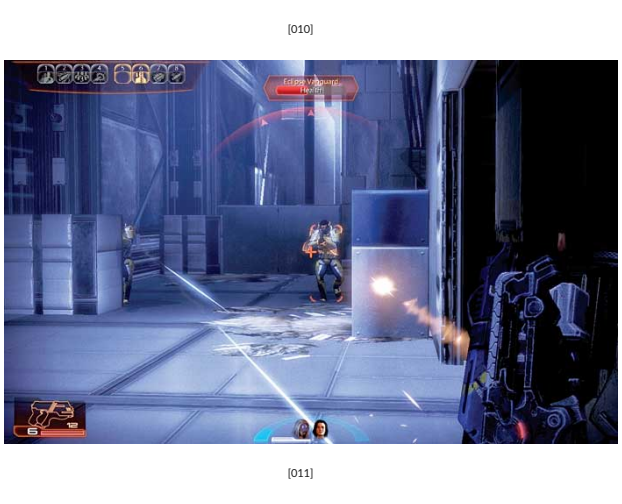
Tip

On higher difficulty levels: Avoid being outflanked or attacked from different directions by sending your squad members forward, "on point," into cover to lure enemies into striking them, while you provide supporting fire.

Do this at each of the tower's U-shaped corridor areas. Another plan is to remain in cover with your squad members, with all of them facing the long corridor, allowing you to pick off foes as they step into sniper rifle range.



[010]

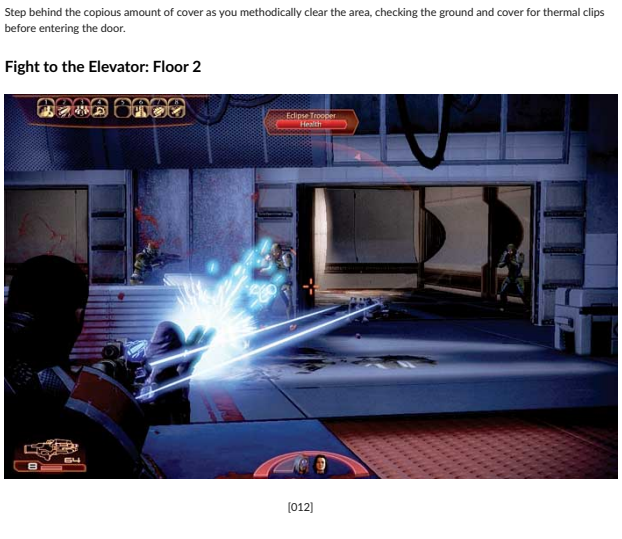


[011]

The Eclipse thugs were guarding a door that leads up to the next floor. Clear the area around the door leading to a ramp, which includes some additional FENRIS mech foes **[010]** and vanguards **[011]** .

Step behind the copious amount of cover as you methodically clear the area, checking the ground and cover for thermal clips before entering the door.

Fight to the Elevator: Floor 2



[012]

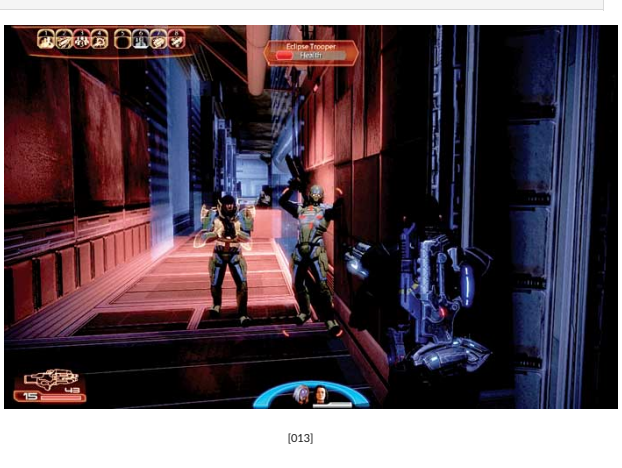
When you reach the top of the ramp, check for medi-gels and thermal clips while eavesdropping on Nassana ordering her hired Eclipse guns to head off Thane.

Nassana knows an assassin is there. Her mercs do not last long against Thane, as single shots silence their voices.

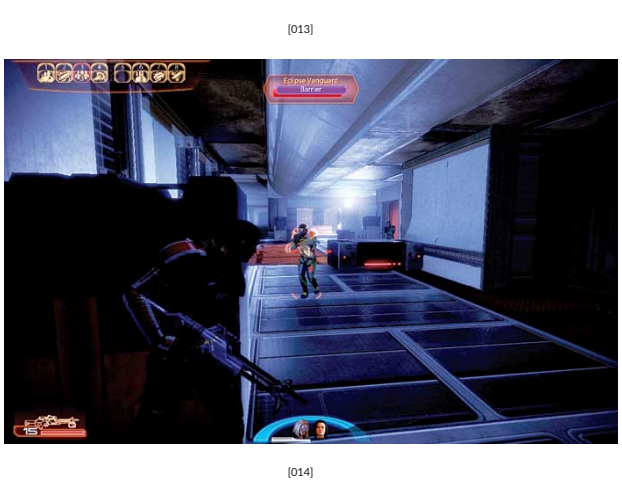
Then (optionally) position your squad members on either side of the walkway and lay waste to the enemies heading in toward the ramp **[012]** .

Med Kit > +1 Medi-gel > 100 Credits

Med Kit > +1 Medi-gel > 100 Credits



[013]



[014]

More LOKI mechs and Eclipse mercs storm the area at the top of the ramp. A huge opening to the left is great for tossing enemies over via biotics. Otherwise, move across the room using cover.

Dive from crate to crate, taking the room back from the enemy. Freezing them with a Cryo power is a good option.

As the spaces between walls narrow **[013]** , a close-quarters weapon like the shotgun becomes useful. The Eclipse troopers and LOKI mechs do not have the armor to withstand many shotgun blasts.

Cross to the slightly wider corridor to finish the flurry of foes **[014]** , pushing your squad along with you.

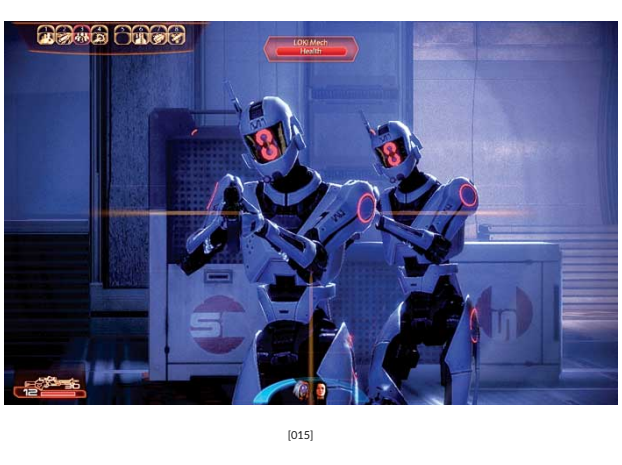
Or use the unlocked doors and red-lit corridor to the right, and outflank the foes if you're having difficulty breaking through and mopping up.

Tip

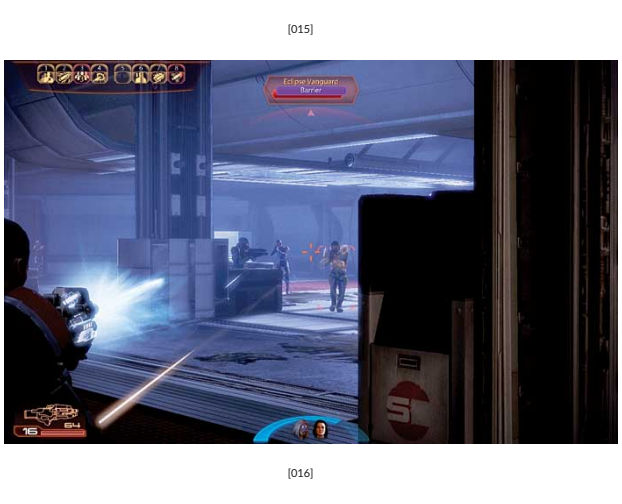
On higher difficulty levels: In larger rooms, close the gap with biotics such as Pull or Charge.

If biotics are limited, stick to longer-range weapons like the assault rifle; at least special rounds do not lose any potency over distance.

Also use the alcove to the right of the elevator door, as you can move toward or away from incoming enemies and get a clear line of sight on every one of them.



[015]



[016]

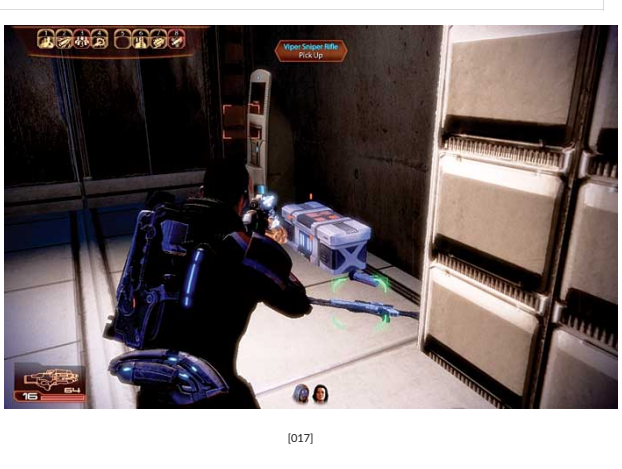
Move up through the building site, collecting medi-gel as you claim Eclipse territory.

Listen for chatter from the mercs or clicks from the mechs to tell how far away the next batch is from your current position.

The mechs are always more manageable than the mercs, even if there are more of them.

Whereas the LOKI will just march toward you with guns outstretched **[015]** , a human Eclipse vanguard **[016]** will hang back and wait until you are occupied before unleashing a biotic attack.

Med Kit > +1 Medi-gel > 100 Credits



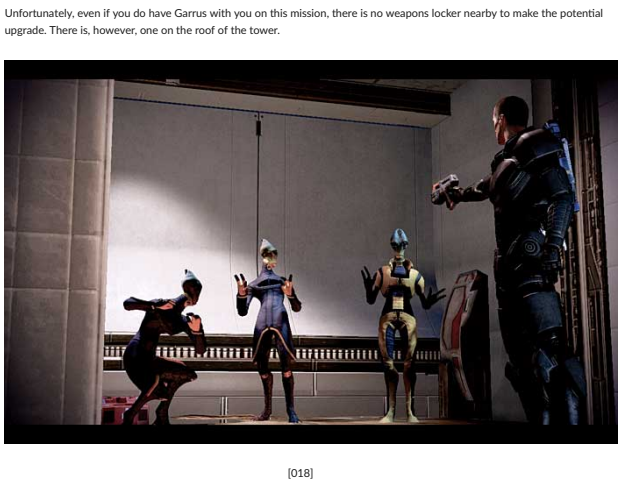
[017]

Don't be too eager to pile the squad into the elevator once you clear away the Eclipse opposition. Pass the elevator, moving toward the left.

There is a corridor on the far side of the room, next to a door that requires a bypass. Hit the corridor first to grab some power cells, hack the "secure" terminal, and pick up the Viper sniper rifle **[017]** .

This weapon will serve Garrus or Zaeed quite well. Plus, Thane can also use it once he has been recruited.

Unfortunately, even if you do have Garrus with you on this mission, there is no weapons locker nearby to make the potential upgrade. There is, however, one on the roof of the tower.



[018]

After claiming the spoils of the battle, bypass the locked door. The small room holds salarian survivors **[018]** . They are happy to see somebody who isn't with Eclipse holding a gun.

Speak to the salarians to find out that Thane locked them in the small room for their own protection. When the salarians leave, you can access a medi-gel crate and a terminal.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

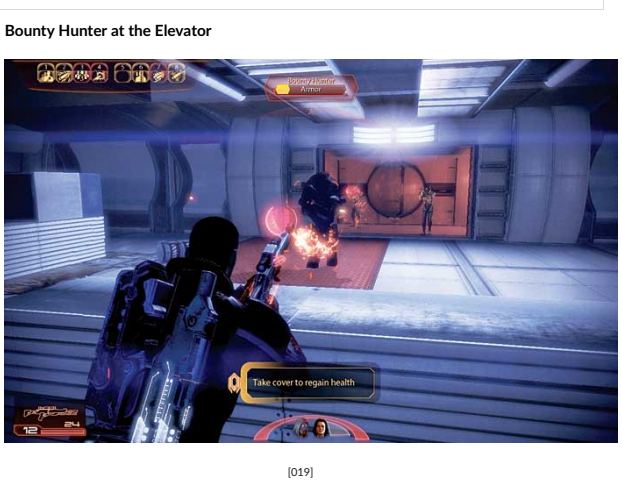
New Weapon: M-97a Viper Sniper Rifle

Spoils of War > Secure Terminal > Hack > 4,200 Credits

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Secure Locker > Access > 3,000 Credits

Bounty Hunter at the Elevator



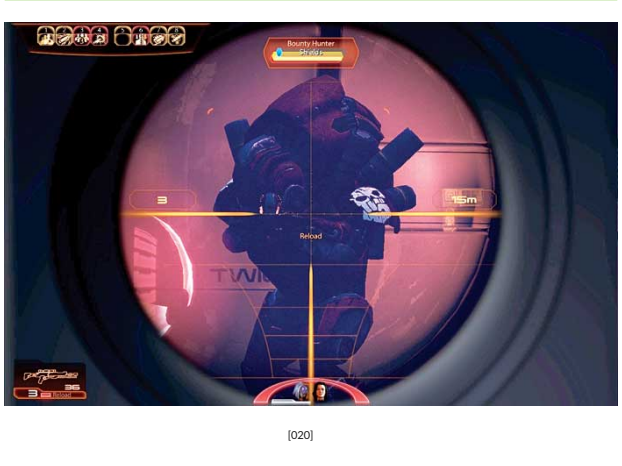
[019]

When you call the elevator, don't just stand in front of the door and wait for the car to drop down. Immediately seek cover (try to steer clear of any explosive containers on the floor, though).

Enemies pour out of the elevator as soon as it reaches your floor **[019]** .

Tip

Direct your squadmates to cover, too. Place one on each side of the elevator to maximize the spread of your weapon fire when the Eclipse thugs emerge.



[020]

The elevator deposits a krogan bounty hunter **[020]** and two Eclipse engineers on your floor. Look out for combat drones from the engineers.

They are needling menaces. But the real target is the krogan. Prioritize the bounty hunter, but do not get headstrong about standing your ground.

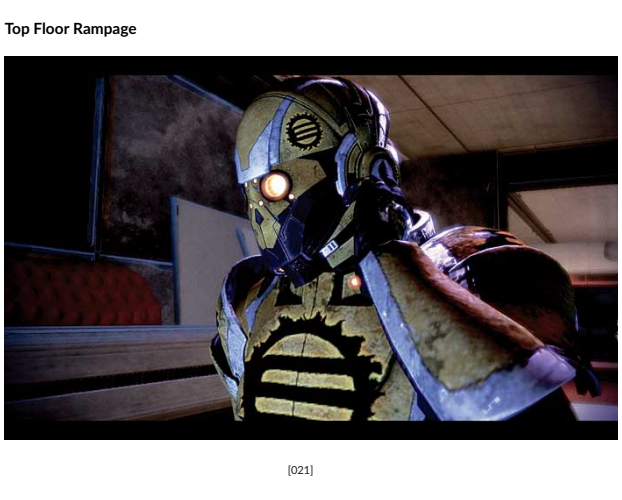
The krogan has shields and barriers, so it can withstand a lot of hits. It uses that resilience to get close enough to use the krogan rush attack. Fall back to a safe distance and unload gun attacks on the bounty hunter.

Only after its shields are down can you hope to use any biotics to finish the job.

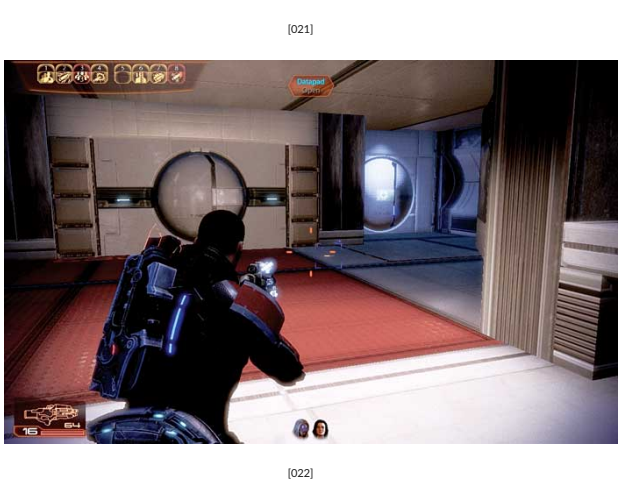
Tip

On higher difficulty levels: The Eclipse engineers have shields, too. If a squad member has Overload, use it to weaken those shields. Rip through the engineers with haste, and then concentrate on the krogan.

Top Floor Rampage



[021]



[022]

Ride the elevator to the bridge level of tower two. When you step out, you discover an Eclipse mercenary communicating with other teams **[021]** .

The merc is too engrossed in his conversation to notice you until it's too late. You have him surrounded. Interrogate the mercenary about Thane's position, backing him up to the large window.

You can use a Renegade interrupt to kill the merc by pushing him out of the window, but the noise will just bring nearby Eclipse thugs into the room to investigate. You'll have another fight on your hands.

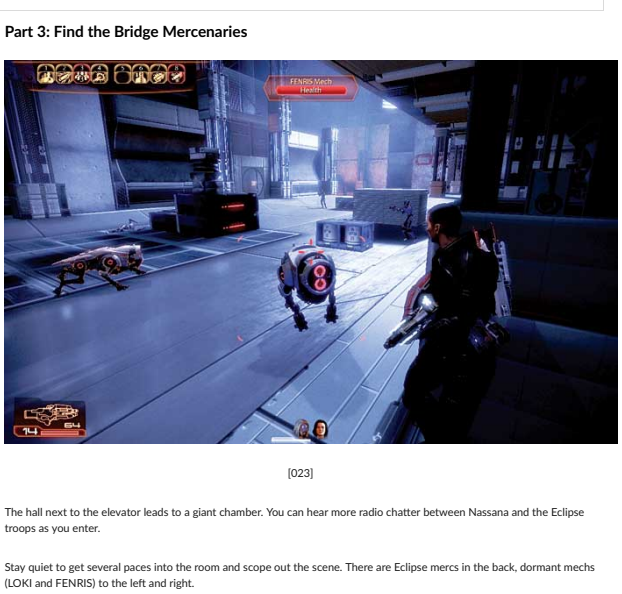
You can avoid the fight by not taking the Renegade interrupt and just threatening the mercenary with tough questions. The mercenary tells you that you must cross the bridge to find Nassana (and Thane).

If you choose to let the merc go at this point, you earn Paragon points. The merc does not alert his comrades as he leaves.

Now pick up the datapad next to the elevator **[022]** to unlock the Salarian Family Data special assignment. This can be completed any time after this mission ends.

Special Assignment > Illium > Salarian Family Data (The Assassin)

Part 3: Find the Bridge Mercenaries



[023]

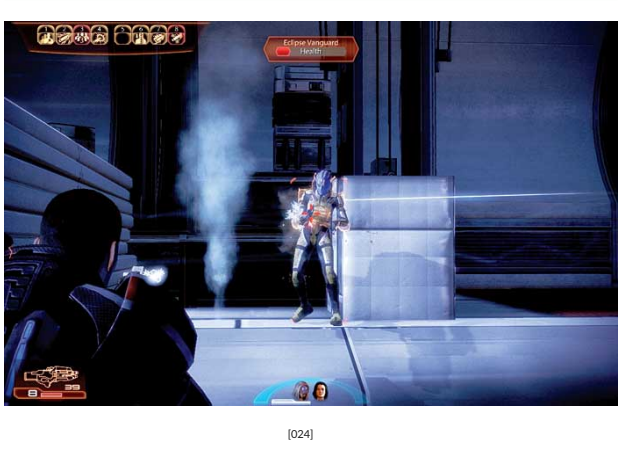
The hall next to the elevator leads to a giant chamber. You can hear more radio chatter between Nassana and the Eclipse troops as you enter.

Stay quiet to get several paces into the room and scope out the scene. There are Eclipse mercs in the back, dormant mechs (LOKI and FENRIS) to the left and right.

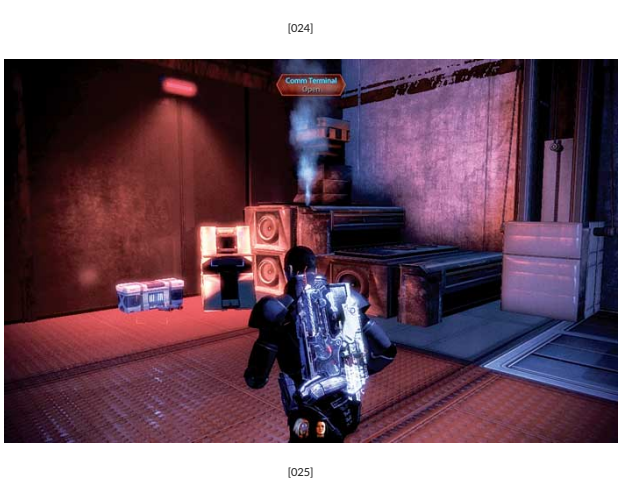
You can get the drop on either one, but the mechs are closer and easier to dispatch with early shots. Stay in cover, and fight slowly and purposefully forward **[023]** .

Tip

Stay clear of the explosive crates in the room, but always monitor the proximity of the enemy to them. Use these crates as bombs to deliver devastating damage.



[024]



[025]

The Eclipse vanguard **[024]** in the room is your toughest rival. Get rid of her first and then mop up the troopers and remaining mechs.

There is a communications console at the rear of the room next to a crate of power cells. Nassana barks orders into the comm, demanding a report. Give her one **[025]** .

Ammunition > Power Cells > 2 Heavy Weapon Ammo

026

There is a locked door on the main floor of this room. Bypass the security measures to free more trapped **[026]** .

You are greeted with a pistol. The salarian holding it is scared. A Renegade interrupt lets you drop the salarian just for even pointing a gun at you, but if you wait it out, the salarian will lower his weapon.

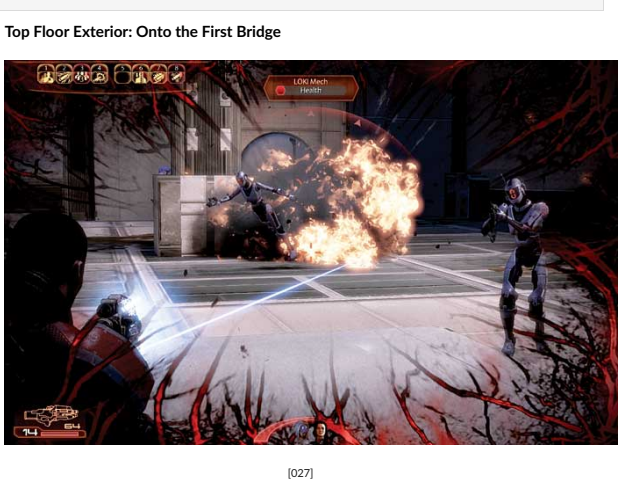
The salarians inside the room explain that the merc threatening the salarians was killed before their very eyes. It's more evidence of Thane.

After letting the salarians go, you can claim a medi-gel and hack the PDA on the dead merc. Then follow the ramp near the communications console to the tower exterior—and another battle.

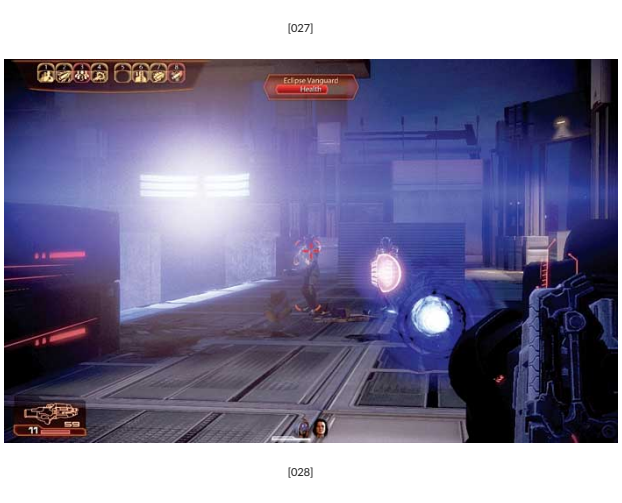
Spoils of War > Eclipse Merc Corpse > Hack PDA > 6,000 Credits

Med Kit > +1 Medi-gel > 100 Credits

Top Floor Exterior: Onto the First Bridge



[027]



[028]

The bridge is indeed heavily guarded. Eclipse mercenaries (including vanguards) and LOKI mechs patrol the bridge.

They attack immediately. The bridge offers a benefit to biotics with Pull or Charge. You can knock enemies off the bridge. (If you use Charge, just line up the targets so their backs are to the empty space.)

By now, the mechs are no problem **[027]** . The vanguards, though, are especially aggressive. Take cover from their Warp attacks and chisel their barriers until they are exposed **[028]** .

Since they are organics, attacks such as incendiary ammo will do additional damage.

Tip

If you ever end up close to an enemy, don't forget a basic melee attack. It's often a life-saver when a foe gets the drop.

Plus, you can upgrade it so the melee smash does more damage. Also, learn where the explosives are across this area, and aim for them when foes are nearby.

Caution

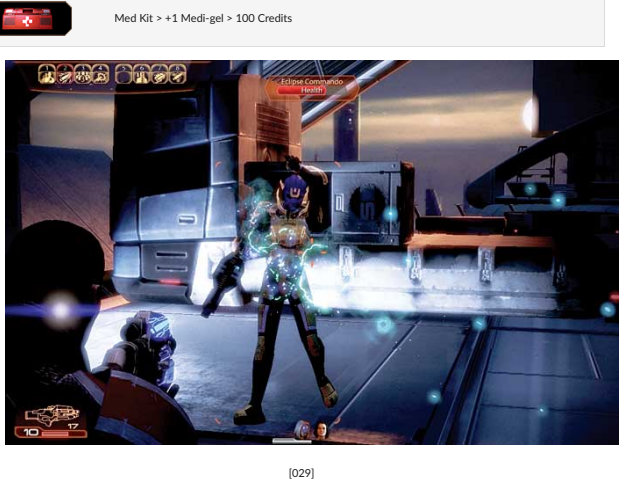
If you drop a vanguard's barrier, go for the kill. Otherwise, you risk the vanguard recharging the barrier.

Before stepping to the outer edge of tower two, check the far left edge of the bridge for some eezo. Then use the weapons locker to make any gear changes, such as using the sniper rifle recovered earlier.

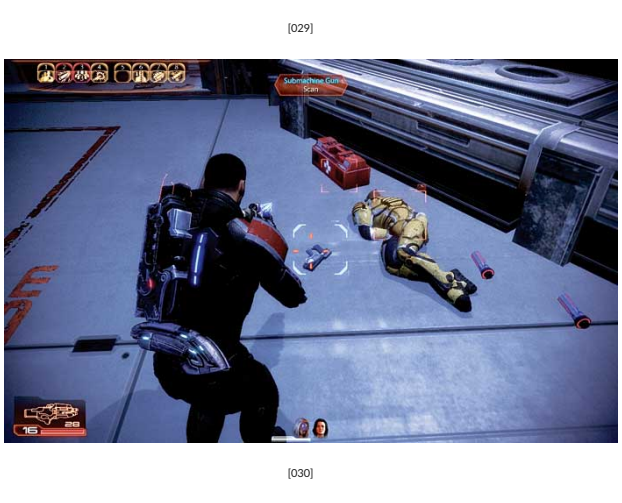
You can pick up a medi-gel from the box near the weapons locker, too. After your squad is all set, it's time to move across the bridge and close in on Nassana.

Spoils of War > Resources > Refined Element Zero > Open > 500 Element Zero

Med Kit > +1 Medi-gel > 100 Credits



[029]



[030]

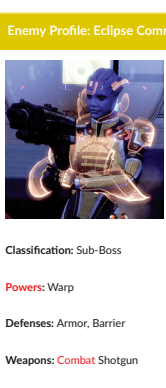
An entire Eclipse patrol waits for you **[029]** . The troopers, commandos, and vanguards open fire upon your arrival.

Use cover right away to avoid the incoming volley, and train your fire on the explosives crate to the right. Light it up to kill two foes and better the odds.

Because the troopers have no extra protection and the commandos only have armor, you can use some biotics on them.

The vanguards have much higher resistance, so you must pick them apart as you move across the exterior.

Enemy Profile: Eclipse Commando



Classification: Sub-Boss

Powers: Warp

Defenses: Armor, Barrier

Weapons: Combat Shotgun

Notes and Tactics: Eclipse commandos are the most elite of the Eclipse thugs, able to flank and use cover.

Their combat shotguns are deadly at close range, but keeping your distance is not without danger. Commandos can use Warp to rock you back.

Dismantle the commando's barrier and armor as fast as you can so you can counter with biotic and tech attacks of your own.

A submachine gun is great for chipping away both of the commando's defenses.

Just before the bridge, loot the corpse of a fallen merc **[030]** . Take the thermal clips and medi-gel, then scan the submachine gun for a tech upgrade: Microfield Pulsar.

Submachine guns now do extra damage. Finally, hack the PDA to claim 12,000 credits.

Med Kit > +1 Medi-gel > 100 Credits

Upgrade > Submachine Gun > Scan > Submachine Gun Damage

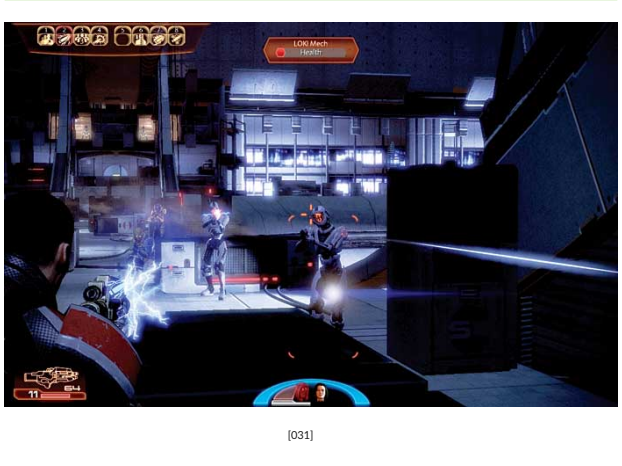
Spoils of War > Eclipse Merc Corpse > Hack PDA > 12,000 Credits

Tip

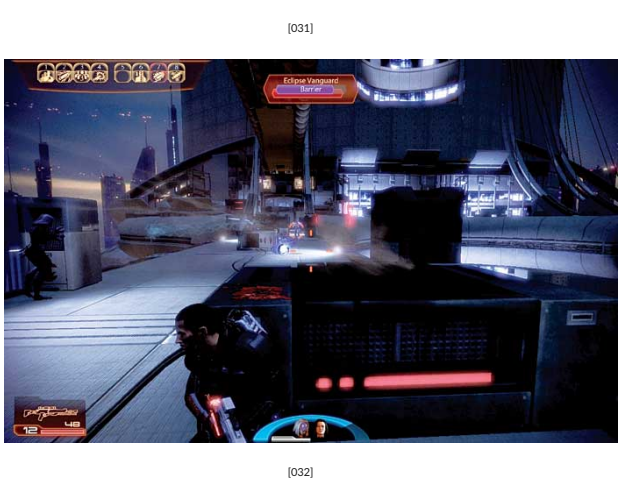
The more you upgrade the submachine gun, the better the weapon is for taking apart shields and barriers, thanks to its high rate of fire.

Tip

Use the wind whipping across the bridge to your benefit. Lift enemies with Pull and let them blow away into the night.



[031]

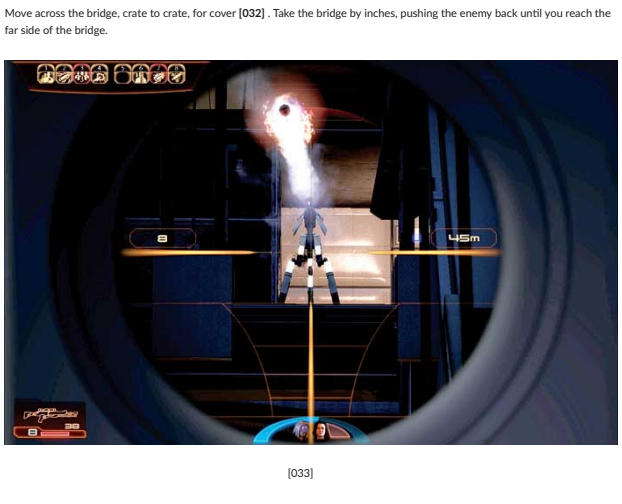


[032]

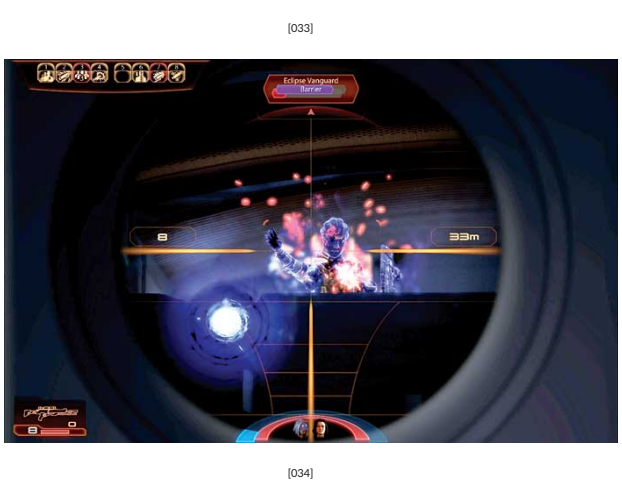
The vanguards on the bridge are flanked by LOKI mechs and Eclipse troopers **[031]** .

Biotics can launch the mechs and troopers off the bridge with Pull, Charge, or Warp. If you lack these biotics, you must deal with the Eclipse more conventionally.

Move across the bridge, crate to crate, for cover **[032]** . Take the bridge by inches, pushing the enemy back until you reach the far side of the bridge.



[033]



[034]

When you reach the far side, two rocket drones on the top floor open fire **[033]** . You must stick to cover to avoid rocket attacks.

Snipers or soldiers can bring down the drones, but if you get below them, the drones can no longer target you. Of course, more Eclipse thugs rush out to prevent you from moving out of the drones' field of fire **[034]** .

Keep in cover as you advance on the mercs.

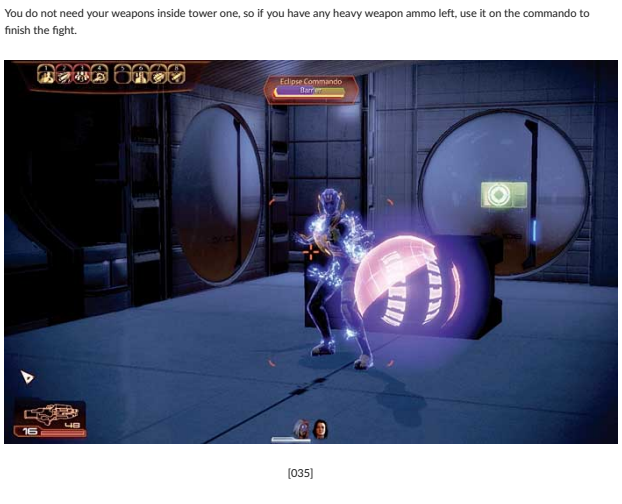
Caution

The rocket drones have shields, so you cannot just lift them out of their perches.

An Eclipse commando blocks the door into tower one **[035]** . Commandos love close-range combat—not only can they use a shotgun more effectively, but they can pepper you with Warp strikes without much delay.

Use cover to guard against these attacks, and lay into the commando with whatever you have.

You do not need your weapons inside tower one, so if you have any heavy weapon ammo left, use it on the commando to finish the fight.



[035]

Tip

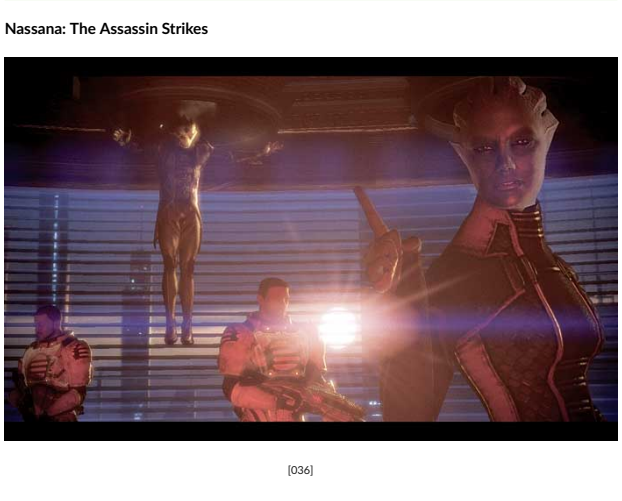
On higher difficulty levels: Position squad members on either side of you, and slowly push forward across the bridge.

When the rocket drones begin to fire, defeat them with well-timed (and well-aimed) sniper rifle fire (pick one drone and have a squad member take down the other).

Stepping up and tagging heads peeking out of cover helps shorten this protracted battle.

The commando is best attacked by whittling her down from behind cover or circle-strafing her while your team provides covering fire and other strikes.

Nassana: The Assassin Strikes

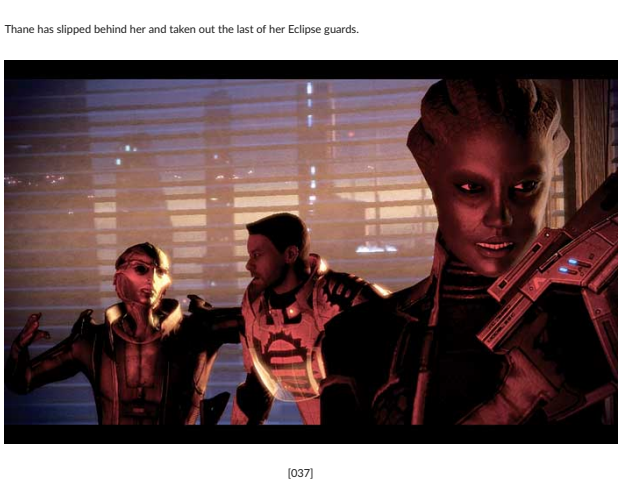


[036]

Inside the tower one penthouse, Nassana awaits her fate **[036]** . She assumes that Shepard is the assassin that has been stalking her.

Shepard keeps Nassana talking, unwittingly allowing time for Thane to infiltrate the room. By the time Nassana truly realizes that Shepard is not there to kill her, it's too late.

Thane has slipped behind her and taken out the last of her Eclipse guards.



[037]

[038]

[039]

Thane wastes little time fulfilling his contract **[037]** . The drell assassin pulls Nassana close and buries a bullet in her gut.

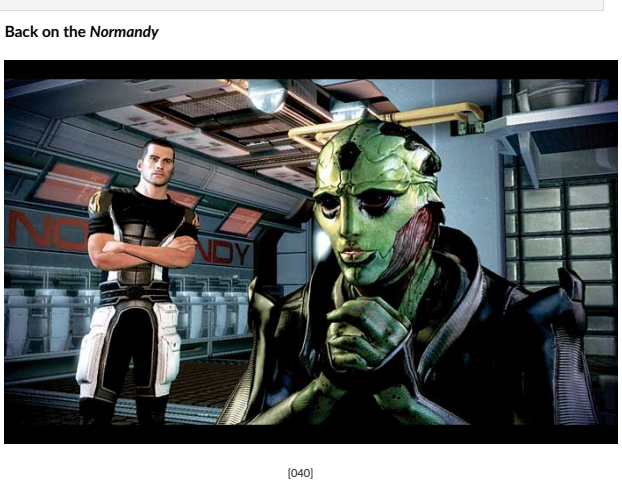
As she slumps over her console, Thane crosses Nassana's arms over her chest and says a prayer **[038]** .

Now that Nassana is dead, Shepard can ask the assassin to join the team and pursue the Collectors. Thane agrees **[039]** to the mission and reports for duty on the *Normandy* .

Provided you completed the relevant assignment in Mass Effect (UNC: Asari Diplomacy), you can speak to Nassana for a few moments longer; she is surprised to see you again.

Entities Encountered > Squad Members > Thane Krios

Back on the *Normandy*



[040]

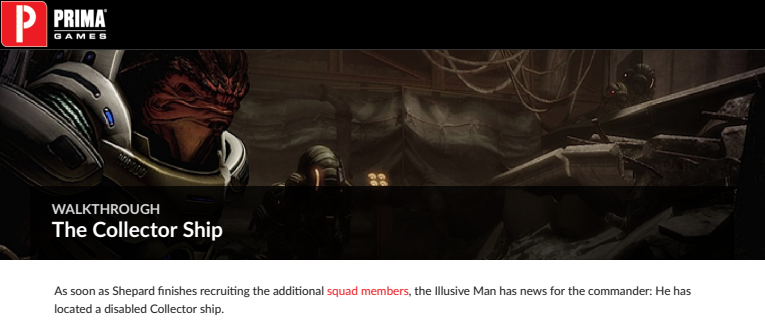
Following the recruitment of Thane, there is some consternation over having a mercenary join the mission **[040]** .

Shepard is willing to give Thane the benefit of the doubt because he is not asking for any sort of payment.

There is a deeper reason he is offering his services. Go to the life support chamber on deck 3 so Shepard can discuss Thane's reasons for joining the crew.

Much of it has to do with his own condition; he is dying from Kepral's Syndrome but expects to live as long as the mission needs. It will be a good final assignment for him.

Thane seems troubled by what he has done with his life, and saving humanity from the Collectors will help the drell put his soul at rest.



WALKTHROUGH

The Collector Ship

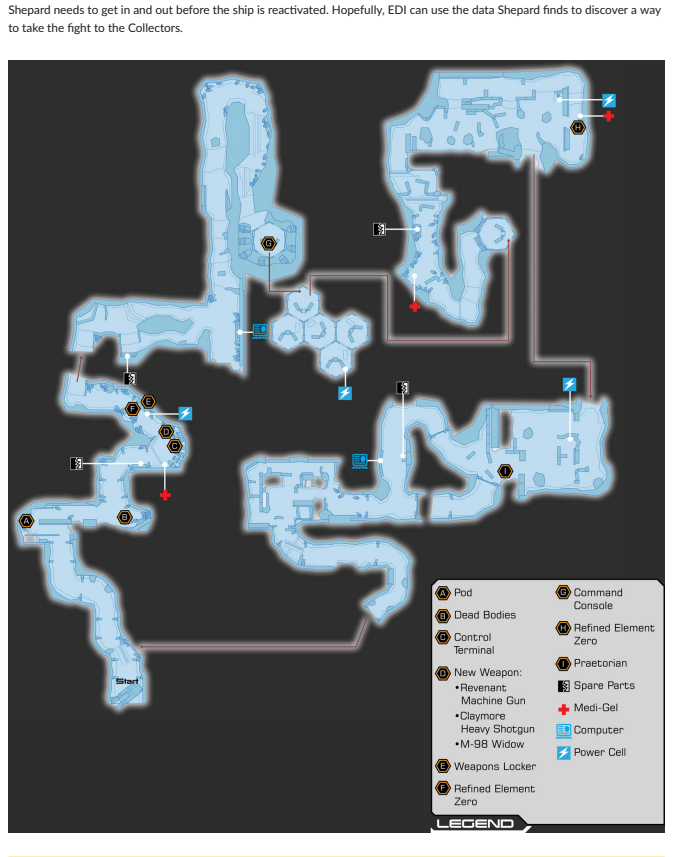
As soon as Shepard finishes recruiting the additional squad members, the Illusive Man has news for the commander: He has located a disabled Collector ship.

The Collector ship was damaged in a battle with a turian cruiser. The turians were completely wiped out.

The Illusive Man needs Shepard to race to the vessel and look for any hard data on a potential means for reaching the Collector homeworld.

All systems on the Collector ship seem to be offline, but that doesn't necessarily mean there will not be any resistance.

Shepard needs to get in and out before the ship is reactivated. Hopefully, EDI can use the data Shepard finds to discover a way to take the fight to the Collectors.

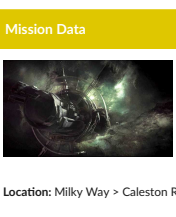


Note

You've encountered the Collectors once, so you know what to expect. The Collector troopers are not shielded, so they are vulnerable to biotic attacks.

However, the Collector assassins have shields (and the possessed Collectors have shields and barriers), so packing a heavy-hitter will also prove useful.

Mission Data



Location: Milky Way > Caleston Rift > Balor > Collector Ship

Experience Available: 1,000

Entities Encountered > Enemies

- Collector > Abomination
- Collector > Assassin
- Collector > Drone
- Collector > Guardian
- Collector > Harbinger
- Collector > Husk
- Collector > Praetorian
- Collector > Scion

Spoils of War > Total Credits: 75,000

- Cerberus Funding: 37,500
- Credits: 37,500

Spoils of War > New Weapons (Choose One Only)

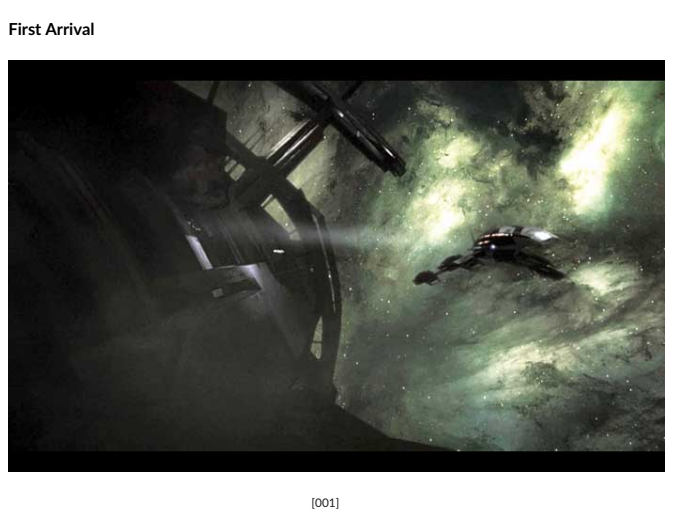
- M-300 Claymore Heavy Shotgun
- M-76 Revenant Light Machine Gun
- M-98 Widow Anti-Material Rifle

Spoils of War > Upgrades > Damage Protection (Ablative VI)

Spoils of War > Upgrades > Tech Damage (Multicore Amplifier)

Spoils of War > Resources > Element Zero: 500

First Arrival



[001]

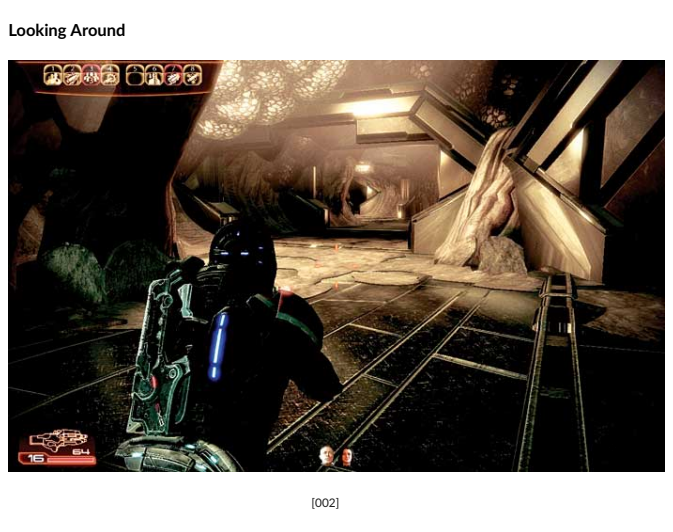
Joker pulls the *Normandy* alongside the Collector ship **[001]** . Shepard and the squad take a small shuttle over to the vessel and dock.

The inside of the Collector ship looks like a giant insect hive. Right now, the scene is quiet. But that won't last long, so Shepard and the squad need to be ready for anything.

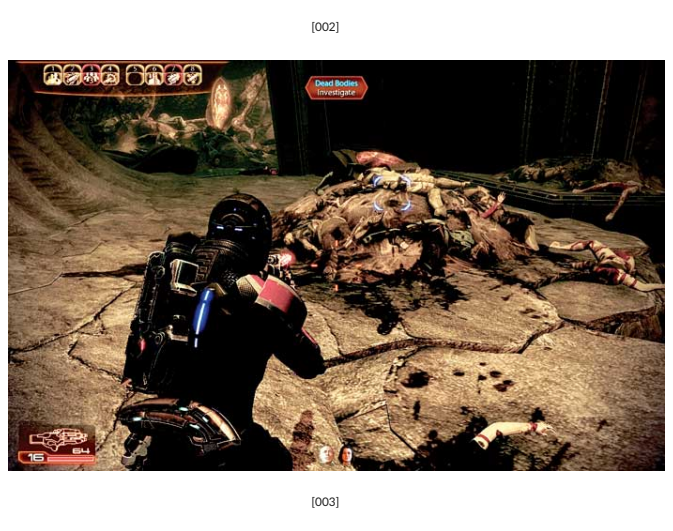
Part 1: Investigate Collector Ship

Within seconds of docking, EDI reports that she has located an uplink within the Collector ship. Shepard needs to reach that uplink and establish a connection to the AI.

Looking Around



[002]



[003]

After leaving the shuttle, follow the corridor into the depths of the Collector ship **[002]** .

As you walk, EDI reports that she has scanned the ship and determined that this is the same vessel that destroyed the original *Normandy* and almost killed you two years ago. As you walk, you find an empty pod.

A few steps beyond, you discover the answer: a stack of bodies **[003]** . Inspect the bodies to discover that the Collectors are somehow using humans for an experiment.

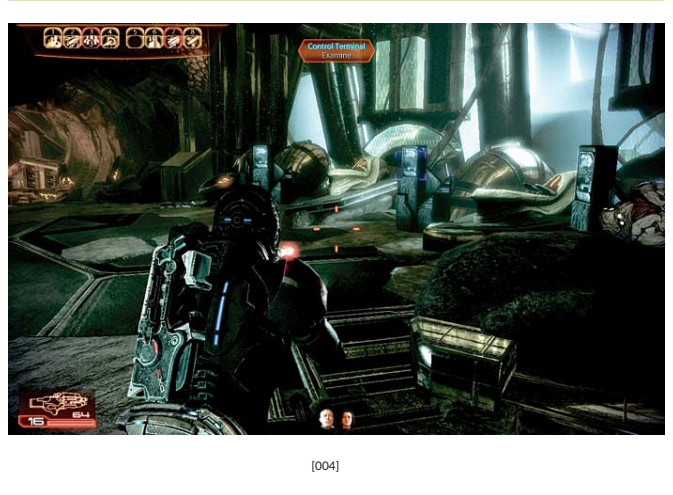
These dead bodies are apparently from a batch of test subjects that did not fit the needed profile.

Pod > Examine

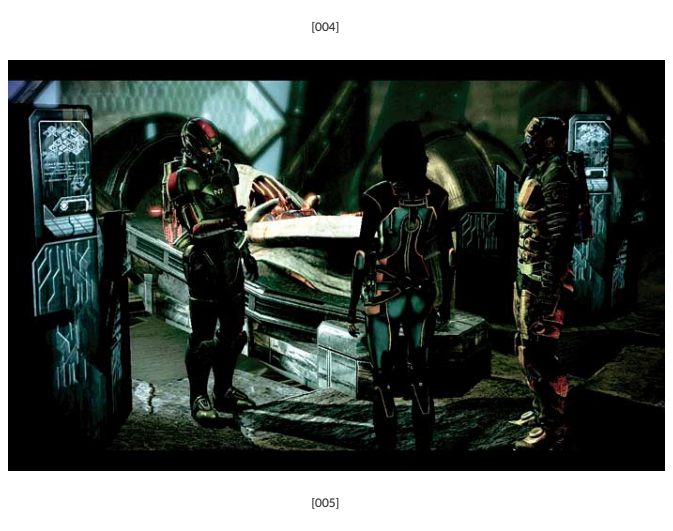
Dead Bodies > Investigate

Tip

Want a few easy Paragon points? Lament that death might be a better fate than a Collector experiment.



[004]



[005]

Farther down the corridor, you locate another series of pods. These are hooked up to machines **[004]** and offer a grim revelation.

After salvaging a large number of credits and picking up the medi-gel from the nearby crate, investigate the pods, checking in with EDI about the bodies still encased in them **[005]** .

The control terminal next to one of the pods allows you to download an immediate upgrade. Depending on your class, you have different options.

For example, a vanguard may have the option to download the ability to use assault rifles or sniper rifles. If you already have a weapon proficiency, you may choose the most powerful weapon of its type, based on your class.

Note

Consider this selection carefully. You may even want to save before making the choice in case you determine that your chosen upgrade does not necessarily fit your plan of action.

If you have not found or researched many assault rifle damage upgrades, taking on the assault rifle skill might not help much.

Of course, you can always change that after acquiring the use of the assault rifle. Just beyond the pods you'll find heavy weapon ammo, a weapons locker for changing your loadout, and a crate of element zero.

Spoils of War > Collector Technology > Salvage > 7,500 Credits

Med Kit > +1 Medi-gel > 100 Credits

Control Terminal > Examine

Ammunition > Power Cells > 2 Heavy Weapon Ammo

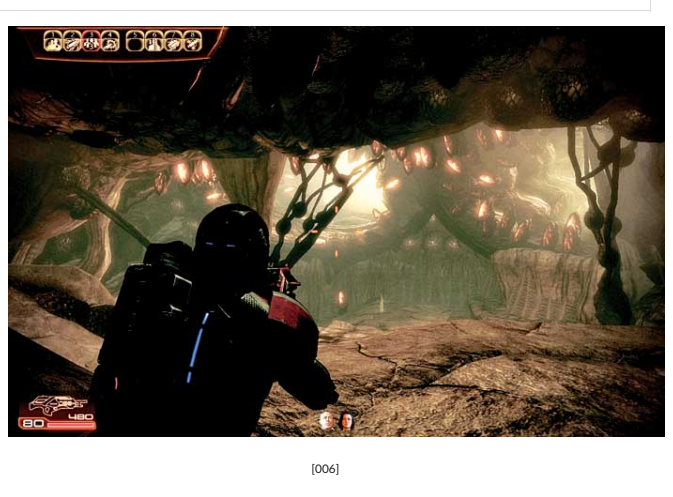
Spoils of War > Resources > Refined Element Zero > Open > 250 Element Zero

Weapon Training Type	Class	Unique Weapon Availability
Assault Rifle	Soldiers	M-76 Revenant Light Machine Gun
Shotgun	Soldiers and Vanguards	M-300 Claymore Heavy Shotgun
Sniper Rifle	Soldiers and Infiltrators	M-98 Widow Anti-Material Rifle

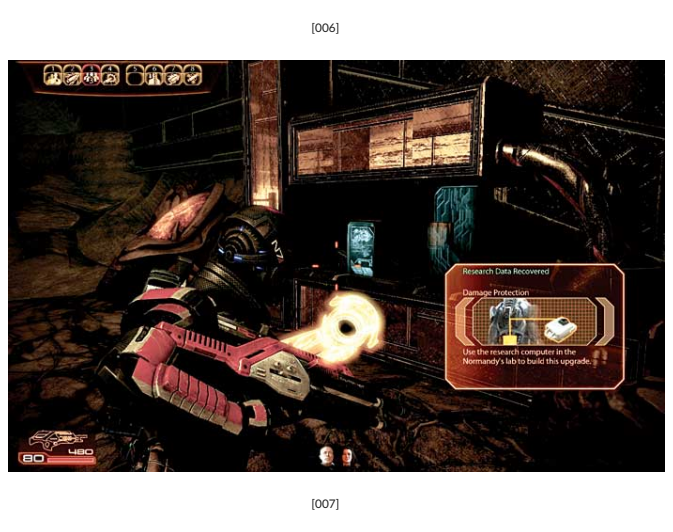
New Weapon: M-300 Claymore Heavy Shotgun

New Weapon: M-76 Revenant Light Machine Gun

New Weapon: M-98 Widow Anti-Material Rifle



[006]



Research Data Recovered
Damage Protection
Use the research computer in the Normandy's lab to build this upgrade.

[007]

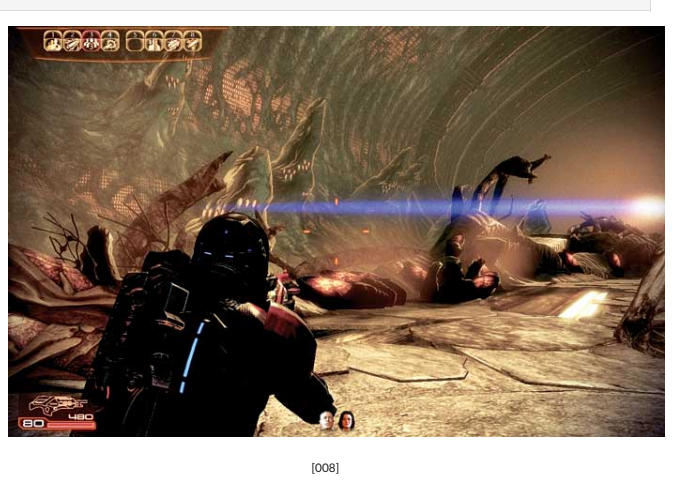
Continue down the path through the Collector ship. When the ceiling rises, look up. There are hundreds of pods built into tunnels that spider into the depths of the ship **[006]** .

A little farther down the route, you locate some salvageable Collector technology. Scan it with the omni-tool to bank 15,000 credits. Keep moving through the ship.

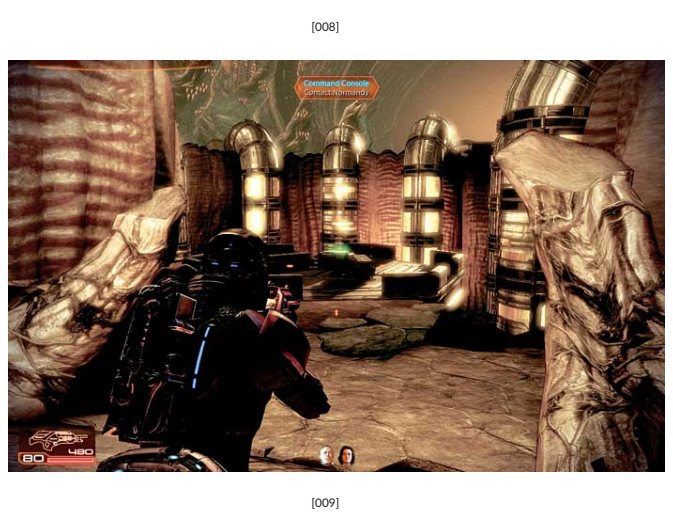
Just as the corridor takes a sharp turn to the left and begins to climb, there is a scannable terminal **[007]** that gives up a damage protection upgrade: Ablative VI.

Spoils of War > Collector Technology > Salvage > 15,000 Credits

Upgrade > Control Terminal > Access > Damage Protection



[008]



[009]

The passage leads to the awe-inspiring and gigantic heart of the Collector ship **[008]** . The hollow is lined with thousands upon thousands of pods.

There are enough pods in here for the Collectors to harvest every human in the Terminus Systems.

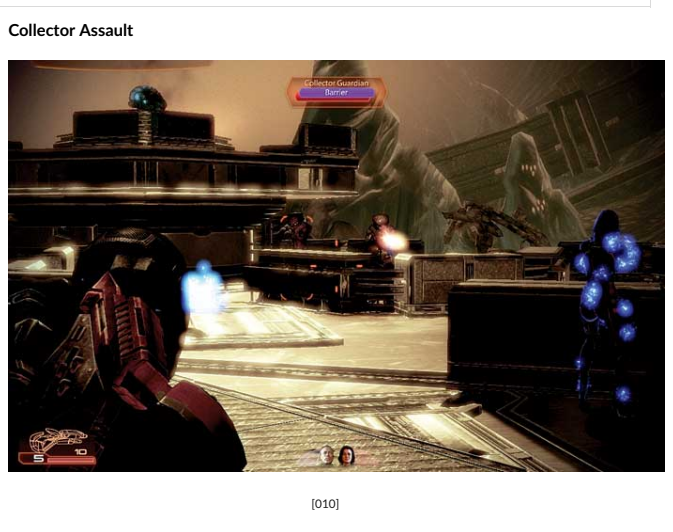
If multiple vessels like this one move toward Citadel space, it would be possible for the Collectors to steal away every human being on Earth.

The path through the hollow ends at a hexagonal platform. There is a green panel at the center of the platform: That's the uplink **[009]** . Activate the panel to establish a link with EDI.

EDI immediately starts downloading data from the Collectors. However, activating the panel also raises the platform into the hollow, placing you and the squad in plain sight. Within seconds, company arrives.

Command Console > Contact *Normandy*

Collector Assault



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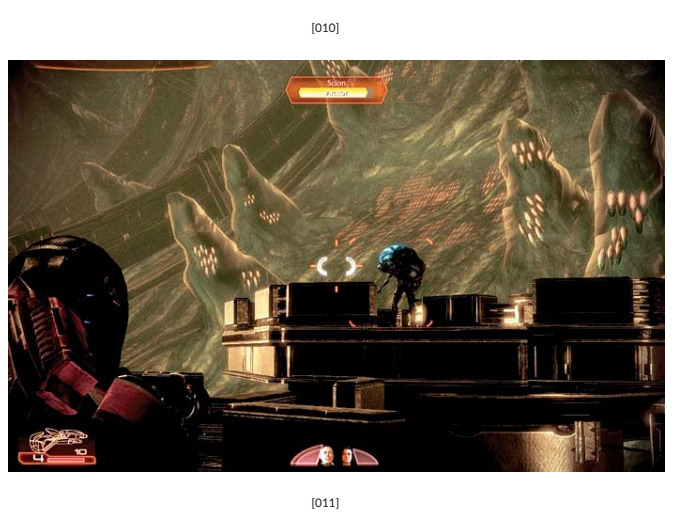
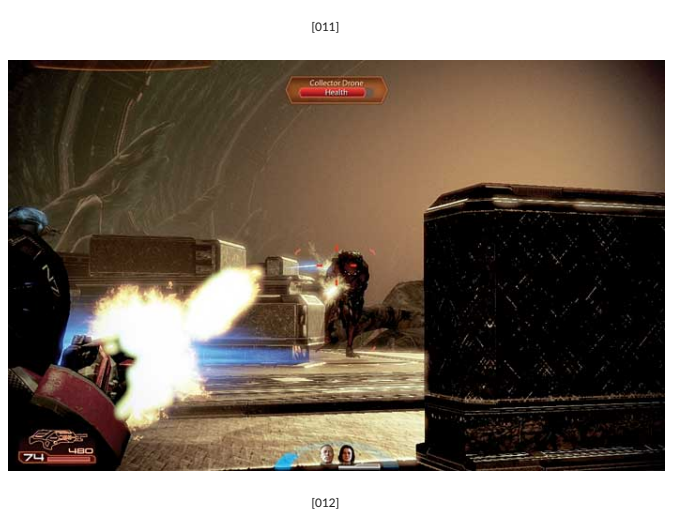


[011]



[012]

There are several walls on the platform. Use one for cover and make sure your weapons are fully loaded. More hexagonal platforms are moving fast through the hollow, with multiple Collectors on board.

When those platforms dock with yours, you will be boarded. Be ready to repel. The closest platform deposits Collector drones and a Collector guardian right on your doorstep **[010]** .

The second platform carries a scion **[011]** . The scion is a brute, but it doesn't move very fast. Concentrate on the Collectors right in front of you **[012]** .

Take down the drones as soon as possible because Harbinger is about to possess one of the Collectors on the platform.

If you destroy the other two Collectors, you limit Harbinger's options for possessing another Collector when you take this one down.

Caution

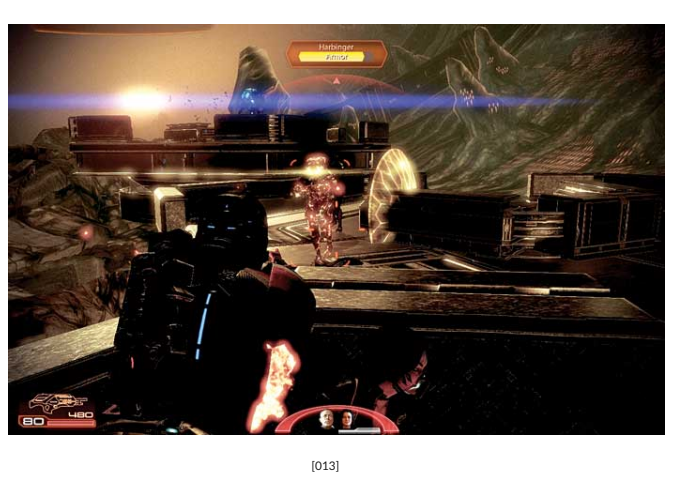
Do not leave Collectors with any bit of health. Put them completely down.

Otherwise, you risk Harbinger possessing them, which not only powers up their weapons but effectively translates that little bit of health into full shields and armor.

Tip

On higher difficulty levels: Focus on removing the drones first, so the Harbinger's only other possession target is a guardian, effectively reducing the number of possessions it can make and removing some enemy firepower.

This fight can be difficult, so patience (and the removal of the Collectors before the scion) is advised.



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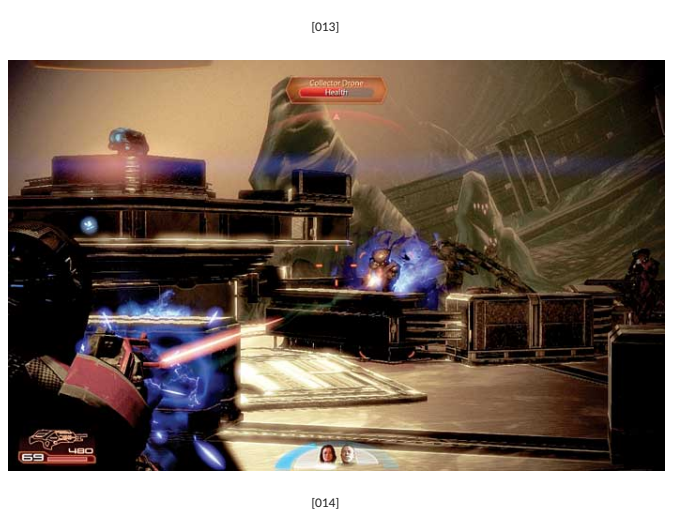


[014]

It doesn't take long for reinforcements to arrive after you take apart the Collectors on the first platform.

Another batch of drones moves into place, docking with your platform. You have a few moments to tear apart the drones before Harbinger possesses one of them **[013]** .

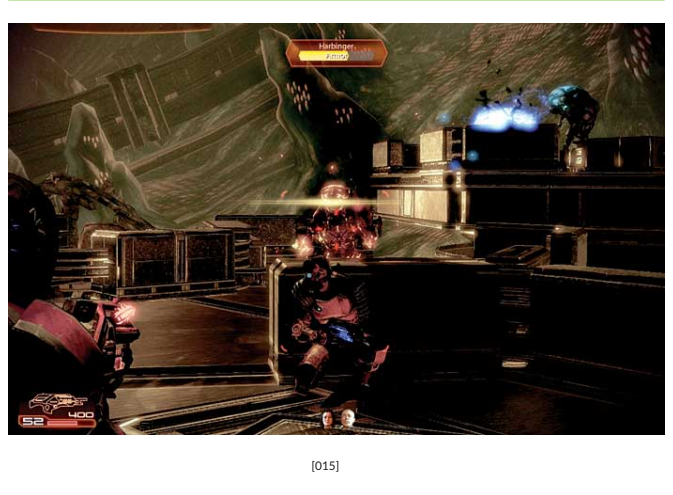
As before, try to limit Harbinger's ability to possess other Collectors by taking them down **[014]** .

The platforms are floating above the hollow, so you can also use Pull or Charge to knock the Collectors off the platforms and out of the battle.

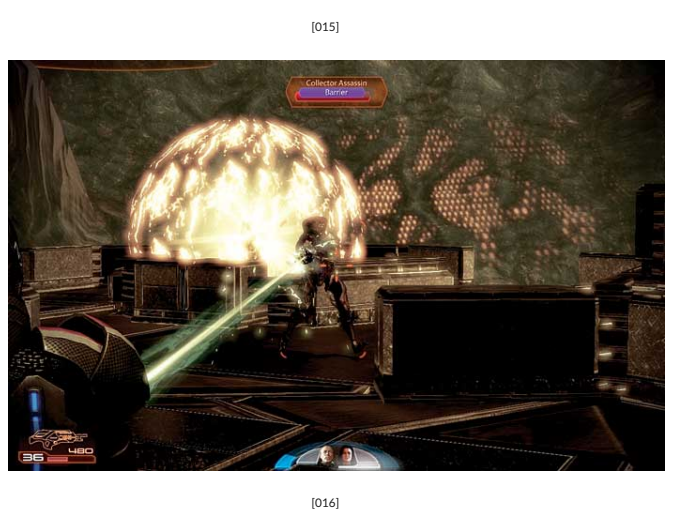
Tip

In between taking down the incoming Collectors, turn some of your fire on the scion. Also listen for a high-pitched whine.

That is the sound of another platform moving into position. When you hear it, expect reinforcements within seconds.



[015]



[016]

Expect at least one possessed Collector per platform **[015]** . Unless you board the new platform right away, the possessed Collector will not move in close.

While there is some distance between you and the possessed Collector, clean out the other Collectors, and if you see Collector assassins (with their more devastating beam-weapon firepower), bring them down first **[016]** .

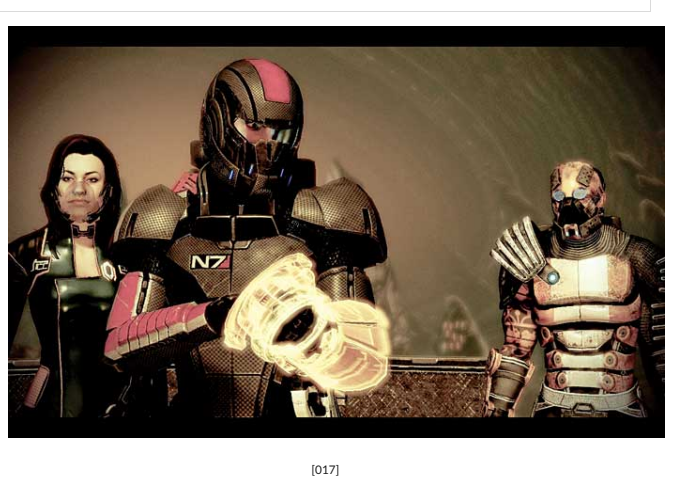
Then direct your squad to target the Collectors so they do not train their fire only on the possessed Collector.

Collector guardians are part of the reinforcements and will put up hive shields to block your shots, but you can angle biotic attacks around the shields if you get far enough to the side.

Tip

Out of heavy weapon ammo? There is a crate of power cells on the platform with the scion.

Ammunition > Power Cells > 2 Heavy Weapon Ammo



[017]

Unless you went for the scion earlier, concentrate your fire on the monster when no more platforms move down the hollow.

Take out the scion to end this battle in the heart of the Collector ship. When the battle subsides, return to the panel that linked the Collector ship to EDI **[017]** .

This moves the platform through the remainder of the hollow and deposits it back on the ground.

You can now continue pressing through the ship's corridors, taking out Collectors as you attempt to find a way back to the shuttle.

Command Console > Contact *Normandy*

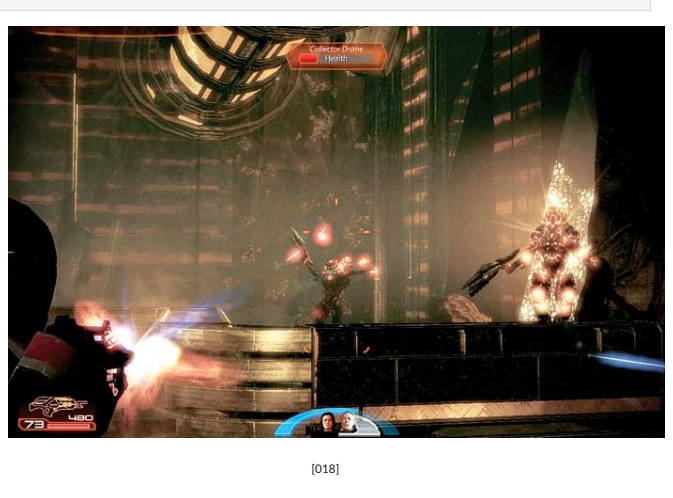
Collector Packs

As you move off the platform, EDI offers directions. Follow her directions into a room with medi-gel. There is a ramp leading away from the medi-gel to a chamber with more Collectors.

On the way, scan the Collector technology on the left side of the corridor.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Collector Technology > Salvage > 7,500 Credits



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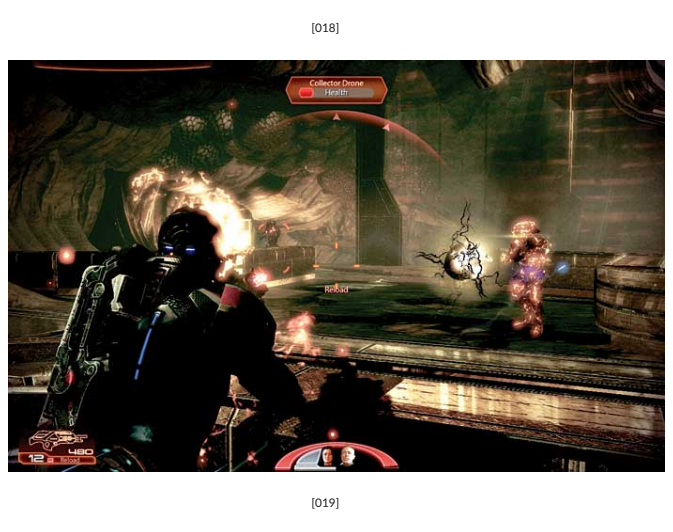


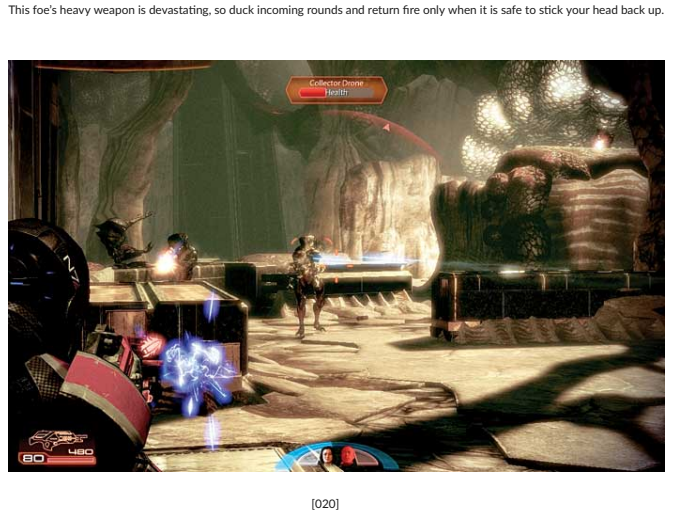
[019]

When you reach the bottom of the ramp, Collector drones move into position. One of these drones will soon become a possessed Collector **[018]** —there is no way to kill them all fast enough to avoid it.

So, instead of just opening fire on any target, sweep through the Collectors and put them down one at a time.

Since the drones have no shields or armor, use biotics as well as gunfire to wound them. Stick behind cover **[019]** when the possessed Collector appears.

This foe's heavy weapon is devastating, so duck incoming rounds and return fire only when it is safe to stick your head back up.



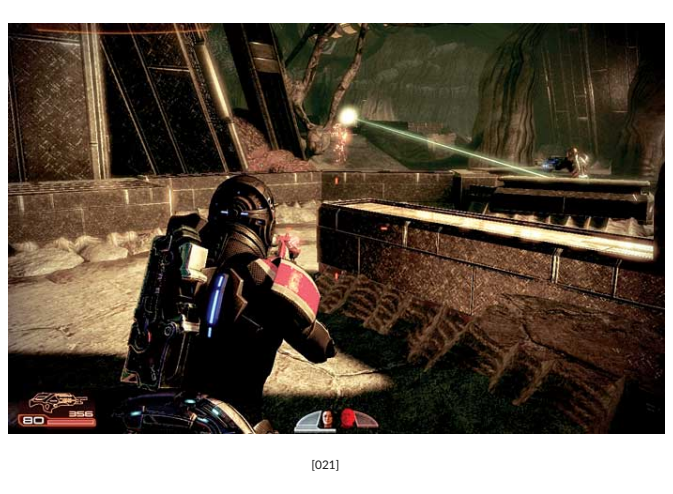
[020]

The path leads to another clearing **[020]** . The buzzing of Collector wings fills the air within moments of your arrival.

If you are fast, you can shoot the Collector drones and Collector guardians before they land. Select one of them and finish it off before moving on to your next target.

Caution

Beware! Collector guardians set up hive shields as soon as they land.



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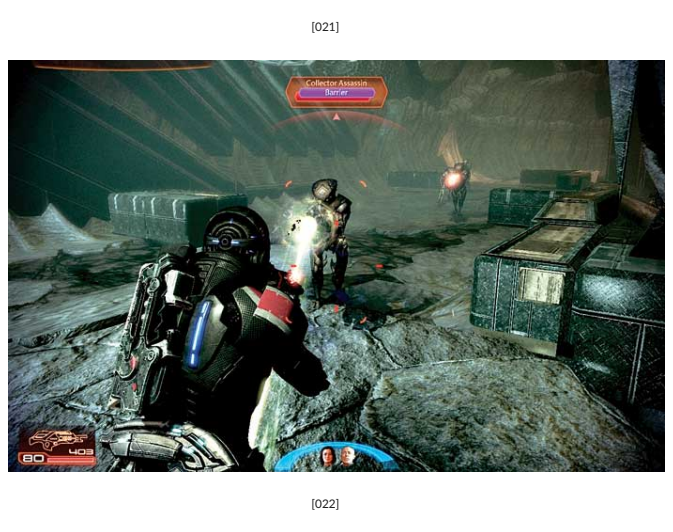


[022]

You can take on the Collectors in this room directly **[021]** , but there is a route to the left that offers sniping points as well as the means to get behind the Collectors in the room.

Move up the ramp to the left. There may be Collectors moving along the route **[022]** , but if there is a possessed Collector on the main floor, you will not encounter one on this upper route.

Assuming you find cover, and have your squad members to back you up, the high ground is advantageous.

Not only can you see incoming Collectors, but also you can get the drop on the Collectors on the main floor with biotic attacks.

There is no way for them to avoid the effects of attacks like Pull or Slam unless the Collector seeks cover behind a pillar.

Tip

There are power cells at the bottom of the ramp on the far side of the upper route. Medi-gel and 250 units of element zero are nearby.

Watch out for the Collector assassin in the room, too. The possessed Collector is your toughest target, but the assassin's particle beam will rip through your shields within seconds.

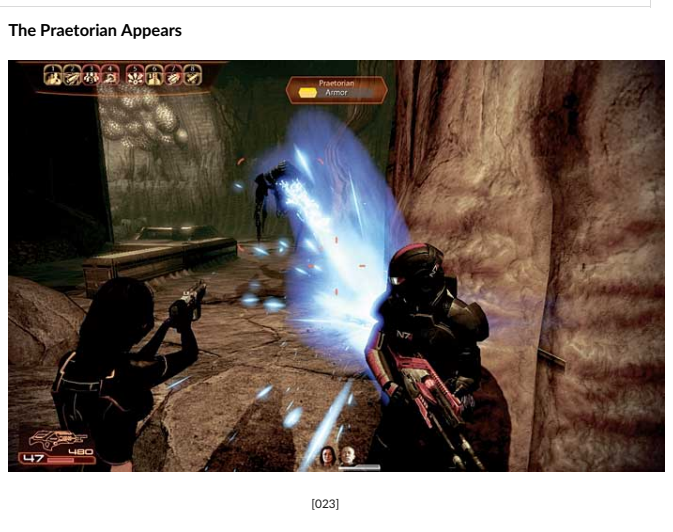
After finishing off the Collectors in this area, drop down the ledge to keep moving back toward the shuttle.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Element Zero > Open > 250 Element Zero

The Praetorian Appears



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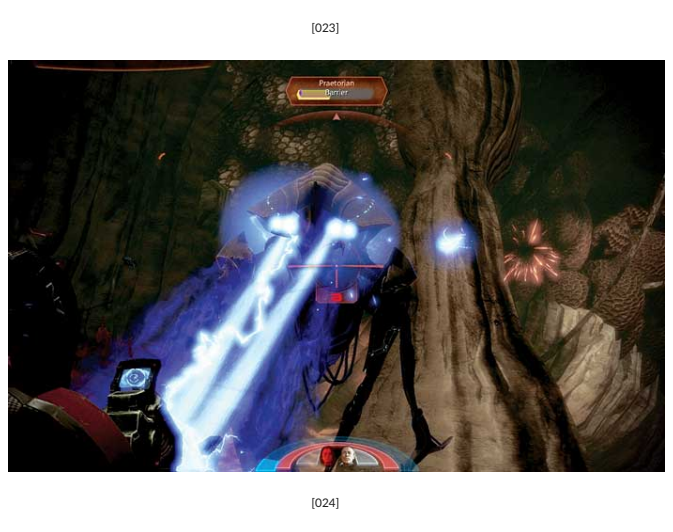
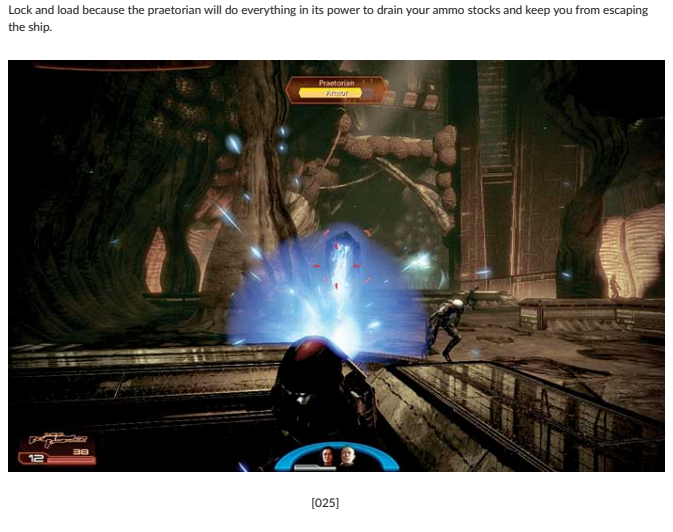


[024]

EDI comes over the comm. The AI has located a door and will force it open as long as she can to give you a shortcut back toward the shuttle.

However, the door is on the far side of a chamber that hosts a praetorian **[023]** . The monster drifts down from the ceiling as you approach.

Lock and load because the praetorian will do everything in its power to drain your ammo stocks and keep you from escaping the ship.



[025]

The praetorian behaves exactly like the one you took down at Horizon. The praetorian hovers in the air, tracking you with its glowing eyes.

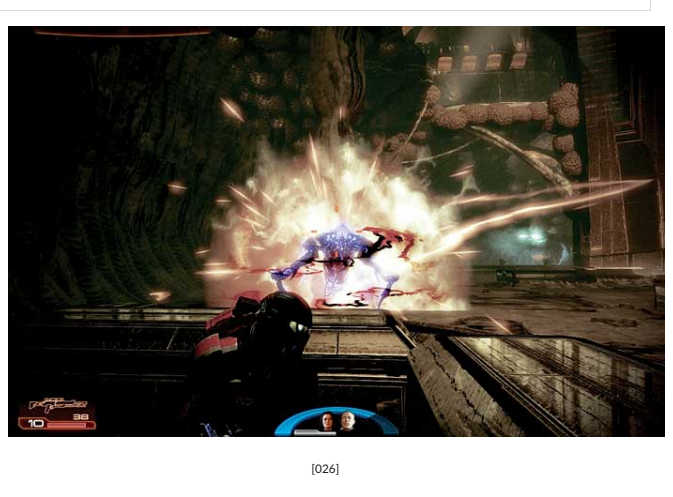
Its main weapons are twin particle beams that tear through shielding and armor **[024]** . You must use cover to avoid getting stripped of your protection.

When you see those eyes light up, duck down because the beams are about to rip through the air. While the praetorian keeps your eyes on the ceiling, husks rush the room **[025]** .

Push them back; otherwise they will surround you. Collector drones also infiltrate the room. Use biotics to attack them, saving any heavy weapon ammo for the praetorian.

There's a stash of power cells in this lower area to replenish your heavy weapon.

Ammunition > Power Cells > 2 Heavy Weapon Ammo



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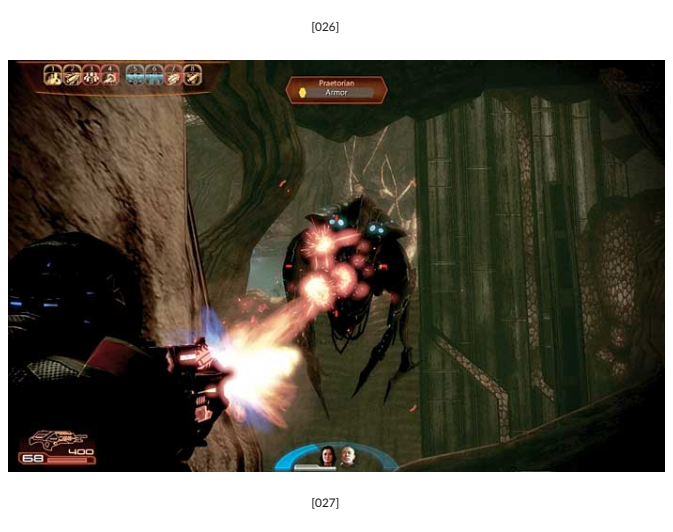


[027]

Stay back from the praetorian. If it gets too close it will slam into the ground and unleash its Death Choir attack **[026]** .

This attack regenerates its shields, which extends the battle.

Getting close is practically unavoidable because the praetorian will move toward you, but keep your distance whenever possible to minimize the number of times the monster refreshes its shields.

Return to high ground to finish off the praetorian. From above, you can lay into the beast while your squad on the ground concentrates their fire on incoming Collectors or any remaining husks.

When the praetorian's shields are down, unload everything you have into it to destroy the armor and finish it off **[027]** .

After destroying the praetorian, move through the door EDI opened and follow the tube down another corridor.

Scan the Collector technology and the terminal directly across from the technology (under the tube) to discover a Multicore Amplifier, which increases tech damage.

Tip

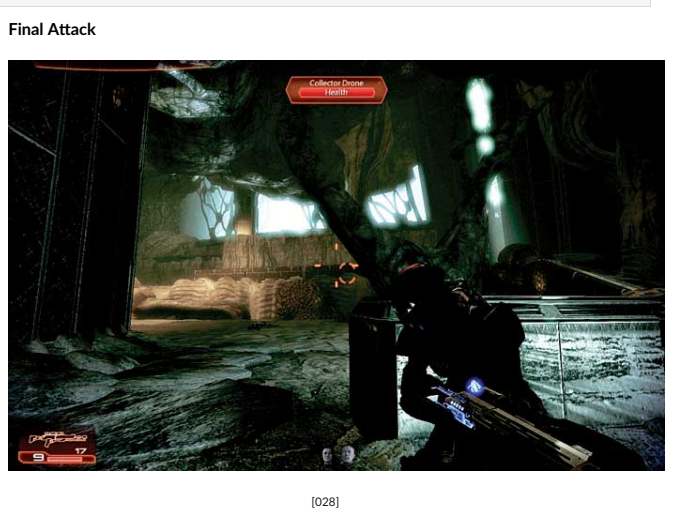
Use the techniques that worked during the praetorian battle on Horizon, and remain on the higher ramps and upper ground; attack from a distance as much as possible.

Position your team on upper ground, too. If there are too many other foes hindering you, rush toward the open door until it closes, stopping any further reinforcements.

Spoils of War > Collector Technology > Salvage > 7,500 Credits

Upgrade > Control Terminal > Access > Tech Damage

Final Attack



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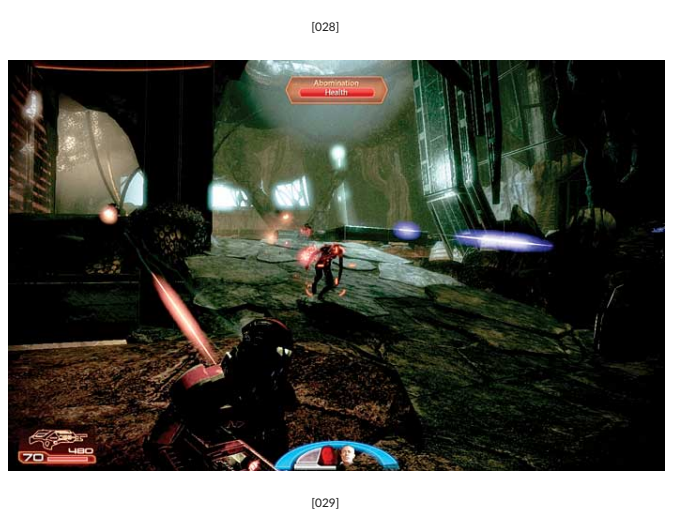


[029]

Pass through the door on the far end of the corridor. This leads to another room full of Collectors **[028]** , but this is the last batch of them you must fight before exiting the Collector ship.

There are several pods just inside the door. Use one for cover when the Collectors arrive. Expect at least one Collector drone and one Collector assassin right away.

Whichever one of the pair you do not take down is likely to turn into a possessed Collector. Because the drone is the weakest, destroy it first. Beware of abominations rushing your team, too **[029]** .

Tip

Abominations are milling around this room. If you can take one out next to a Collector, the explosion damages the nearby enemy.

Enemy Profile: Abomination

Classification: Minion

Powers: Death Blast

Defenses: --

Weapons: --

Notes and Tactics: Abominations are unstable husks that rush you like regular husks, but when they get in close, they initiate a Death Blast explosive attack.

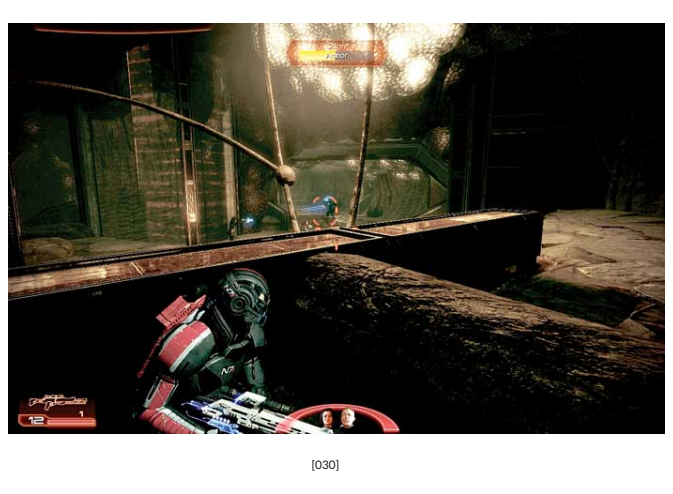
Abominations also explode when their health is drained; this can be used like a bomb to destroy other enemies (it can also injure you and your teammates).

Caution

All possessed Collectors are fearless, but the ones you encounter in this chamber are particularly aggressive.

Tip

Collector guardians hide behind hive shields, but you can either blast through them or launch biotic attacks around them.



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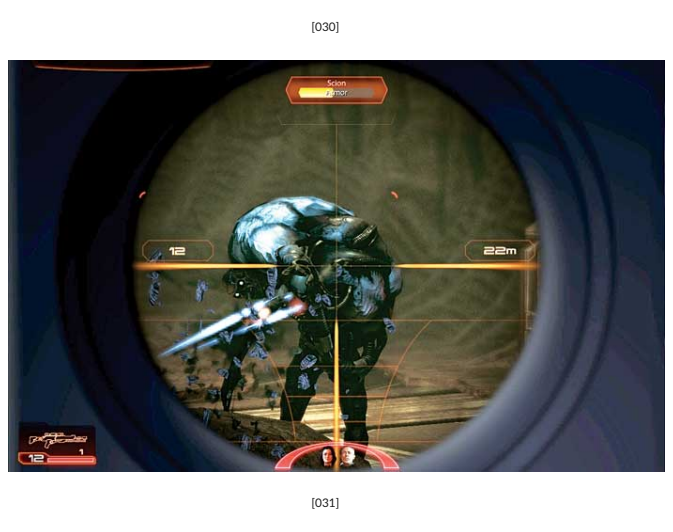
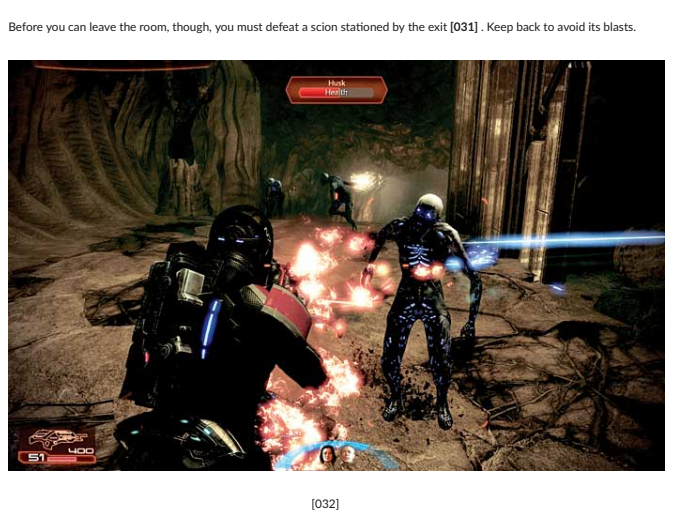


[031]

Move along the top of the room **[030]** to work over the remainder of the Collectors in the area.

From up here, you can launch attacks on the possessed Collector in the room as well as press through the rest of the Collector drones.

Before you can leave the room, though, you must defeat a scion stationed by the exit **[031]** . Keep back to avoid its blasts.



[032]

Before you can leave the Collector ship, you must survive one last wave of husks **[032]** .

At first, just a couple husks round the corner at the end of the corridor, but soon the floodgates open. More than a dozen husks rush down the corridor.

Pick off the first few but fall back as the horde grows. If you have biotics at your disposal, use them on the husks because they do not have any shields: Charge is perfect for closing the gap between you and the husks.

Tip

Have access to Pull? Fling the husks off the ledge to the right. Other biotic powers with a physical damage are also advisable, such as concussion ammo, Slam, or Shockwave.

Have access to a weapon in your hand? Then use it to crush skulls; strike husks with a melee attack if you're swarmed—this is a last-ditch attack unless you're mopping up stragglers and saving ammunition.

[033]

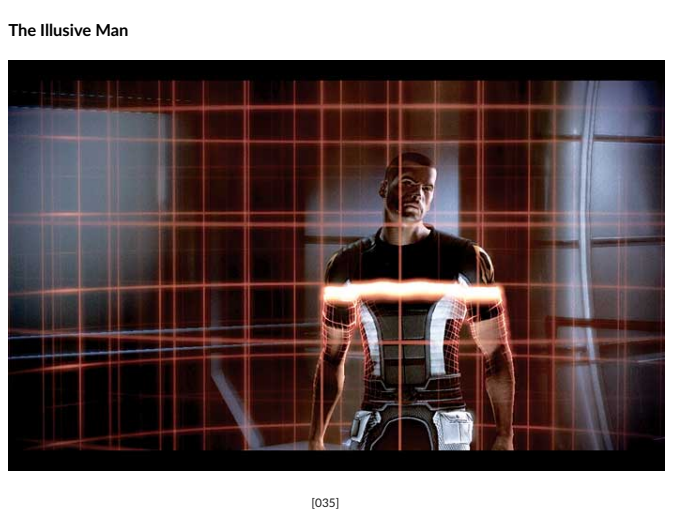
Board the shuttle just beyond the husks. The shuttle immediately takes off just as the Collector ship comes back online.

The shuttle docks just in time for Joker to take evasive maneuvers and avoid the Collector ship's incoming attack **[033]** . Joker engages the FTL drive **[034]** and rockets away from the Collector ship.

When you are at a safe distance, it's time to check in with the Illusive Man. He'd better have some answers.

[034]

The Illusive Man



[035]

[036]

Shepard confronts the Illusive Man in the communications room **[035]** . Shepard is furious—the Illusive Man marched the crew right into a trap just to gather data on the Collectors.

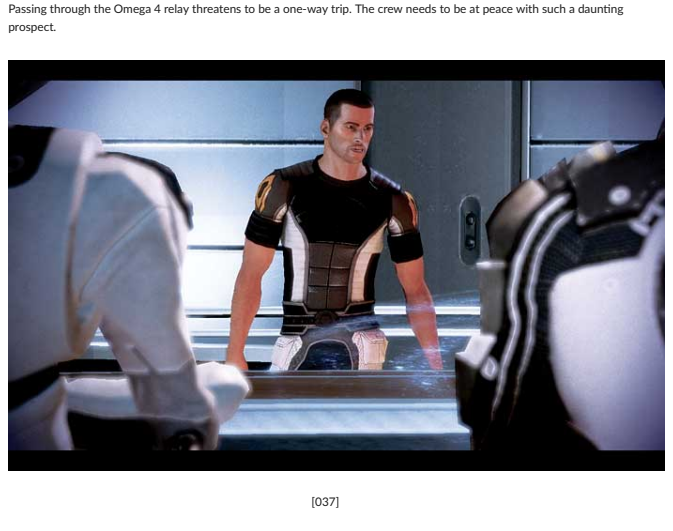
Although Shepard is angry, there is no arguing that the mission was a huge success.

The data reveals that the Collectors and Reapers are using a system of IFFs (Identify Friend or Foe) to pass through special relays, such as the Omega 4 relay. Shepard must acquire an IFF.

Fortunately, Cerberus scientists have located a derelict Reaper ship. The Illusive Man **[036]** believes that Shepard can extract that Reaper ship's IFF and use it to pass through the Omega 4 relay.

However, the team is just not ready to go after it. The Illusive Man recommends that Shepard finish off any outstanding recruitment missions as well as solidify the loyalty and determination of the crew.

Passing through the Omega 4 relay threatens to be a one-way trip. The crew needs to be at peace with such a daunting prospect.



[037]

[038]

Following the meeting with the Illusive Man, Shepard explains Cerberus's actions to the crew **[037]** . Not everybody is in agreement with being treated like bait.

But there is a consensus that the Collector ship mission was a success.

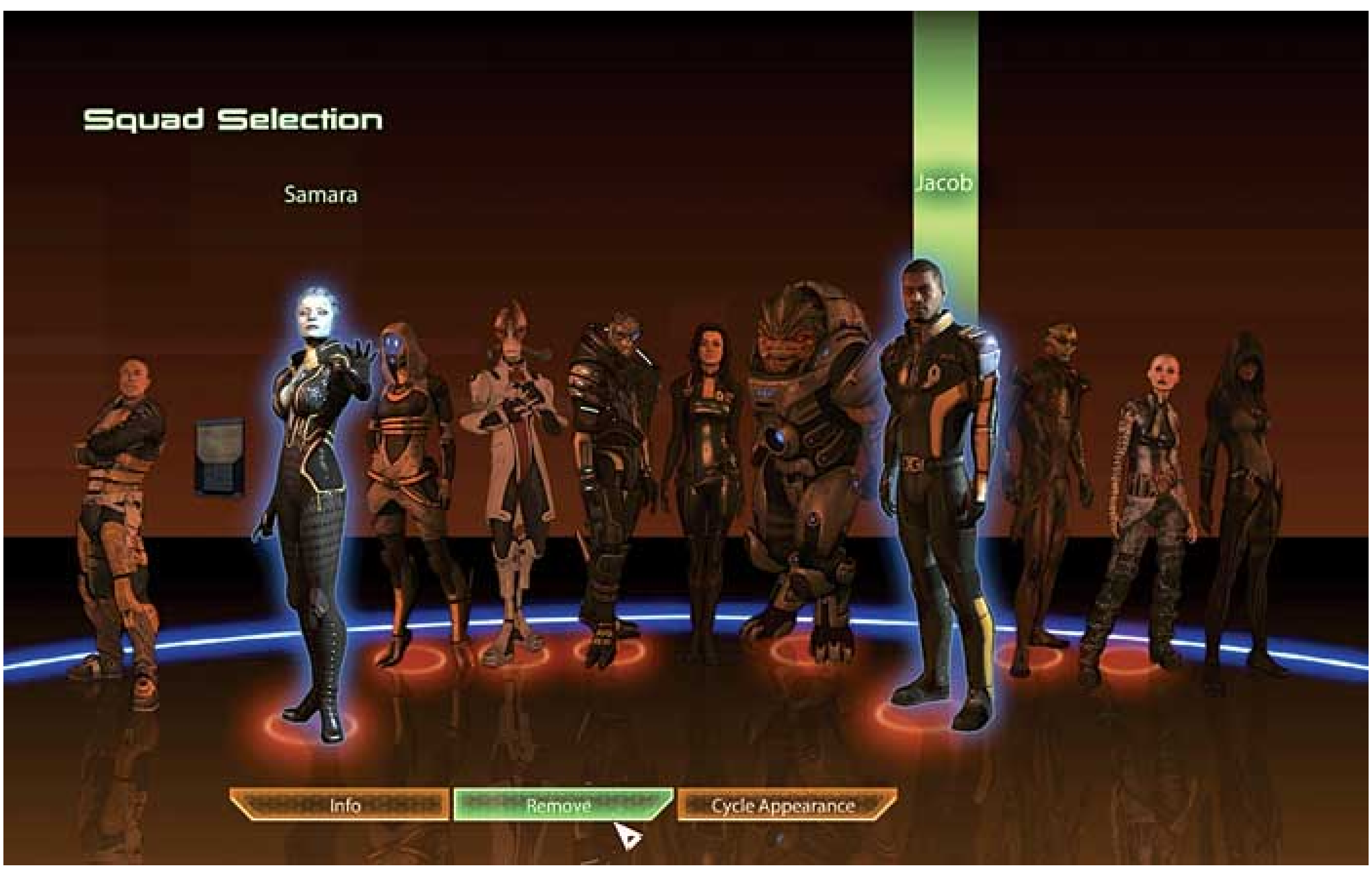
During the meeting, EDI reveals that by following the course of Collector ships through the relays, she has discovered the location of the Collector homeworld: the center of the galaxy **[038]** .

A swirling vortex of exploding suns and black holes, the center of the galaxy cannot support a life-sustaining planet.

Considering what the Reapers are capable of—building the Citadel and the mass relays—it is not impossible to suggest that the Reapers have created a safe zone inside the center of the galaxy for the Collectors.

If such a safe zone exists, the *Normandy* should be able to slide into it and attack the Collector homeworld.

Loyalty: Dedication Before Bravery



Passing through the Omega 4 relay and taking the fight to the Collectors is considered a suicide mission, even by the Illusive Man.

And so the Illusive Man advises helping the crew dedicate themselves to this one-way ticket by seeking closure in their lives.

Each team member has some unfinished business in the galaxy that they would like to attend to before rushing headlong at the Collectors.

Tying up a loose thread will command absolute loyalty.

Loyalty results in unlocking a brand-new power for the team member, and loyal squad members are flagged with circles under them **[001]** so you know who is completely dedicated to your cause.

Tip

Although it may seem obvious, taking loyal squad members (and their new powers) to back you up (instead of those yet to become loyal) on subsequent missions is a recommended tactic: You want a team with as many advantageous powers as possible.

At first, only one of the loyalty missions is open: Jacob's. However, as you complete these missions, more become available.

For example, after Jacob's loyalty mission is complete, Miranda's loyalty mission is opened. Here is the order in which the loyalty missions are unlocked:

1) Jacob
2) Miranda
3) Kasumi
4) Zaeed
5) Jack
6) Mordin
7) Grunt
8) Garrus
9) Samara
10) Tali
11) Thane
12) Legion

Note

This list details the order in which the loyalty missions will appear if all characters are recruited.

If you don't recruit Samara until later in the game, for instance, Tali's loyalty mission will appear before the justicar's.

To initiate a loyalty mission, you must speak to the team member aboard the *Normandy* first.

Yeoman Kelly Chambers will always tell you when one of the team members wishes to speak to you, but you can also consult the available list of missions to see if a new one is open.

Go to that team member's station on the *Normandy* and listen to their story. You do not have to complete the mission just because you spoke to them.

You can set aside the mission and move on to other activities.

When you go on one of these missions (with the exception of Samara's), you are required to take the squad member that requests the assistance.

When going on Jacob's loyalty mission, for example, you can only select one other squad member because Jacob is automatically on the squad.

So, consider the specialties of the required squad member when selecting the second.

If you are going on Miranda's loyalty mission, you may wish to balance her biotics with a strong weapons expert like Garrus or Grunt.

You can trigger Samara's loyalty mission on Omega even if she isn't in your squad; she'll show up at the right times!

Finally, in the cases of Kasumi and Zaeed, you can finish their loyalty missions at any point after recruiting them.

Note

These missions are not entirely optional, although not all of them need to be completed for the next step in the mission to become available.

Five non-critical missions must be completed for the next step to open up: Collector Ship.

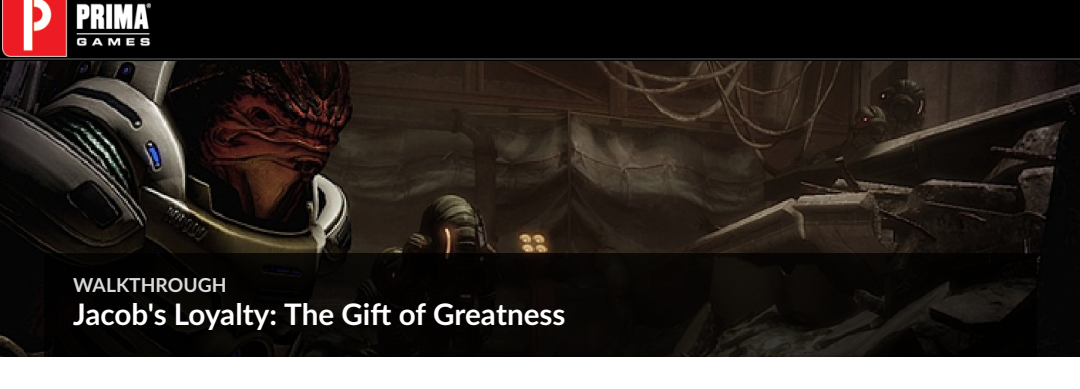
The five missions can be loyalty missions or special assignments brought to your attention via your private terminal.

Caution

Spoiler alert: Completing a team member's loyalty mission increases the chances that they will not meet an *unfortunate* end during the final mission.

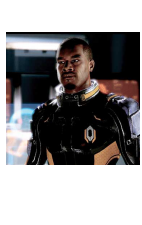
You can also help your team's chances by upgrading the Normandy.

Start looking into this now, searching the galaxy for the necessary minerals to fuel the research projects that upgrade the ship's shields, armor, and guns.



WALKTHROUGH

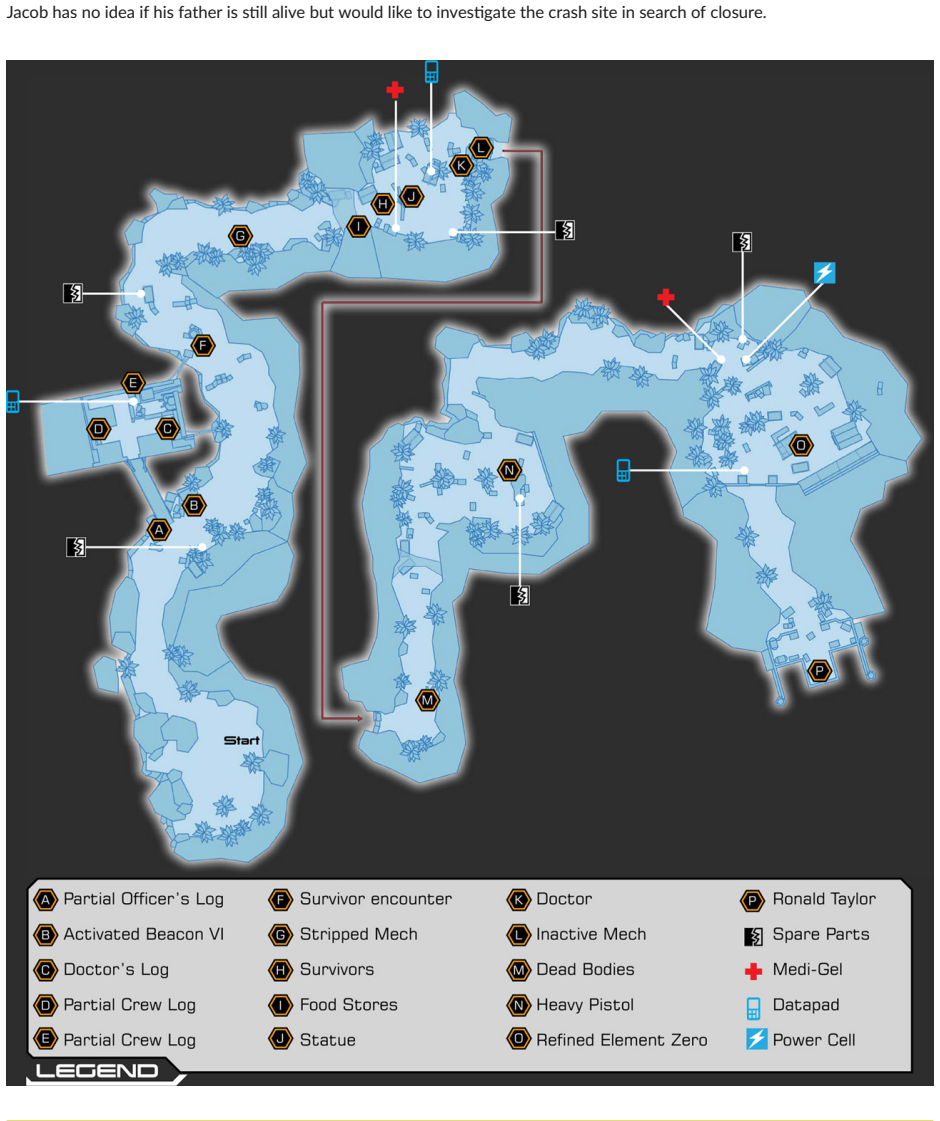
Jacob's Loyalty: The Gift of Greatness



Ten years ago, Jacob's father vanished with the *Hugo Gernsback* , a frigate on which he served as first officer.

Finally, after a decade of silence, a distress call has been heard from the *Gernsback* on the planet 2175 Aeia.

Jacob has no idea if his father is still alive but would like to investigate the crash site in search of closure.



Mission Data

Location: Milky Way > Rosetta Nebula > Alpha Draconis > 2175 Aeia

Experience Available: 750

Entities Encountered > Enemies

- Brainwashed Guard
- Feral Hunter
- LOKI Mech
- YMIR Mech

Spoils of War > Total Credits: 30,000

- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades > Heavy Pistol Damage (Titan Pulsar)

Spoils of War > Resources > Element Zero: 500

New Power > Squad Member > Jacob > Barrier

Part 1: Crash Site Investigation

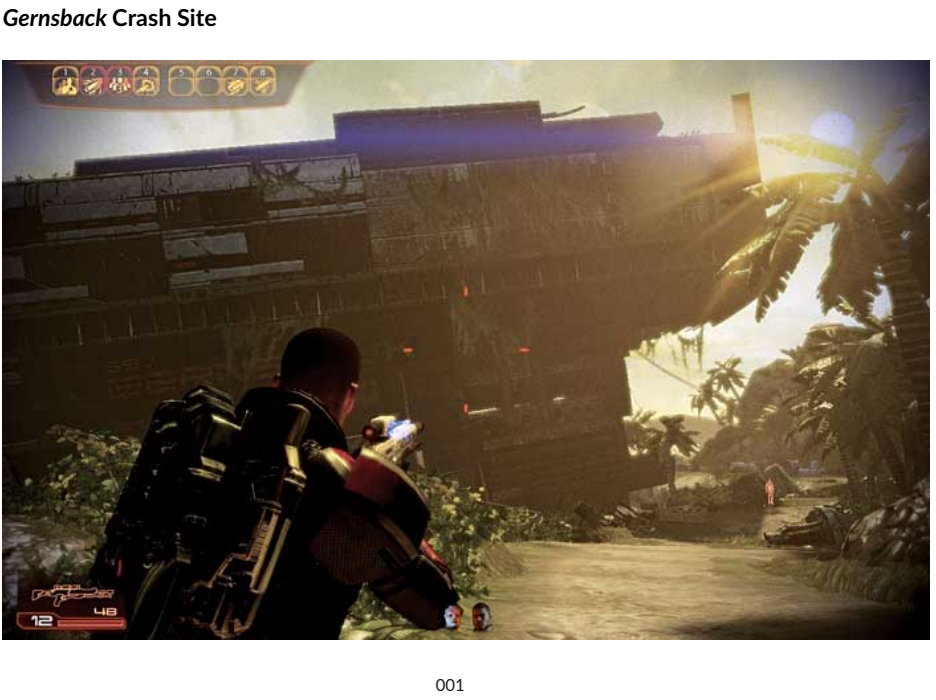
After speaking to Jacob, you must travel to the planet 2175 Aeia. Scan the planet surface in search of the distress beacon.

When you discover the beacon, launch a probe to the surface. Once the location of the crash site has been confirmed, you can then land the shuttle on the surface and begin the mission.

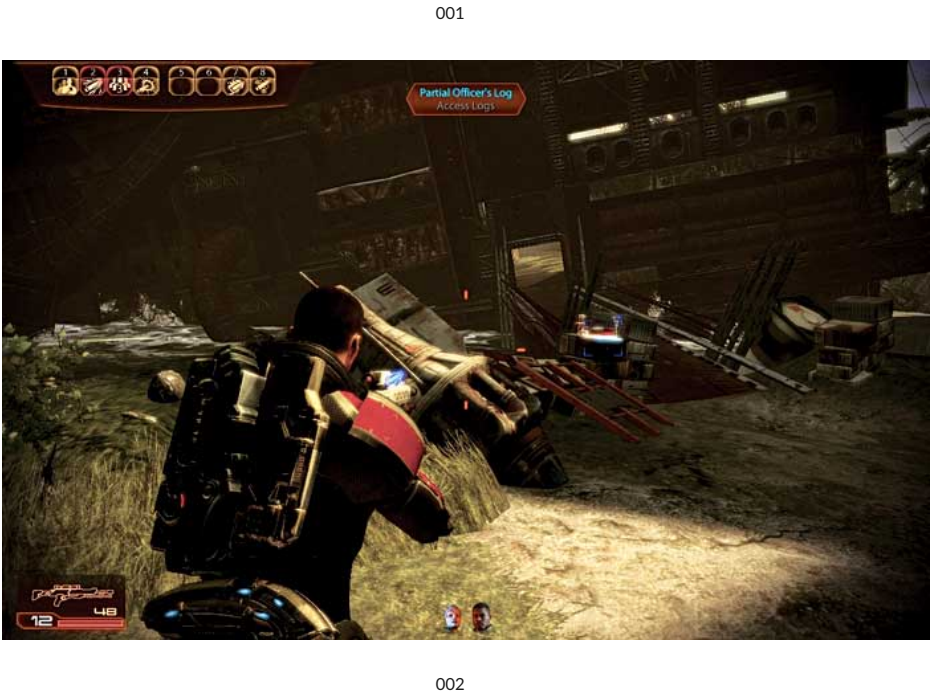
Before landing, though, you should mine the planet. Aeia is a garden world, so you will find valuable element zero deposits as well as other minerals on the surface.

These minerals are useful for research projects back at Mordin's lab on the *Normandy* .

Gernsback Crash Site



001



002

Upon landing, start walking toward the wreckage of the *Gernsback* . It's impossible to miss **[001]** . The trail along the beach is lined with parts from the frigate.

It's been stripped and salvaged. There are some spare parts on the right side of the trail toward the crash site, near the actual distress beacon.

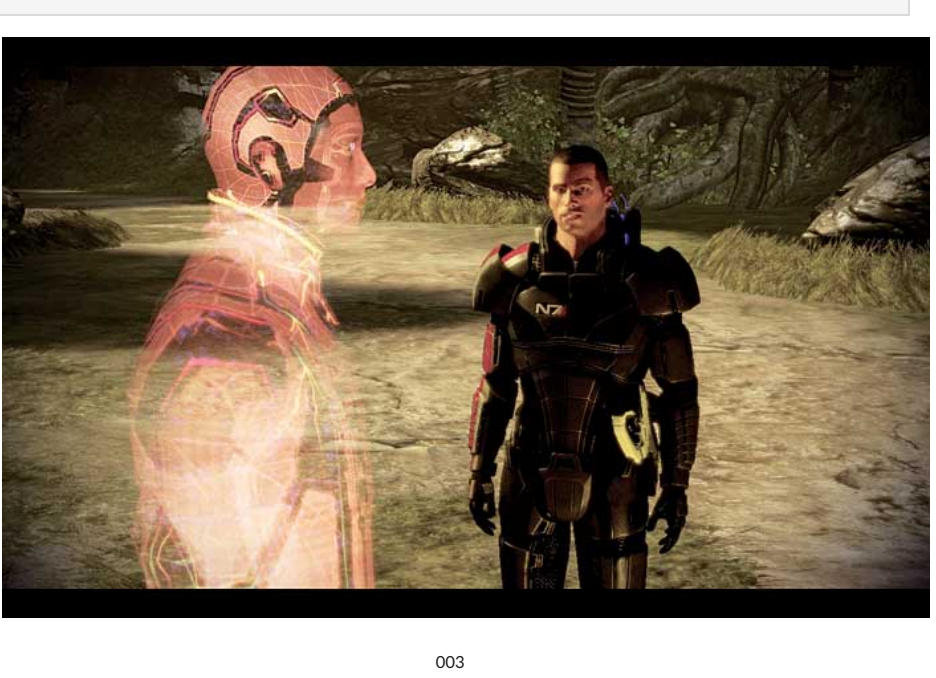
Salvage the spare parts for credits.

You should also listen to the partial log directly across from the spare parts **[002]** . It's an upsetting message.

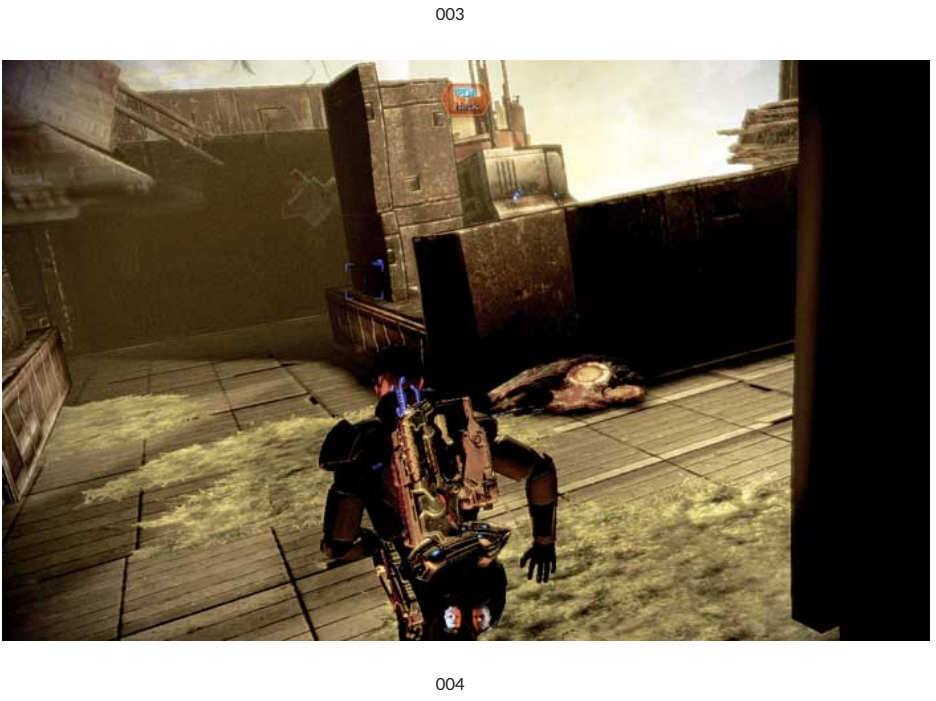
It sounds as if something horrible was done to the ship's crew during the time between the crash and the activation of the beacon.

You'd better check out the distress beacon a little farther up the beach to start piecing together what happened here.

Spoils of War > Spare Parts > Salvage > 1,500 Credits
Journal Updated > Partial Officer's Log > Access Logs



003



004

The beacon message **[003]** says the distress call was purposefully paused by acting captain Ronald Taylor, Jacob's father. Question the beacon about the status of the crew.

More disturbing circumstances of the crash and subsequent actions of the crew are revealed when the beacon relays information about the food given to the crew and the resulting neural decay.

It seems that digesting local flora causes memory degradation as well as disrupted functionality.

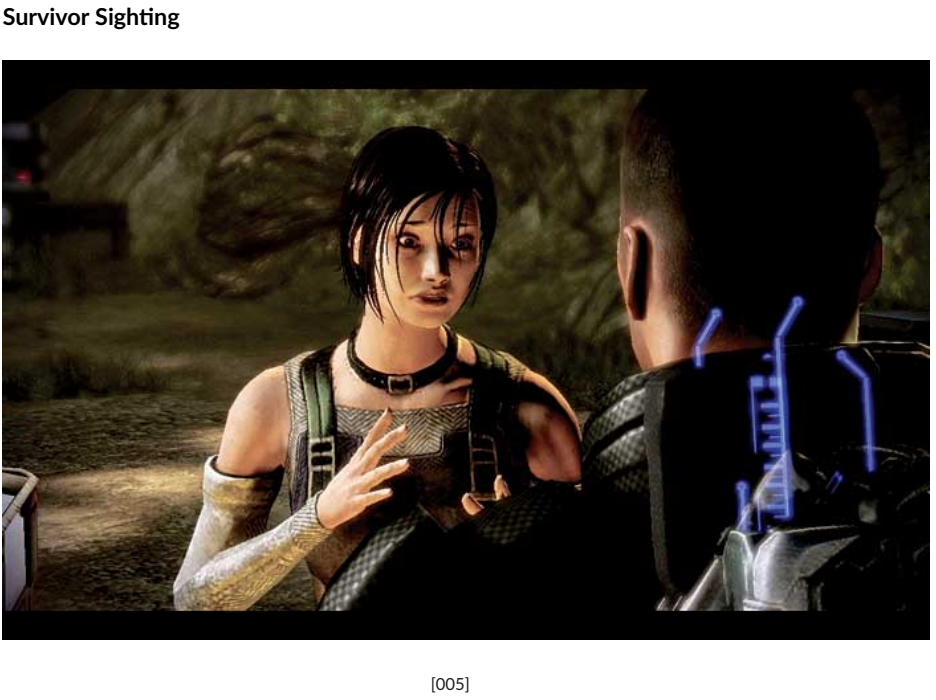
Now spend a few moments boarding this ghost ship **[004]** .

You can learn further information about the problems suffered by the crew by activating the doctor's log and two partial crew logs. There's a PDA to hack, too.

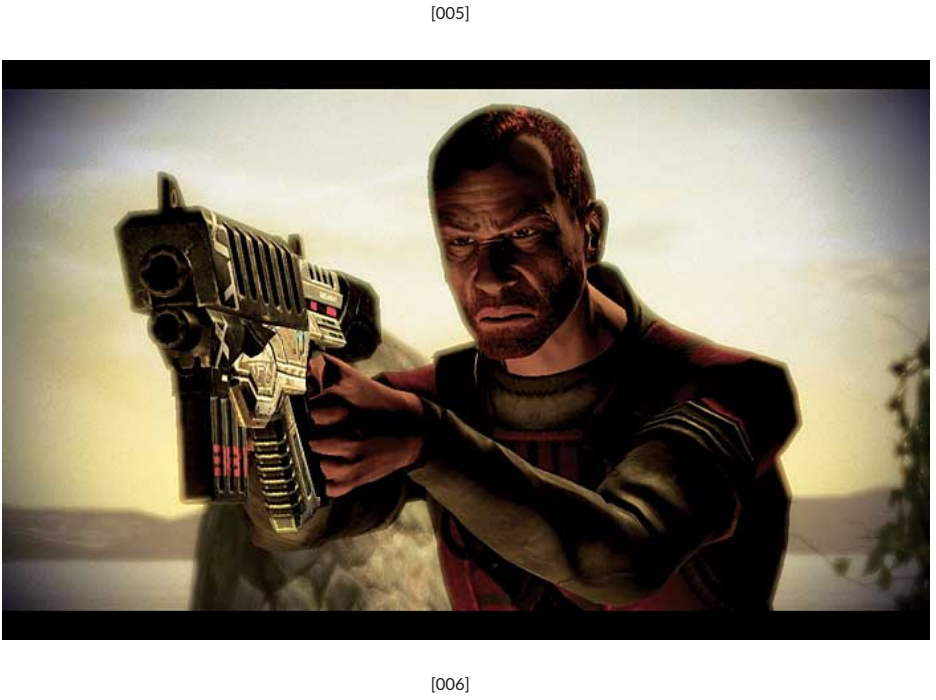
Journal Updated > Activated Beacon VI > Talk
Journal Updated > Doctor's Log > Access Logs
Journal Updated > Partial Crew Log > Access Logs
Spoils of War > PDA > Hack > 3,000 Credits

Part 2: Find Ronald Taylor

Survivor Sighting



[005]



[006]

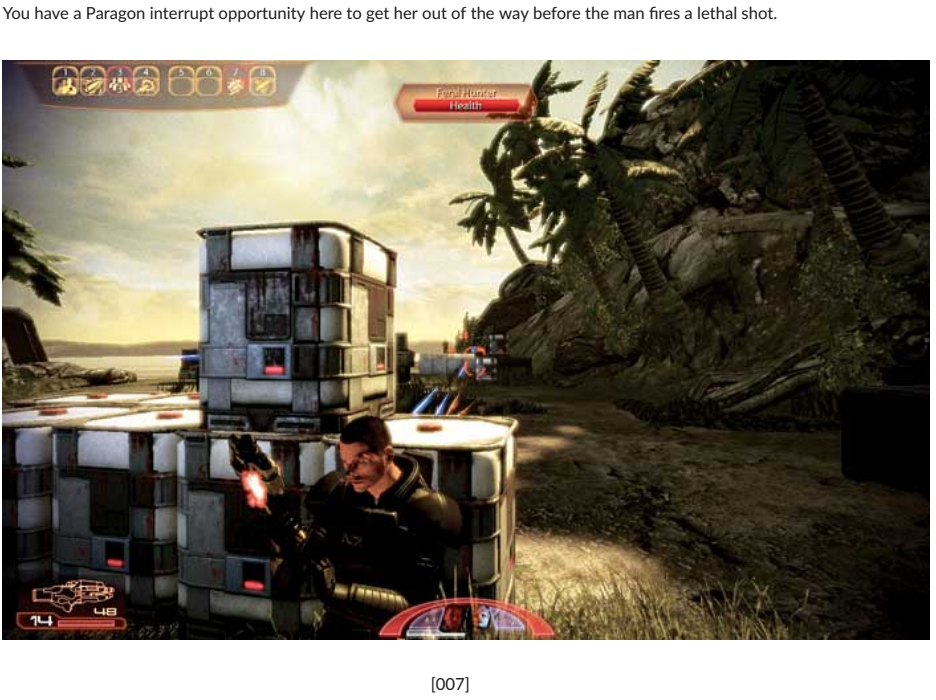
As you walk along the wreckage trail, one of the survivors pops out from behind some crates **[005]** .

She is happy to finally see a rescue team, but she warns that the hunters will not allow you to assist. She seems to be suffering from the effects of neural decay.

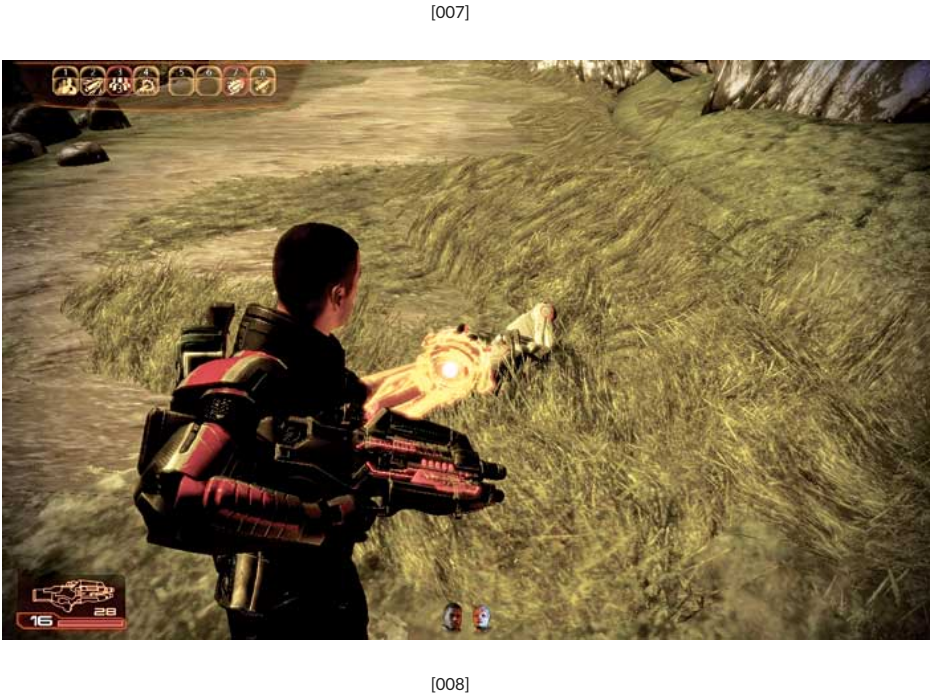
As she speaks to you about the leader's machines and the splitting of the tribe between those that wish to follow and those that question the leader's authority, another survivor rises from behind some more crates **[006]** .

He is one of the hunters. He aims at the woman speaking to you.

You have a Paragon interrupt opportunity here to get her out of the way before the man fires a lethal shot.



[007]



[008]

The feral hunters take cover behind the crates and engage you **[007]** . You should duck behind the crates too, and return fire when the hunters rise up and start to fire.

The hunters have no armor. You can pick them off easily with well-placed headshots or biotic attacks. Throw or Slam them to clear the beach and continue your investigation.

Note

Scan the spare parts near the hunters' position for credits. Pick up dropped clips to keep your weapons firing, too.

Further along the path, there is a stripped mech on the beach **[008]** . Scan it to learn more about the aggression of the hunters.

Tip

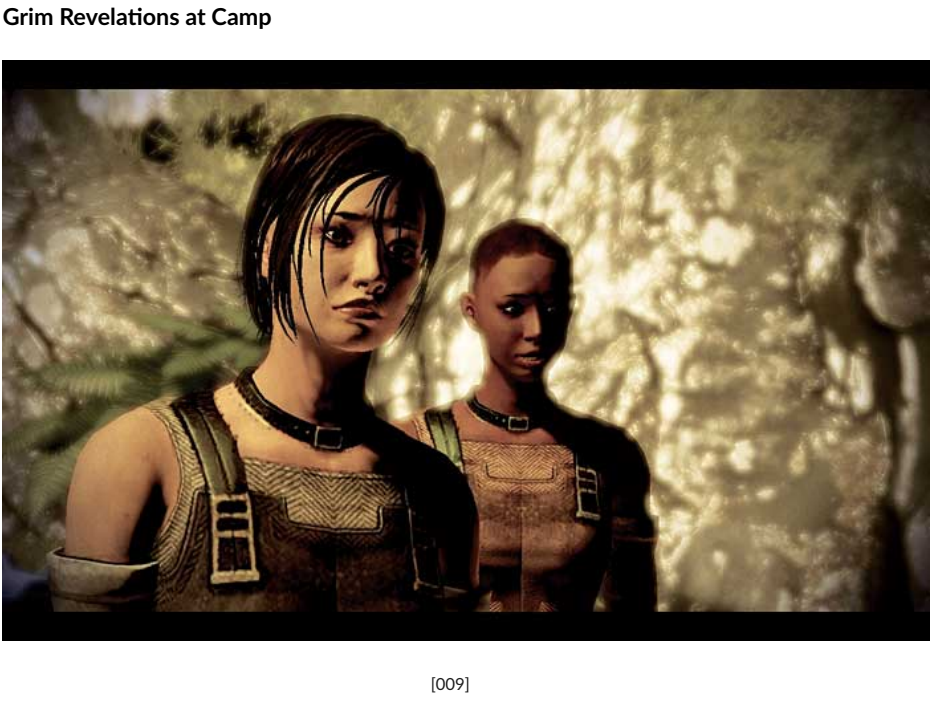
On higher difficulty levels: Whenever fighting feral hunters, it is advisable to defeat them using area attacks, such as Overload.

Jacob's Pull ability is also extremely useful. Without armor, the hunters are easy prey, as long as you aren't caught by too many of their shots.

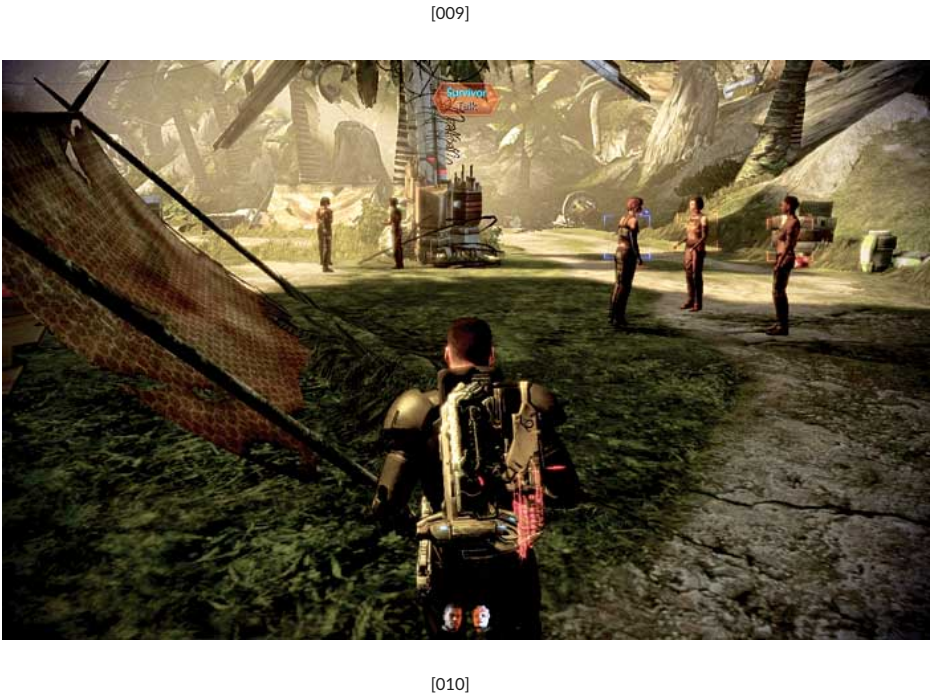
Spoils of War > Spare Parts > Salvage > 1,500 Credits

Journal Updated > Stripped Mech > Examine

Grim Revelations at Camp



[009]



[010]

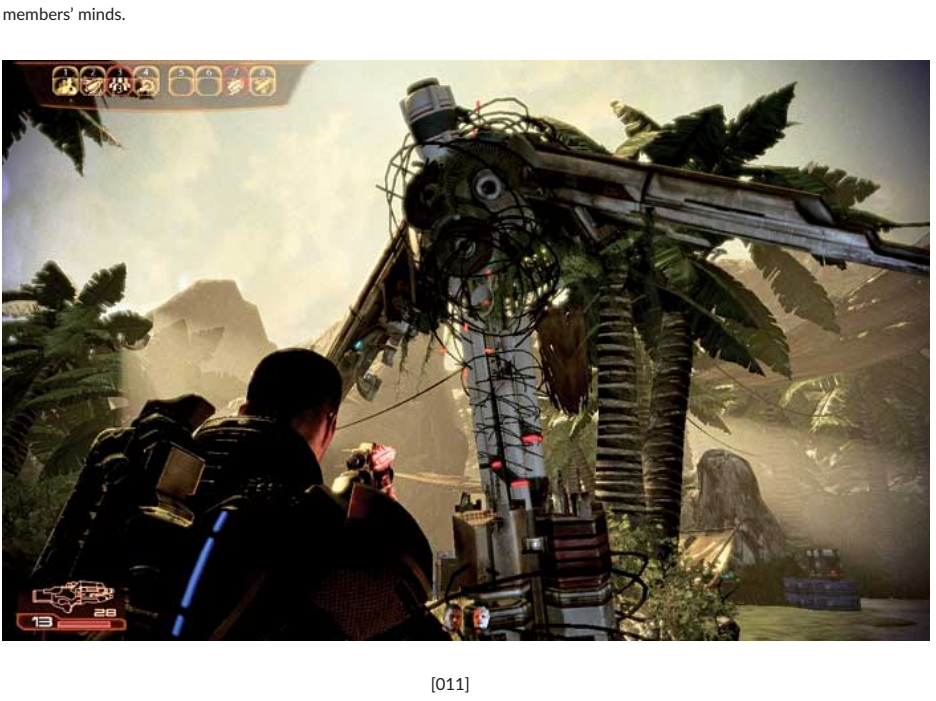
Continue moving along the beach trail to locate the survivor base camp. The survivors at this camp are not hostile to you.

More intriguing, though, is that the camp is occupied only by women **[009]** .

Approach the camp to speak to some of the survivors and continue piecing together the mystery of the *Gernsback* wreck.

Several of the women recoil from Jacob, seeing his father in his face. They claim his father, the leader, forced them to eat the food that caused decay.

Inspect the campsite **[010]** for spare parts and medi-gel. Check out the food stores to see the rot that is decaying the crew members' minds.



[011]

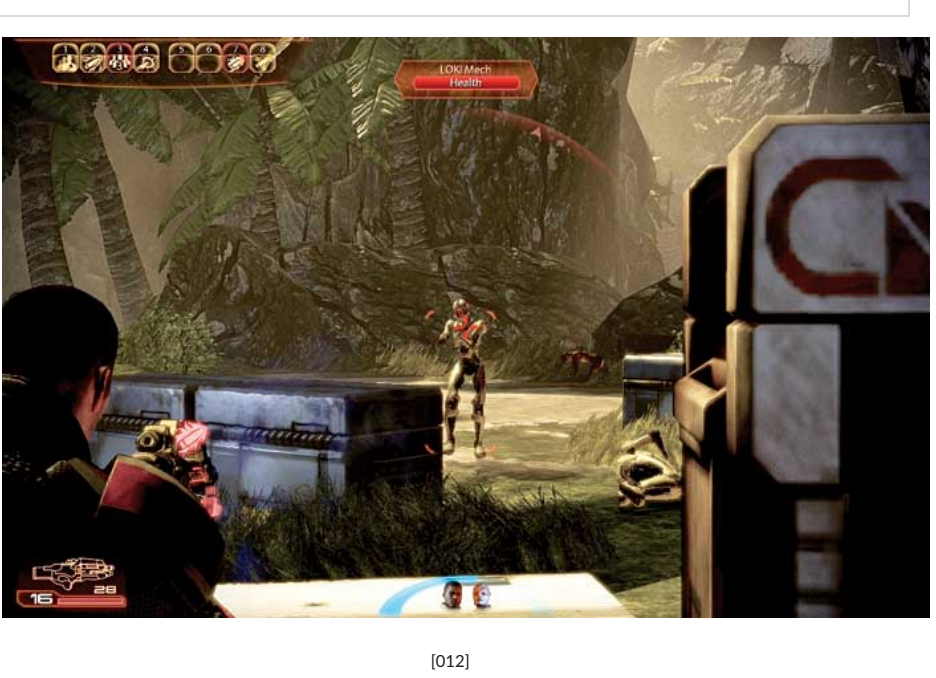
Then scan the PDA in camp to pick up some credits.

When you examine the "statue" near the clump of palm trees **[011]** , Jacob exclaims that they must have been forced to create that jumble of metal and wires—"borderline worship."

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Spare Parts > Salvage > 1,500 Credits

Spoils of War > PDA > Access > 2,100 Credits



[012]

When you walk to the far side of camp, the women dive for the ground. LOKI mechs are entering the camp.

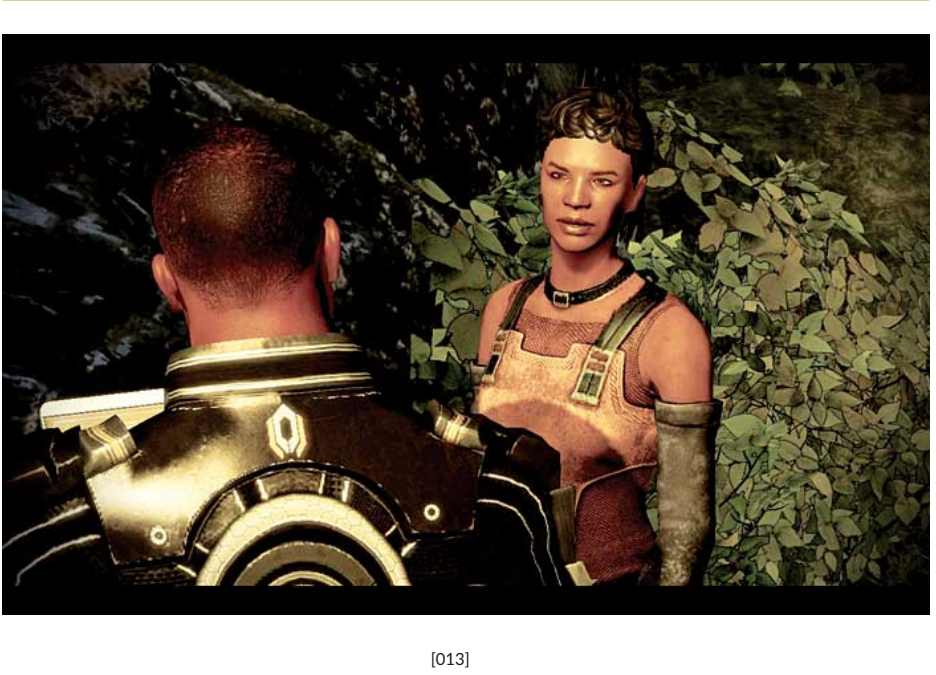
Take cover and hammer the mechs, aiming for the heads to take them down as fast as you can **[012]** .

Since the LOKI have no armor, you can also freely use biotics on them. The LOKI are not much of a threat since you have eliminated so many of them already.

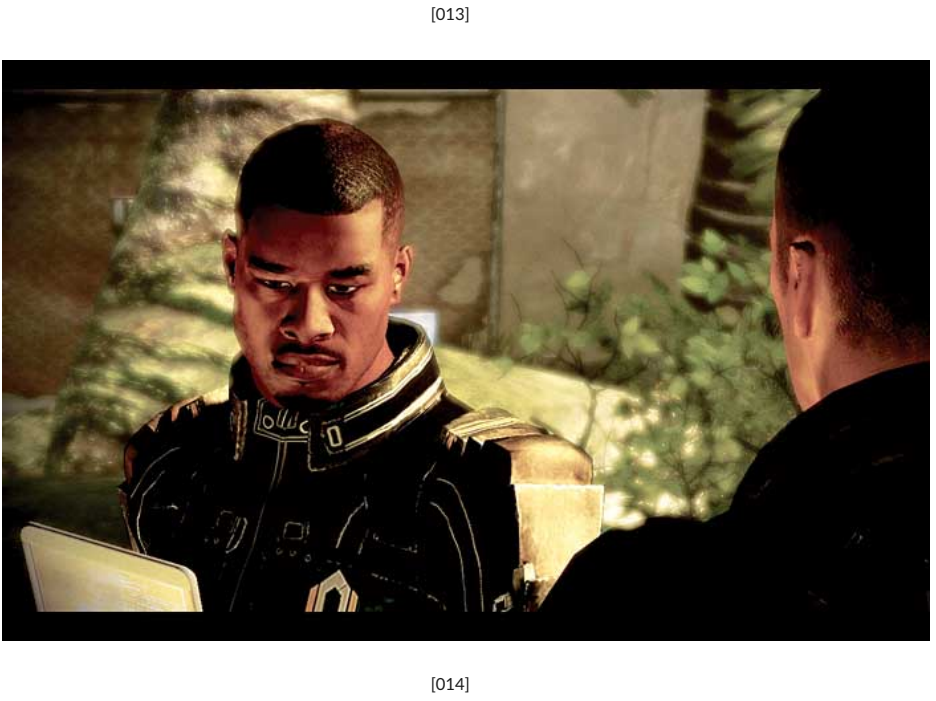
Tip

On higher difficulty levels: Picking these off is straightforward if you're quick and accurate with a sniper rifle or, when the LOKI mechs are a little closer, with a shotgun.

It is easy to line up your shot, blast away, and quickly aim at the next in line.



[013]



[014]

Just beyond the mechs is a doctor **[013]** . She cowers from you at first.

But when she sees that despite Jacob having his father's face he fights the machines, she opens up. The doctor hands Jacob a datapad.

The datapad reveals that the crew thought the deployment of the beacon was taking too long.

Jacob's father split the crew from the officers, taking refuge in the ship and hoarding the unspoiled food for himself and his trusted circle.

The mechs were used to keep the crew in line and force them to eat the ruined food.

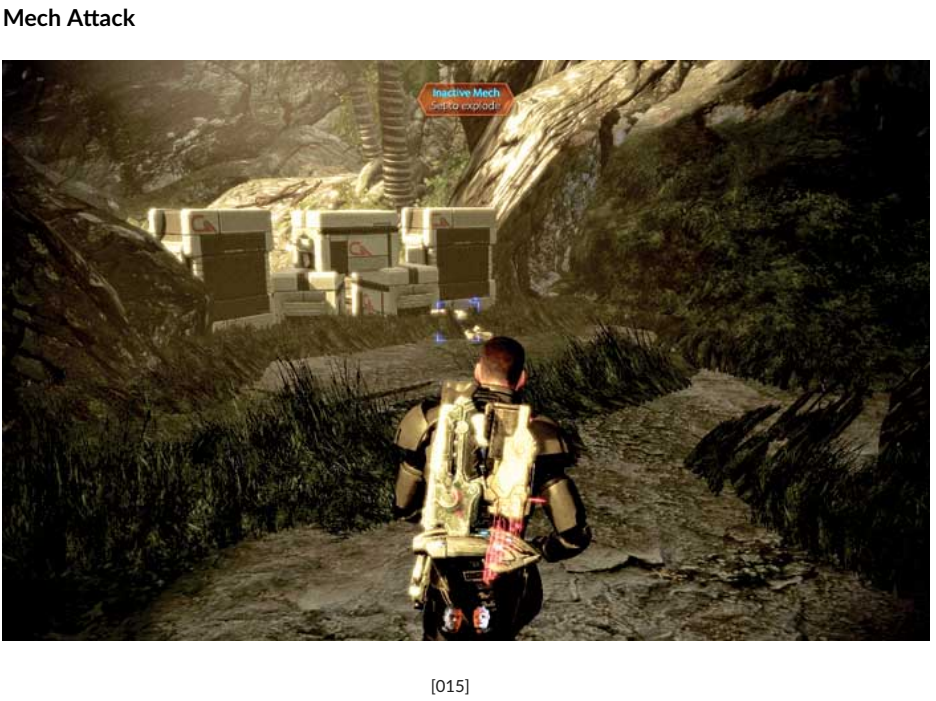
It gets worse. Jacob looks at the casualty list **[014]** and sees that within a year all of the male crew were either killed or banished.

The women were then assigned to the male officers. Once the beacon was repaired, the male officers were then killed, and all of the women were reassigned to Jacob's father.

Jacob is now determined more than ever to find his father and press him for an explanation of how things went so sideways after the crash of the *Gernsback* .

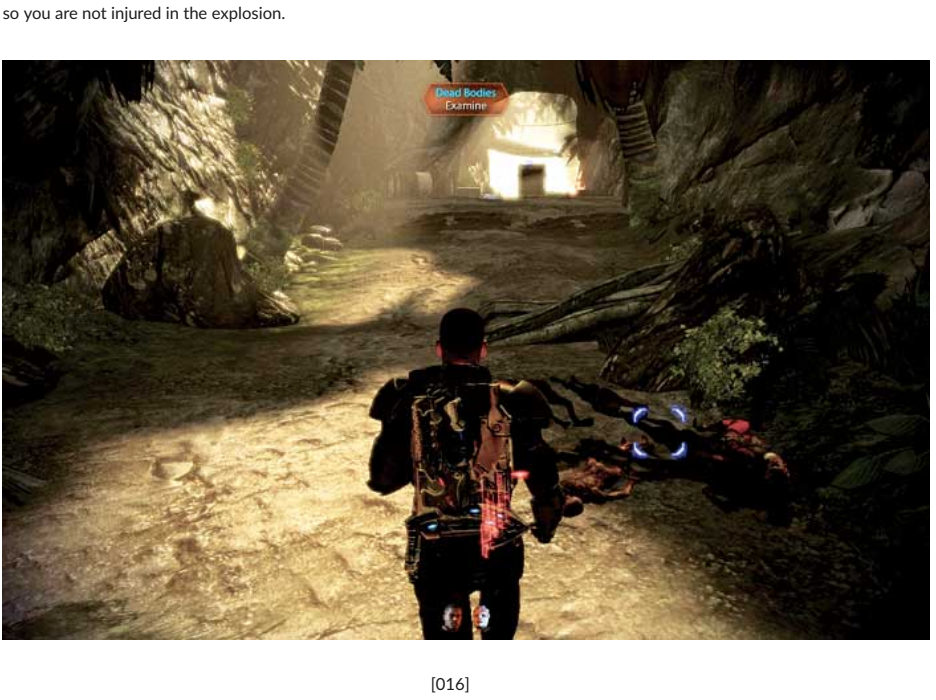
Part 3: Confront Taylor

Mech Attack



[015]

After reading the datapad, hack the inactive mech against the crates. This initiates a self-destruct mechanism **[015]** . Fall back so you are not injured in the explosion.

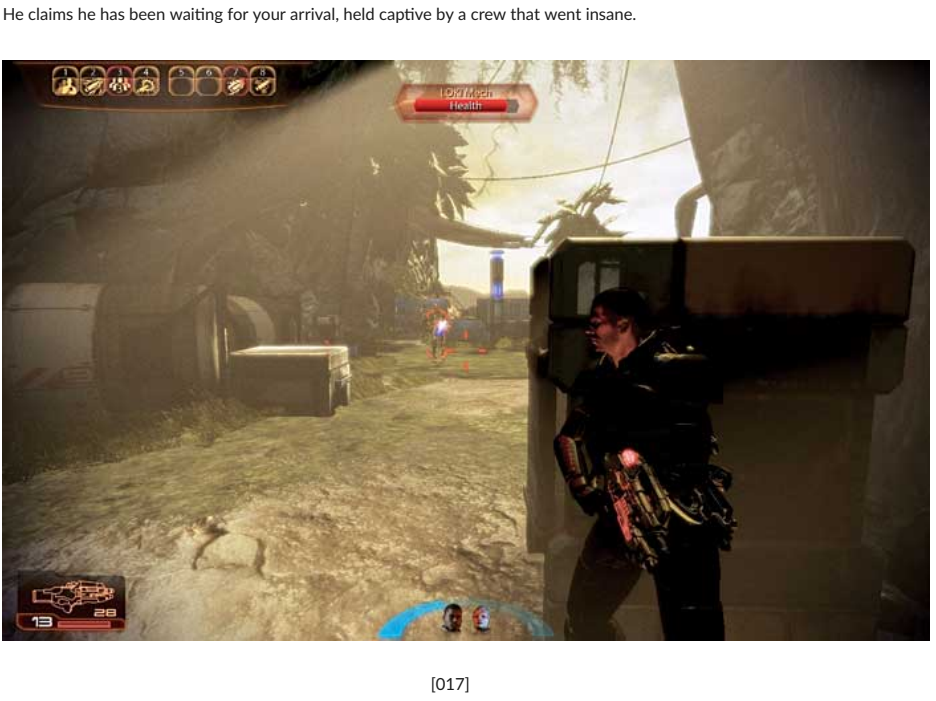


[016]

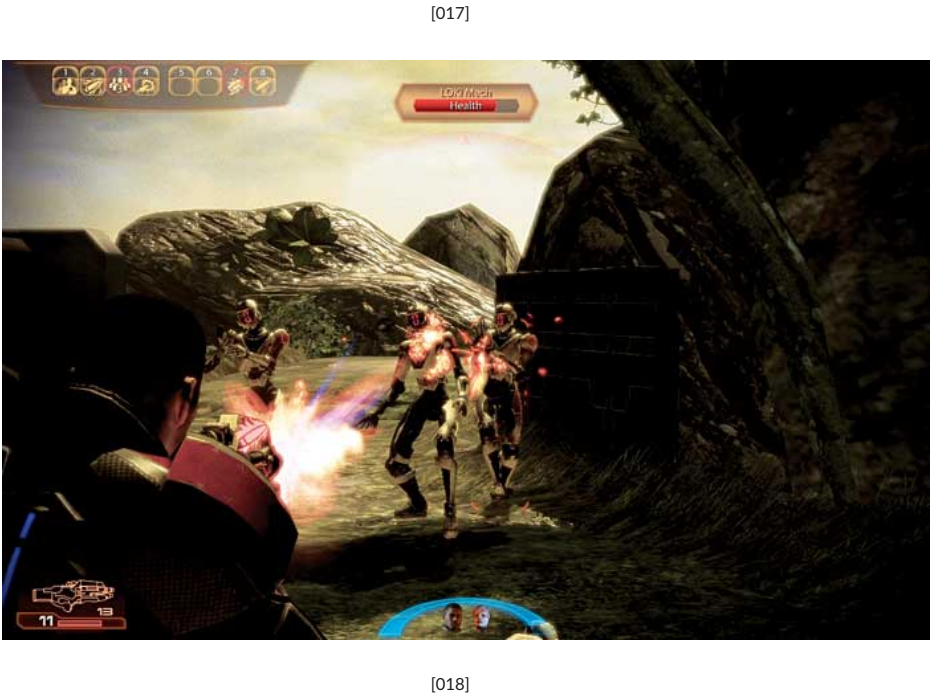
The blast clears the crates from the trail, opening a path farther down the beach.

Skirt around the piles of dead bodies **[016]** , examining them; it seems the hunters started to fight back. As you walk, Jacob's father makes an announcement over the PA system in camp.

He claims he has been waiting for your arrival, held captive by a crew that went insane.



[017]



[018]

When you spy the blue tower in the distance, reload your weapons. More LOKI mechs are marching toward you, ready for a firefight. Give it to them.

Duck into cover and pop the mechs in their heads to short them out right away **[017]** . Direct Jacob to use his biotic attacks, such as Pull, on the mechs.

While the mechs fly through the air, you can shoot them down.

Keep advancing through the second camp. Mech reinforcements fill the place of the dropped LOKI.

Duck behind the crates to pick off the next batch of mechs **[018]** . Keep using Jacob's biotics to lift the mechs off their feet.

If your second squad member has any biotics, deploy those too. Keep aiming for the mechs' heads to drop them right away.

Move up through the camp, zipping from crate to crate, and clear out the LOKI.

When the skirmish is over, scan the heavy pistol against the crates on the far side of camp to pick up the Titan Pulsar upgrade, which gives you extra damage when using heavy pistols.

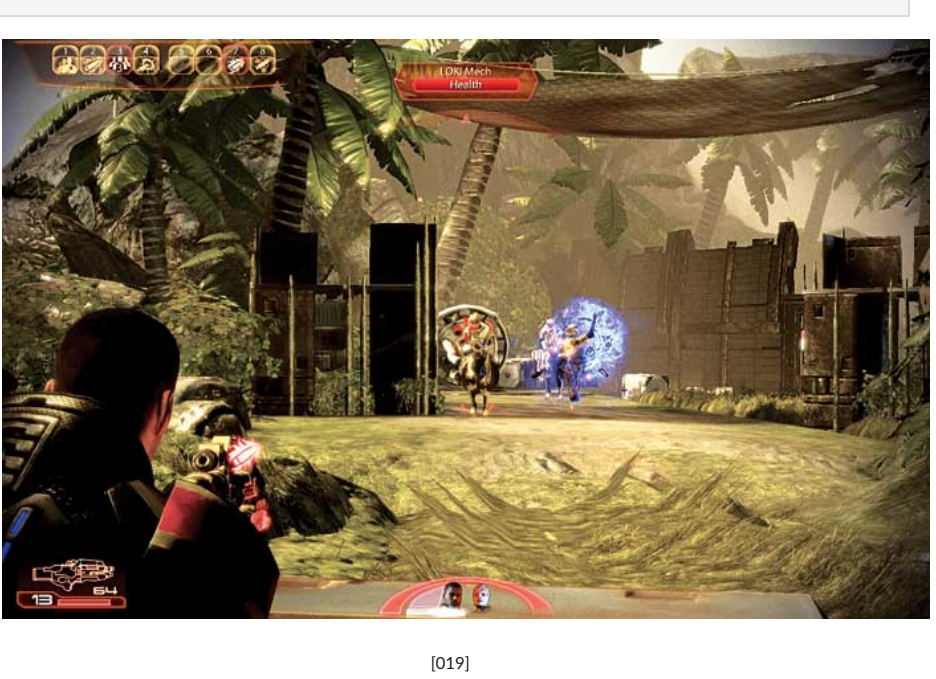
Tip

On higher difficulty levels: Jacob's biotics are extremely useful against the mechs, since they have no shields or barriers.

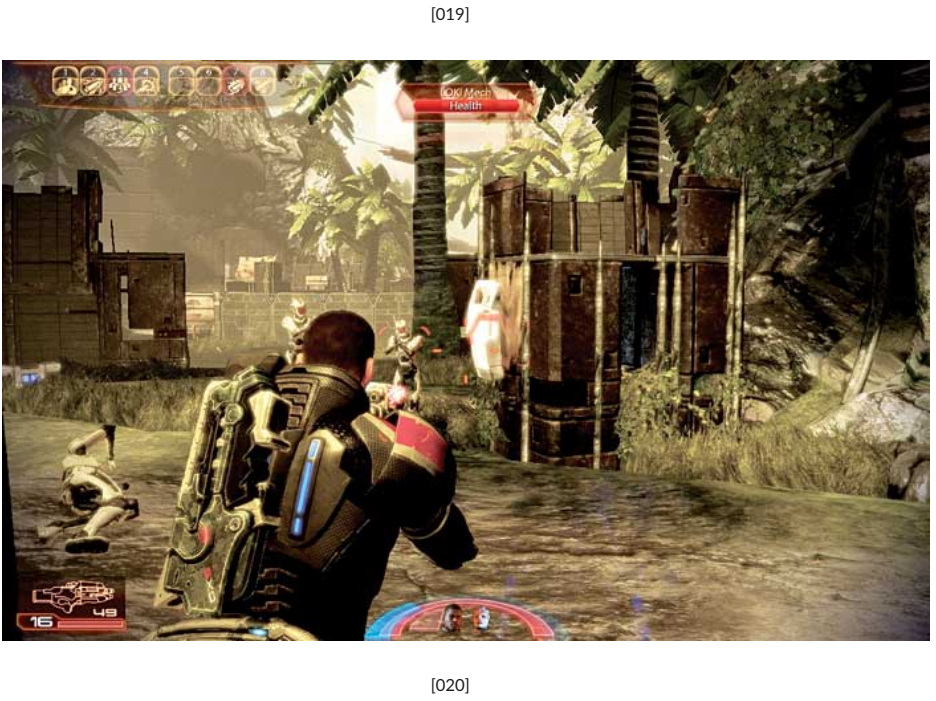
If he is not using Pull as much as you would like on his own, give him orders to do so via the Command menu.

Don't venture too far forward, however; concentrate your fire on the mech first, from the initial barricades.

Spoils of War > Spare Parts > Salvage > 1,500 Credits
Upgrade > Heavy Pistol > Scan > Heavy Pistol Damage



[019]



[020]

Continue along the beach until you spot another mech patrol under a canopy.

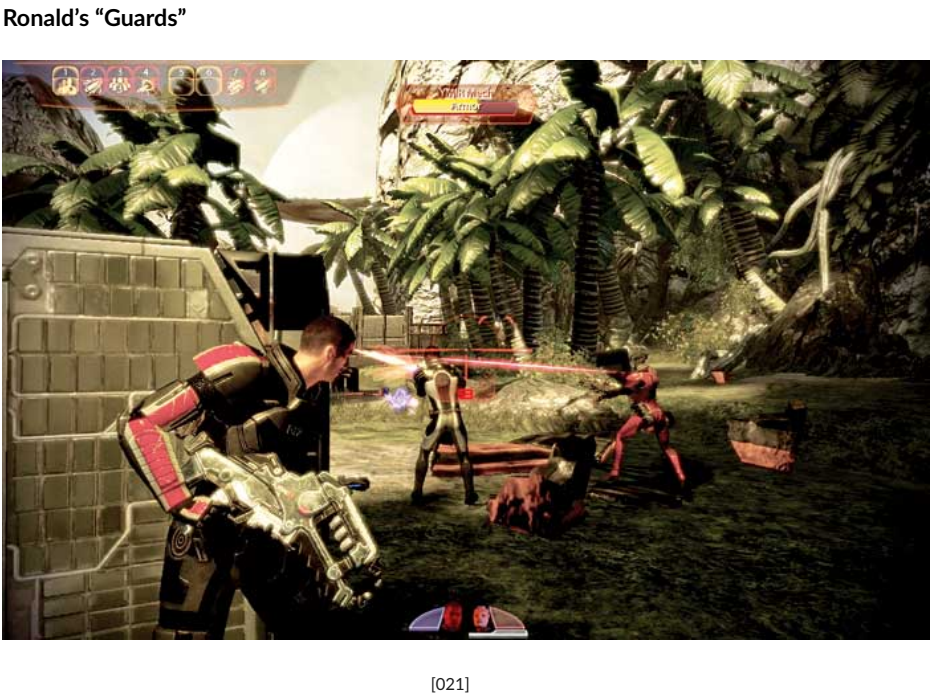
Use the crates in the middle of the sand **[019]** and then the canopy wall as cover and launch attacks on the mechs.

Close in on the mechs under the canopy. Jacob's father sends out another distress call, telling you that you must fight the mechs and guards in order to rescue him.

It only infuriates Jacob. As you wreck the mechs **[020]** , pick up the power cells and medi-gel under the canopy. There are spare parts on the left side of the path to bank, too.

Medical Station > Open > Med Kit > 100 Credits
Spoils of War > Spare Parts > Salvage > 1,500 Credits
Ammunition > Power Cells > 2 Heavy Weapon Ammo

Ronald's "Guards"



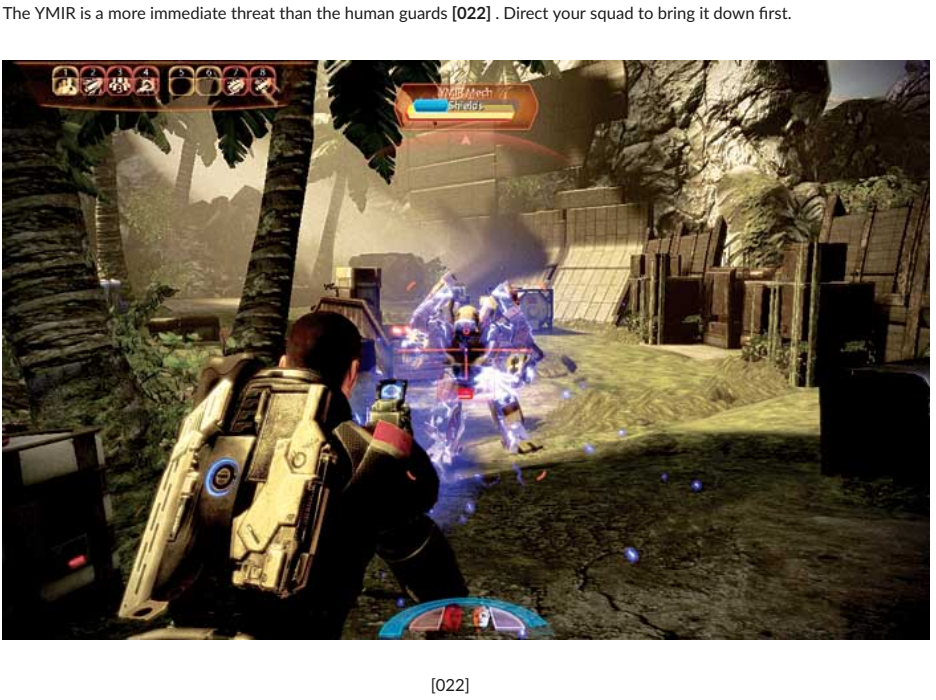
[021]

Jacob's father is guarded by brainwashed survivors and a YMIR mech. The human guards do not have any shielding, but they are armed well.

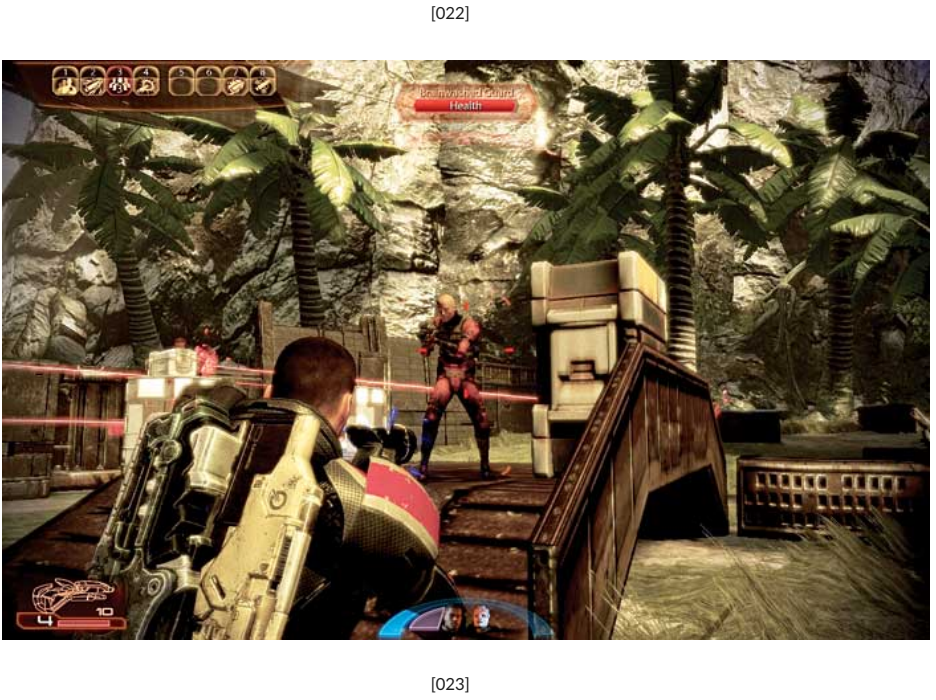
They duck behind some cover in the center of the area while the YMIR stalks the perimeter. Fortunately, you have plenty of cover options, too **[021]** .

Dive behind crates and ship wreckage to avoid the YMIR's rockets and minigun. During lulls in the YMIR's assault, return fire with a heavy weapon.

The YMIR is a more immediate threat than the human guards **[022]** . Direct your squad to bring it down first.



[022]



[023]

Caution

The brainwashed guards can deploy combat drones. Pop the glowing spheres as they approach. It doesn't take many bullets to destroy a drone.

The guards do have shields, so until you break those, Jacob cannot use most of his biotics. Circle the guards and deplete their shields with gunfire **[023]** .

Since these are organic targets, incendiary ammo is quite useful for doing extended damage with each landed shot.

Tip

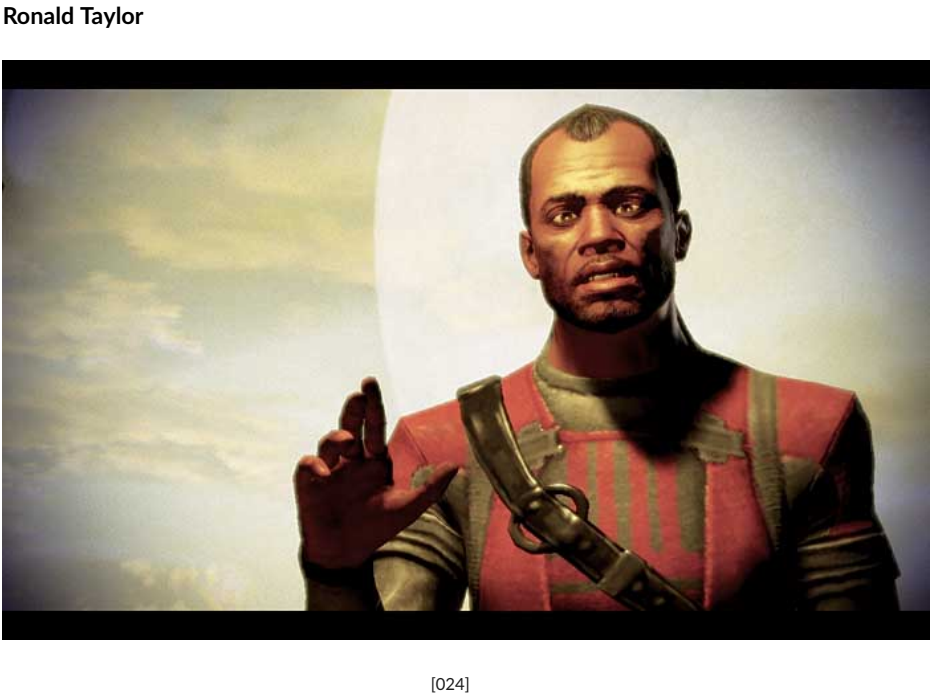
If you have any heavy weapon ammo, launch a shell into the midst of the guards to send them flying.

After clearing out the YMIR and guards, scavenge the site for a crate of element zero and a PDA loaded with credits.

Open the door behind the guardpost to locate Jacob's father. He stands alone at the beach. He is no threat, so you can lower your weapons.

Spoils of War > PDA > Access > 2,400 Credits
Spoils of War > Resources > Refined Element Zero > Open > 500 Element Zero

Ronald Taylor

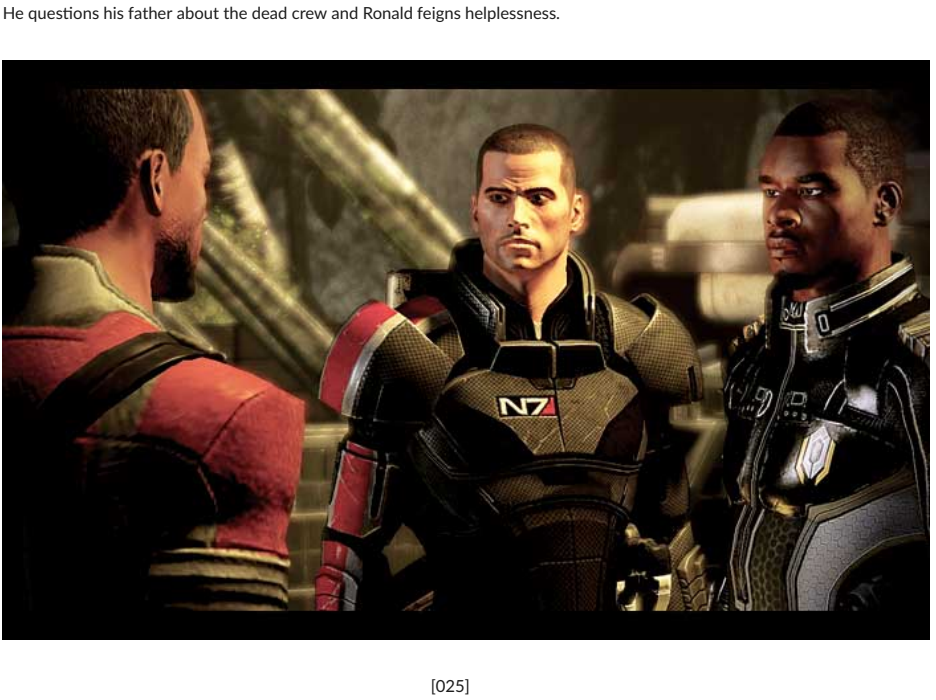


[024]

You turn to the beach, giving Jacob the opportunity to confront his father without your interference.

Ronald **[024]** claims that he has been waiting for a rescue team like yours to arrive, but Jacob is having none of it.

He questions his father about the dead crew and Ronald feigns helplessness.



[025]

At first Ronald does not recognize Jacob, but when Shepard points out that Jacob is Ronald's son, Ronald takes back some of his lies.

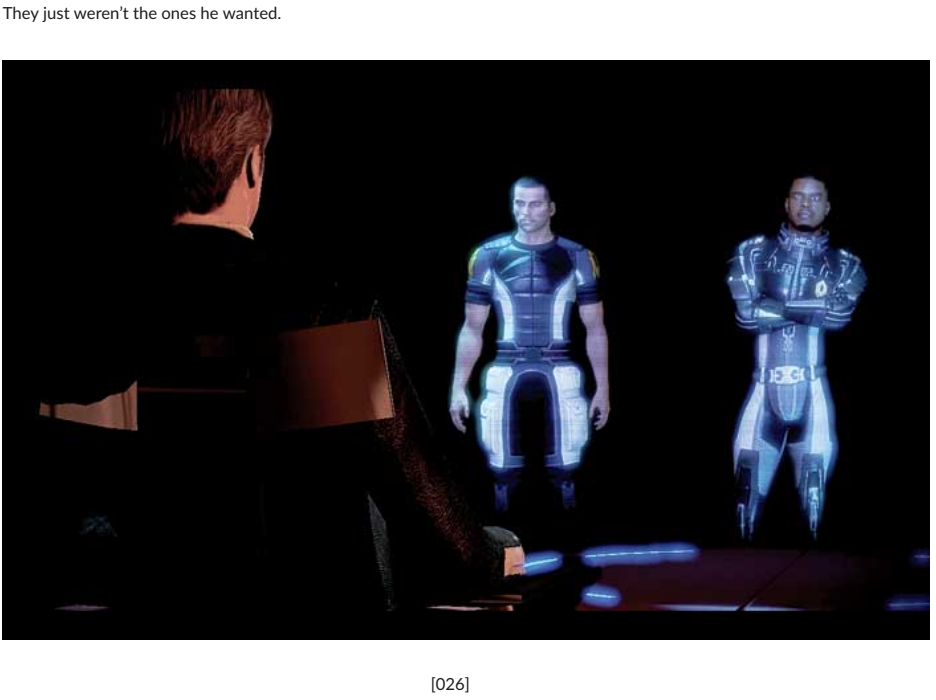
He tries to convince you that what he did was actually beneficial for the crew.

Jacob's father seems to understand that some of what happened was wrong, which is why he delayed deploying the beacon.

He knew that what happened with the food stocks and assigning the women to officers would look bad.

You can decide how to end this encounter **[025]** , whether with a harder edge or a softer touch. Either way, Jacob has the answers he needed about his father.

They just weren't the ones he wanted.



[026]

Back on the *Normandy* , Jacob speaks with the Illusive Man about the situation **[026]** . Jacob wants to know how and why this beacon information got to him.

Was the Illusive Man just toying with Jacob, waiting until now to let slip the situation with the *Gernsback* ?

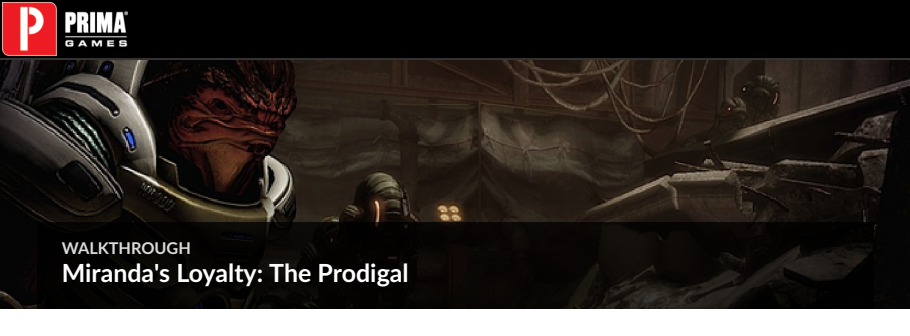
It turns out that the person responsible for forwarding the beacon to Jacob was actually Miranda.

She recalled that Jacob always wanted closure with his father, and so she decided now was the right time to alert Jacob to the *Gernsback* wreck.

Regardless of whether Miranda did this to help or hurt him, Jacob is just relieved to have it behind him.

He is now 100 percent loyal to the mission, and his Barrier power is unlocked.

Squad Members > Jacob > Loyalty
Squad Members > Jacob > Power > Barrier



WALKTHROUGH

Miranda's Loyalty: The Prodigal

Miranda acts cool and collected on the surface, but she is just as complex and as human as the next person.

Much of her personality results from her relationship with her father, who intended her to be not just his daughter, but his legacy.

She was created with the best genetics available to be smart, to be beautiful, and to be ruthless. Miranda fled when she discovered the truth about her father.

Miranda has a twin sister, Oriana, who was once part of her father's web. Miranda took her away from him so she would not be hurt.

Her sister is living on Illium, but Miranda has learned that her father now knows where she is located.

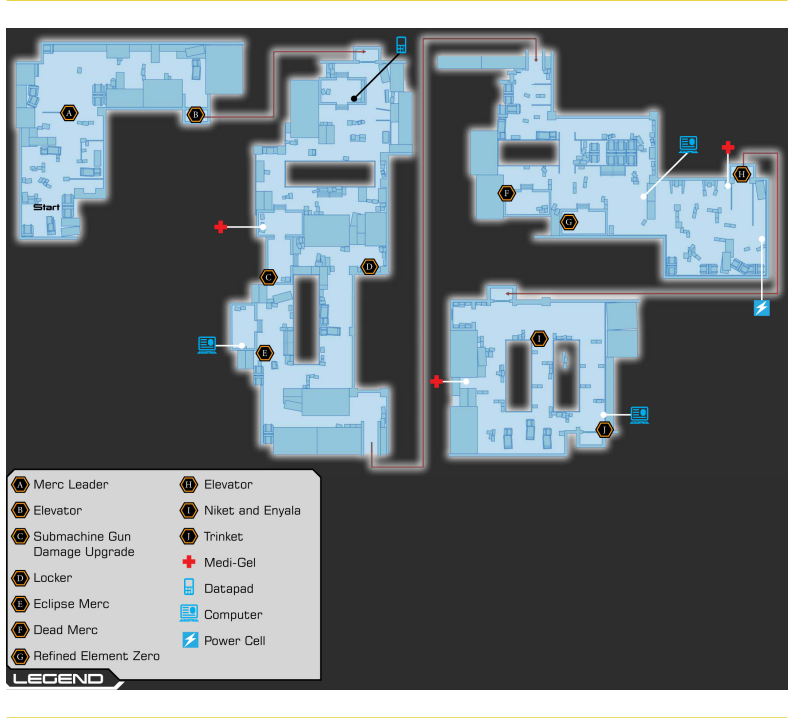
Miranda wants you to help her get her twin safely off of Illium and out of her father's clutches.

Note

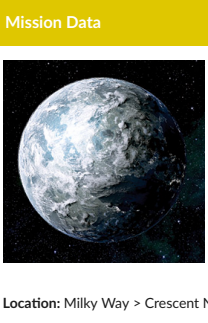
Miranda is a biotic. The majority of the targets you fight in this mission are human and only some are shielded.

If you have biotics, you may want to rely on a weapons expert for your third squad member.

If you are a soldier, though, bringing along another biotic could prove useful in sweeping your enemies off their feet.



Mission Data



Location: Milky Way > Crescent Nebula > Tasale > Illium

Experience Available: 750

Entities Encountered > Enemies

- Eclipse > Captain Enyala
- Eclipse > Engineer
- Eclipse > Heavy
- Eclipse > Operative
- Eclipse > Trooper
- Eclipse > Vanguard
- LOKI Mech

Spoils of War > Total Credits: 30,000

- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades >

- Submachine Gun Damage (Microfield Pulsar)

Spoils of War > Upgrades > Medi-Gel Capacity (Microscanner)

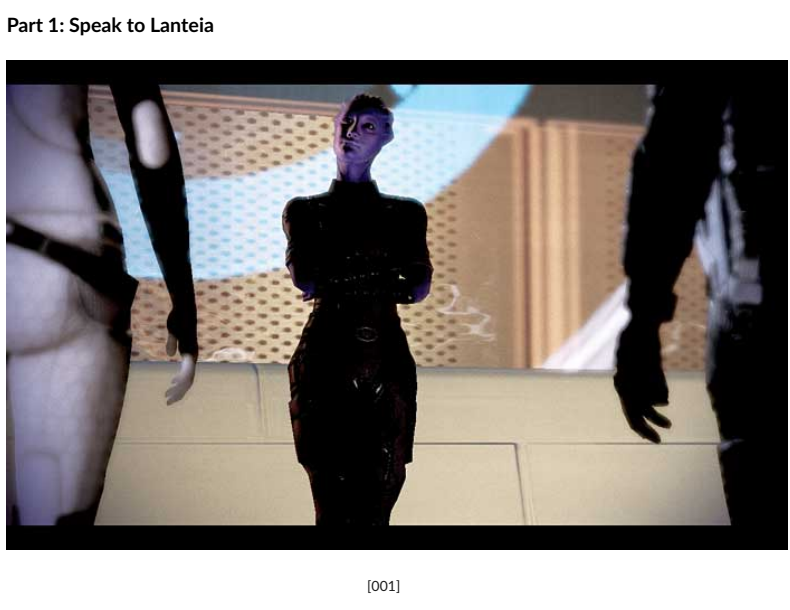
Spoils of War > Resources > Element Zero: 500

New Power > Squad Member > Miranda > Slam

Intersecting Missions

- Special Assignment > Illium > Lost Locket Found (The Prodigal)

Part 1: Speak to Lanteia

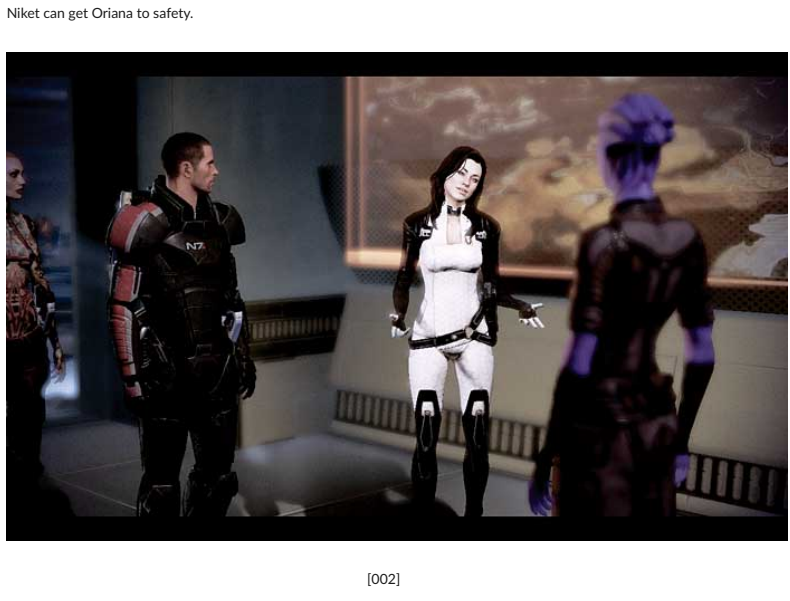


[001]

After docking on Illium, report to the Eternity Bar. Miranda's contact, Lanteia **[001]** , is waiting for you in a small room in the back of the bar.

She says that Miranda's father has hired Eclipse mercs to collect Oriana. Lanteia also says that Niket, Miranda's confidant, is also on Illium.

Niket has offered to escort Oriana off the planet. Miranda hatches a plan **[002]** to run interference against the Eclipse mercs so Niket can get Oriana to safety.



[002]

Naturally, you are not pleased about how this mission is getting more complicated by the minute.

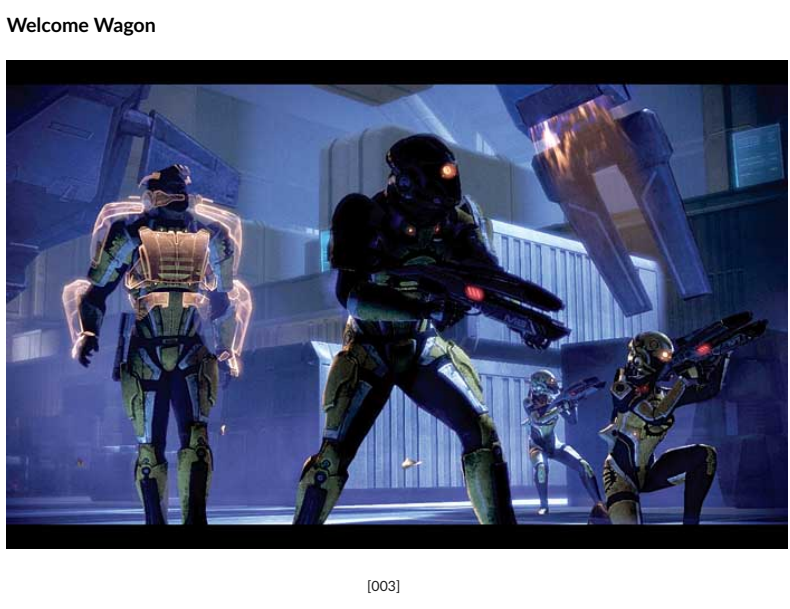
However, Miranda needs your help, so it's off to the shipping area near Nos Astra to help Niket and Oriana get safe passage out of the city.

Note

After the conversation in the Eternity Bar, you automatically go to the shipping area.

Part 2: Find Niket

Welcome Wagon



[003]

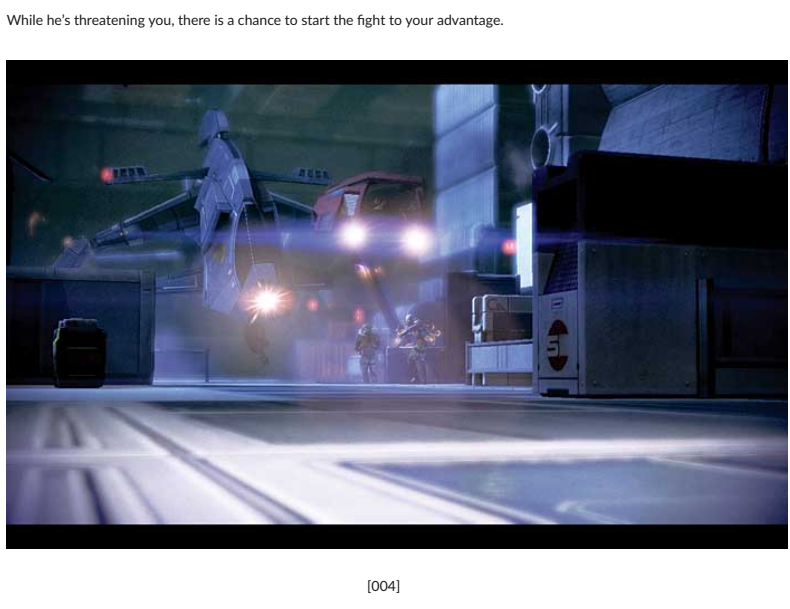
As you approach the shipping area via a small shuttle, Eclipse gunships spirit ahead and drop off mercenaries. The mercs turn their guns on you **[003]** .

When the merc leader sees that Miranda is in the shuttle, he demands that his crew hold their fire, but the shuttle has already been damaged **[004]** . It crashes.

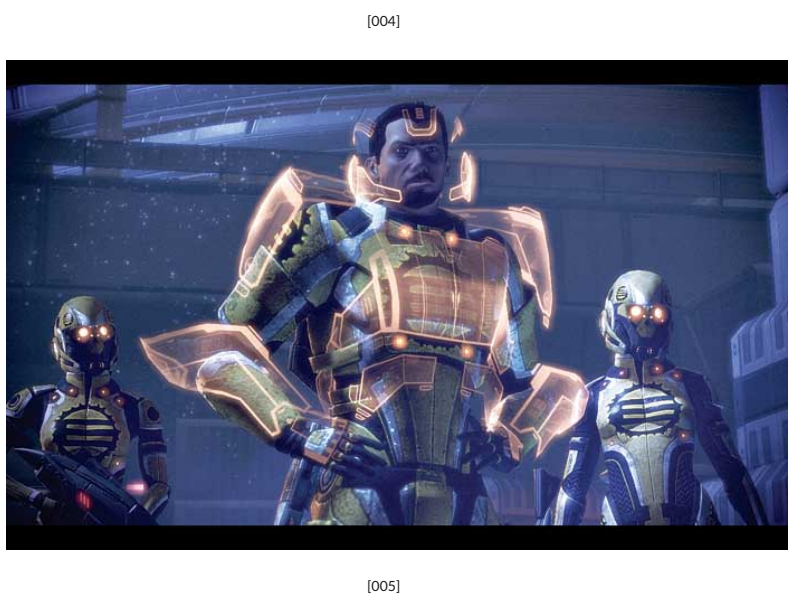
When you get out, the Eclipse leader comes forward and tells you that Captain Enyala of Eclipse is moving in on Oriana. As for Niket **[005]** , don't count on him helping you out.

The merc refuses to elaborate on that point. Instead, he warns you just to back off and let Enyala take Miranda's sister.

While he's threatening you, there is a chance to start the fight to your advantage.



[004]

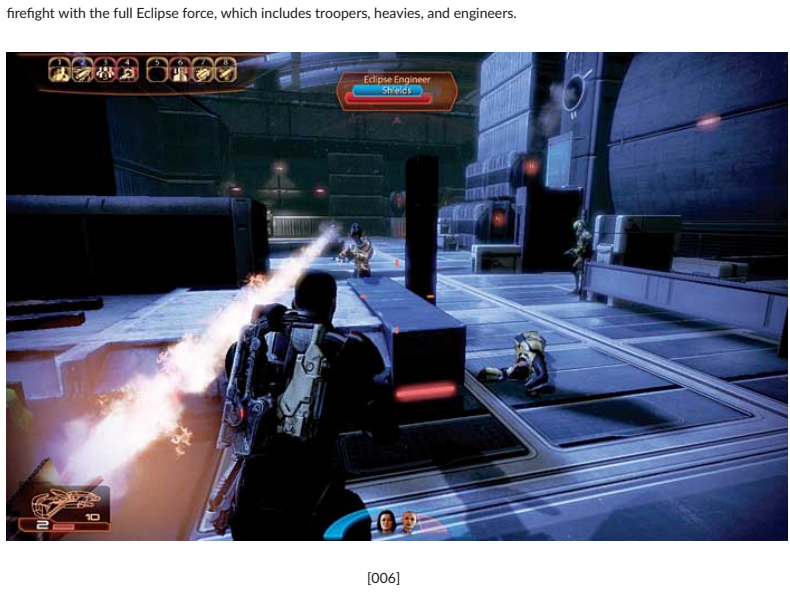


[005]

A Renegade interrupt will get you close enough to the merc leader to snap his neck while Shepard drops an explosive crate on the merc's men.

It's a dirty opening play, but it makes the battle with the mercs go a lot smoother.

Otherwise, Miranda makes her intentions perfectly clear instead, and you must drop into cover and engage in a protracted firefight with the full Eclipse force, which includes troopers, heavies, and engineers.



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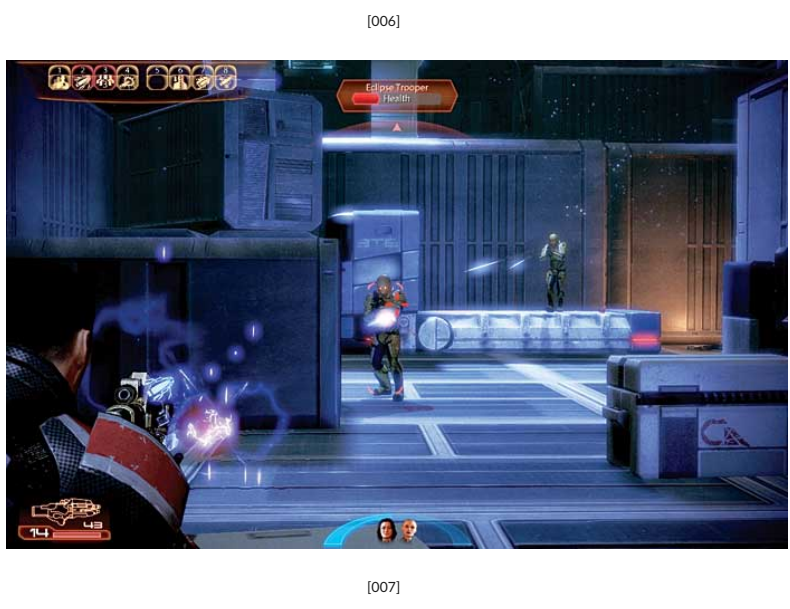


[007]

[008]

The Eclipse troopers **[006]** are easy targets since they have no armor. Biotics, either from you or Miranda, make short work of them.

The engineers and heavies require more work. The engineers can send out combat drones to draw your fire away from them.

Pick off the drones quickly and then train your weapons back on the mercs. After breaking through shields, use biotics to mop up the Eclipse thugs.

Move through the shipping containers, turning a corner to locate another Eclipse patrol **[007]** . The patrol is initially made up of troopers, which have no shields.

Take these down quickly with gunfire and biotics. When the troopers are on their backs, call the elevator. You locate one of the Eclipse radios.

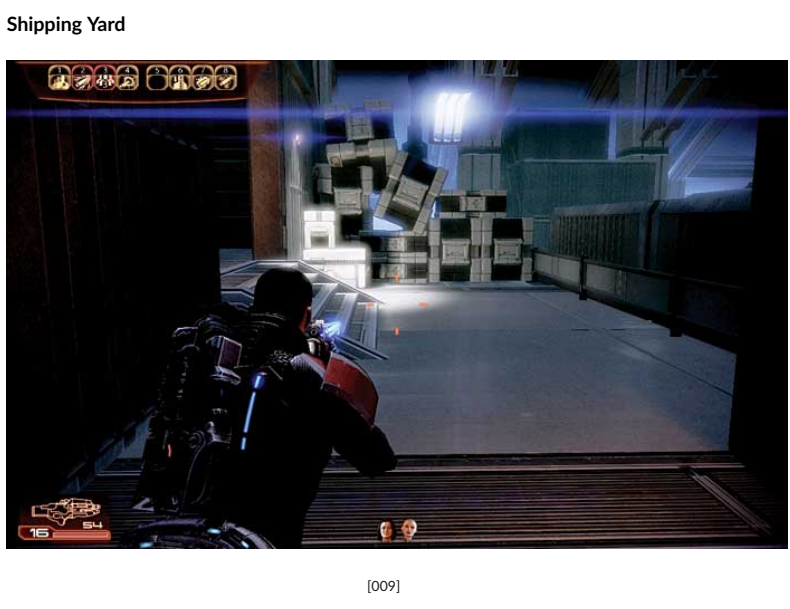
While Miranda scans it to figure out how many Eclipse thugs are waiting at the top of that elevator, she explains the entire situation with her sister.

Oriana is Miranda's twin, but only genetically. Oriana is much younger than Miranda. Her father grew Oriana when Miranda was a teenager.

Oriana was to be a replacement for Miranda. Miranda explains that while she is the older sister, she is not the first child their father created.

She is just the first child her father kept. It's a chilling proposition. As you take the elevator **[008]** , Miranda assures you that Niket is on the up-and-up.

Shipping Yard



[009]

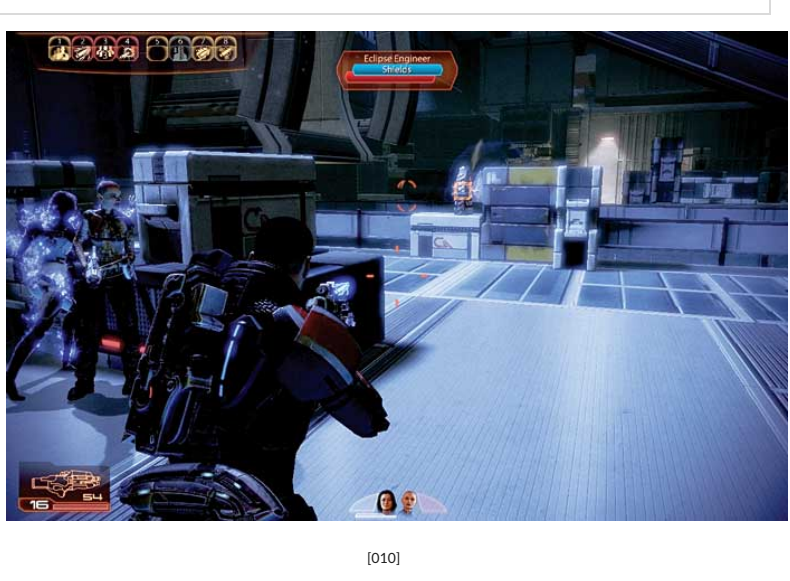
The elevator drops you off at a shipping yard **[009]** . Miranda warns that the yard is full of moving belts and containers.

Not only will it be harder to pick targets, but the shipping yard will be full of hazardous materials.

Watch what you shoot. But be on the lookout to use those explosive containers on your enemies.

Just outside the elevator, dart into an open shipping container to find a PDA. Hack it for credits and then move on to the first conveyor belt.

Spoils of War > PDA > Hack > 1,500 Credits



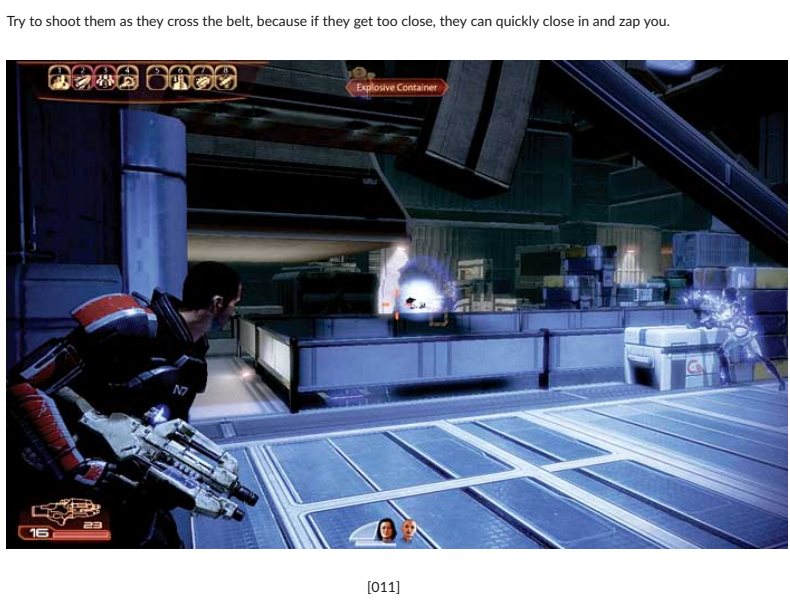
[010]

The Eclipse mercs swarm the opposite side of the first conveyor belt **[010]** . The crew is made up of troopers and engineers.

Look for the engineers to hang back, using their shields as cover while popping out to release combat drones.

These drones float around the belt and move into your territory.

Try to shoot them as they cross the belt, because if they get too close, they can quickly close in and zap you.



[011]

There are explosive containers on the opposite side of the conveyor belt.

You can either shoot them or use Overload (this is one of Miranda's powers) to make them explode and damage the enemy, or strike at the enemies themselves **[011]** .

Biotics will also lift troopers or unshielded engineers into the air, making them helpless targets. Remember that headshots are particularly effective against organic targets like the troopers.

After dropping the last of the mercs in this area, cross to the other side of the belt and investigate the large cargo container with the open door.

There is medi-gel inside. On the nearby desk, scan the submachine gun to get a Microfield Pulsar. This upgrades submachine gun damage for the entire squad.

Leave the container and follow the path toward the next conveyor belt, past a locker you can check for credits.

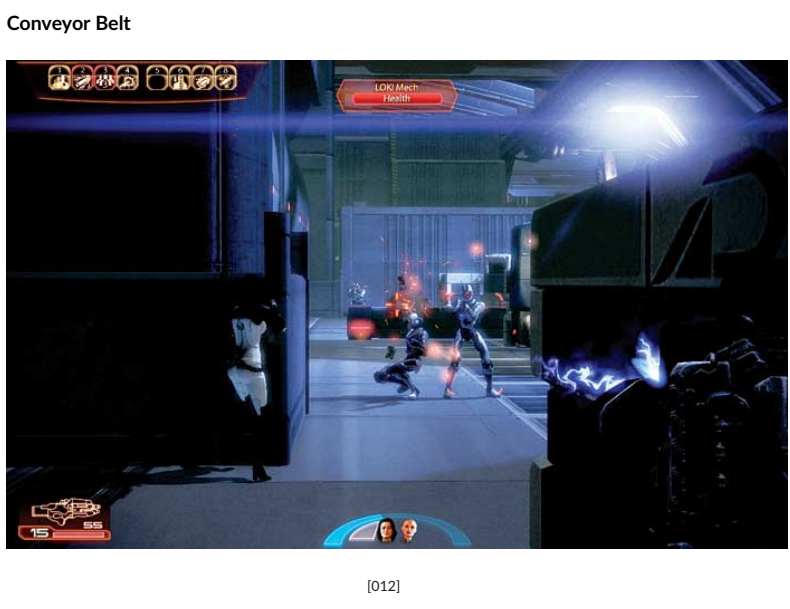
Another batch of Eclipse thugs is waiting for you.

Med Kit > +1 Medi-gel > 100 Credits

Upgrade > Submachine Gun > Scan > Submachine Gun Damage

Spoils of War > Locker > Open > 1,500 Credits

Conveyor Belt



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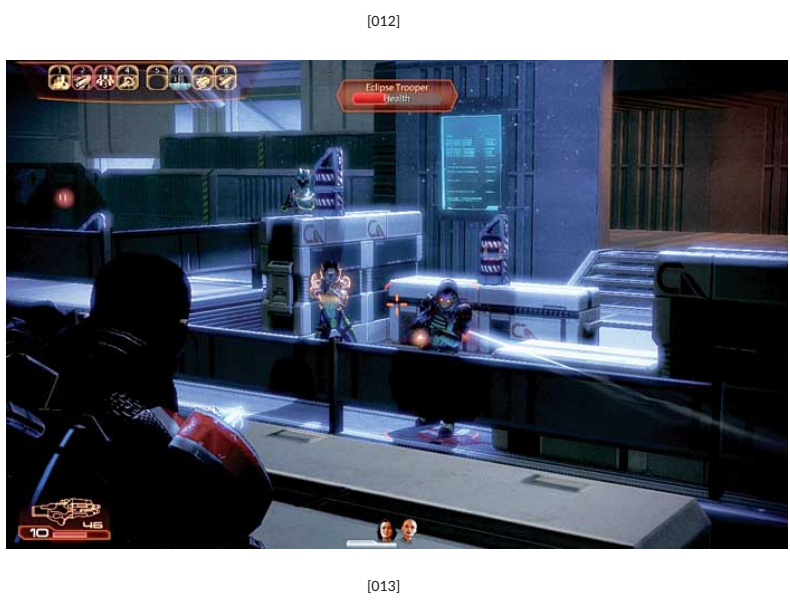


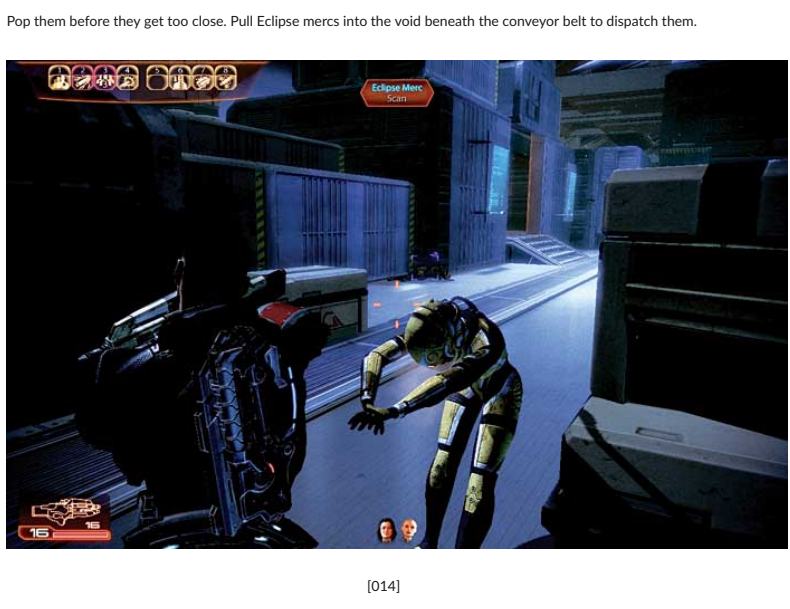
[013]

The long shipping corridor makes the initial wave of LOKI mechs straightforward to destroy **[012]** . Then, more Eclipse troopers and engineers swarm the next conveyor belt.

Use the raised crates as cover **[013]** —the mercs certainly do. Pick off the explosive containers through the space between the crates, either with bullets or with Overload.

Try to catch the Eclipse thugs in the explosions and weaken their shields. Look out for combat drones to flit around the belt and sneak up on you.

Pop them before they get too close. Pull Eclipse mercs into the void beneath the conveyor belt to dispatch them.



[014]

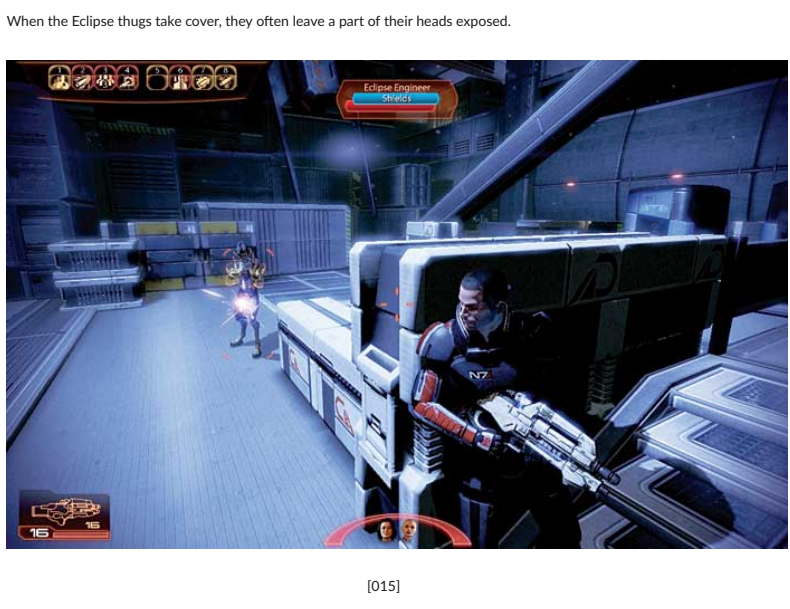
The Eclipse enemies will attempt to move around the left side of the belt and close in on your position **[014]** . Cut them off.

Use the crates as cover to stop troopers and possibly a heavy from crossing into your territory.

Duck to avoid incoming fire, and chisel away any shields before popping out and using a biotic to finish the job.

Alternatively, you can rely on weapons to eliminate the rest of the mercs in this area. Remember to go for headshots whenever possible.

When the Eclipse thugs take cover, they often leave a part of their heads exposed.



[015]

Zero in on that and open fire to drop them much faster than if you plugged them in the arm or torso.

Continue to push toward the next open container, and remove the last of the Eclipse engineers **[015]** blocking your path.

Caution

Engineers can replenish their shields, just like you can, if you leave them alone long enough.

After the battle, hack the terminal inside the cargo container for credits, and scan the dead Eclipse merc outside for a Microscanner upgrade.

This allows you to carry more medi-gel.

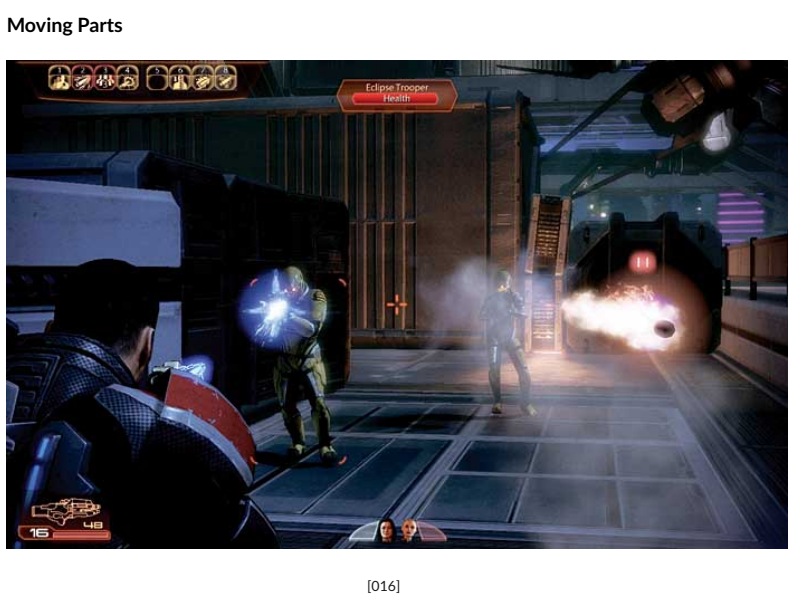
Tip

Be sure you're checking the tops of crates and every corner (both inside and outside large containers) for additional thermal clips.

Upgrade > Eclipse Merc > Scan > Medi-Gel Capacity

Spoils of War > Secure Terminal > Hack > 3,000 Credits

Moving Parts



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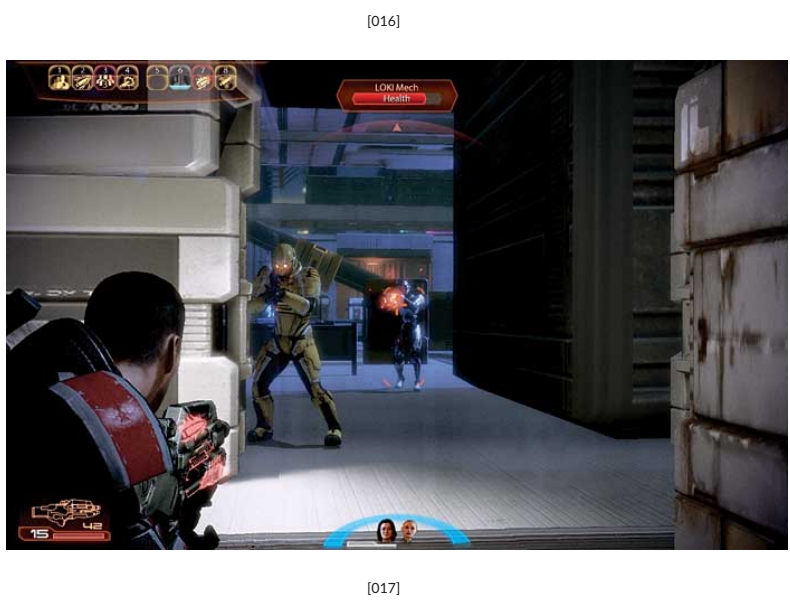


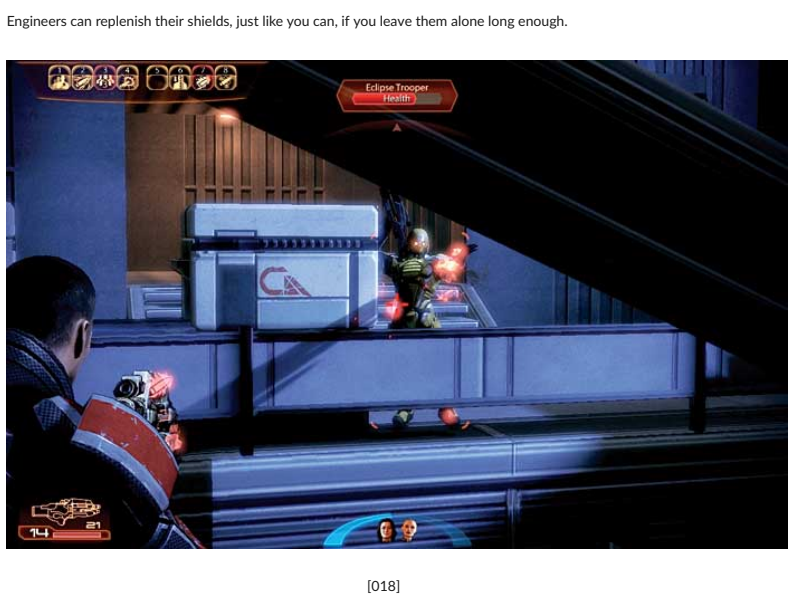
[017]

Watch out for Eclipse troopers and heavies **[016]** as you move along the narrow paths between the containers on the way to the next conveyor belt.

The patrol around the next belt is composed of Eclipse troopers, engineers, and heavies—but also look out for LOKI mechs that draw your fire away from more dangerous targets **[017]** .

Yank those without shields off their feet and finish them off with weapon fire as they float away.

Engineers can replenish their shields, just like you can, if you leave them alone long enough.



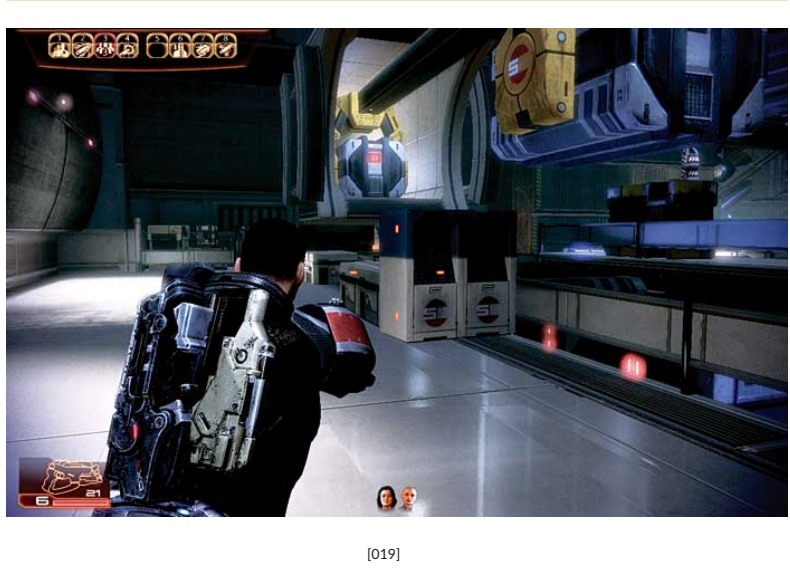
[018]

When you get close to the belt **[018]** (which includes raised crates to hide behind) and the rest of the Eclipse patrol erupts from the container behind it, use the explosive containers as bombs against them, along with any other tactics you utilized successfully during previous fights in this mission.

Tip

Watch the ceiling above the belt. A pulley moves an explosive crate over the Eclipse fighters. Shoot the crate as it swoops over your targets.

The crate falls and explodes on the mercs.



[019]

A walkway beneath the belt connects the two sides of the area **[019]** . Look out for combat drones to slip through this walkway and sneak up on you.

As the battle progresses, the Eclipse thugs will also attempt to use this walkway.

There are crates on your side of the walkway, so duck into cover and pick the thugs off if they attempt to cross.

When the combat has a lull, locate the secure terminal on the left side, access it for credits, and then check the open container for some resources (a crate of eezo).

Tip

Don't ignore the stopping power of a shotgun.

Although you must get close to make it truly effective, a shotgun will drop an unshielded target with just one or two hits.

And it is quite powerful against shields, too.

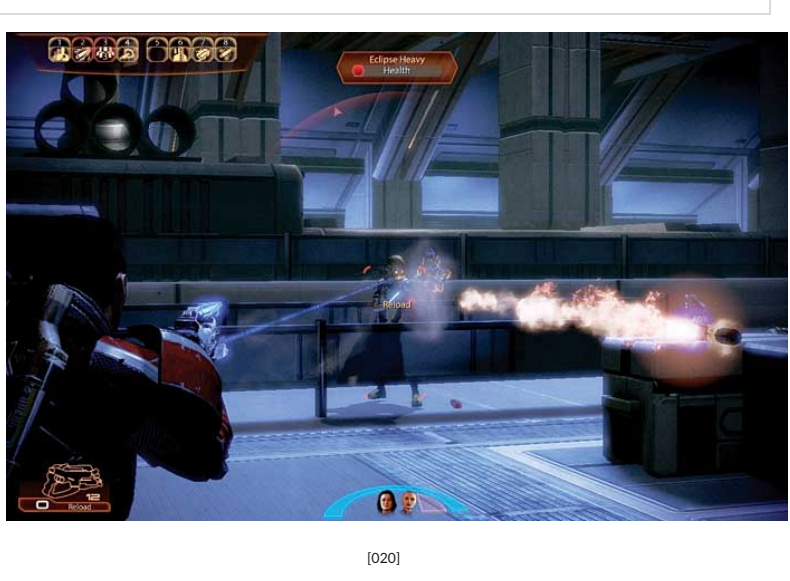
Tip

When the scene calms, continue farther into the shipping yard and hack the PDA on the dead merc inside another shipping container for credits.

Spoils of War > Secure Terminal > Access > 3,000 Credits

Spoils of War > Resources > Refined Element Zero > Open > 500 Element Zero

Spoils of War > Dead Merc > Hack PDA > 3,000 Credits

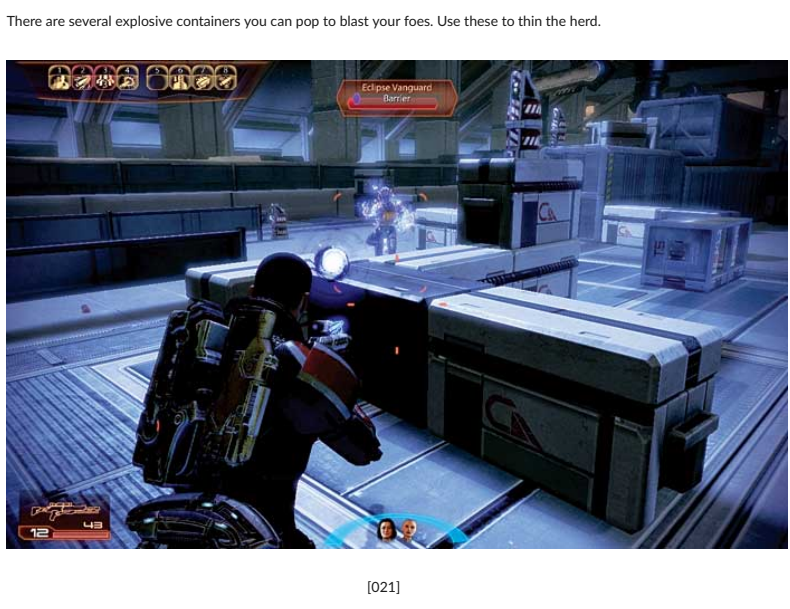


[020]

As you approach the next encounter, EDI says that the Eclipse thugs are locking down the elevators to slow your progress.

EDI will override the locks, but in the meantime, you need to deal with the mercs filing into the area close to the elevator **[020]** .

There are several explosive containers you can pop to blast your foes. Use these to thin the herd.



[021]

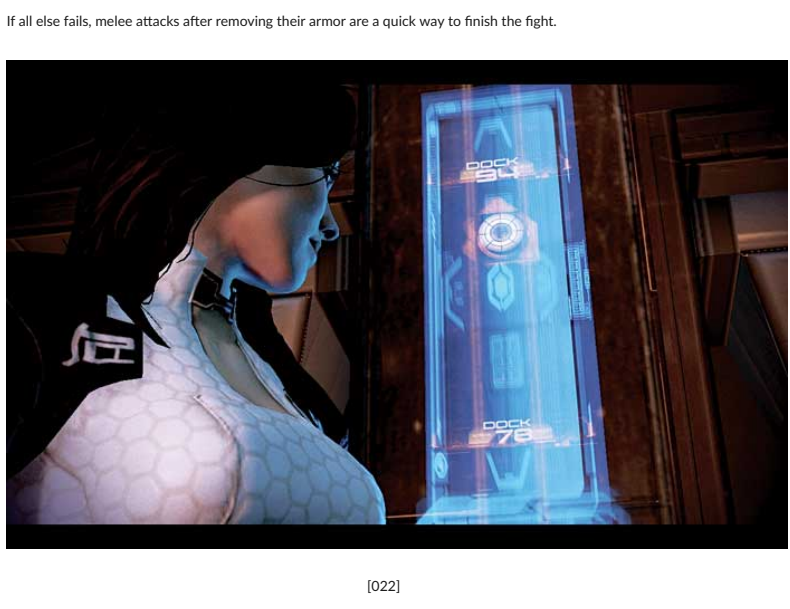
Continue keeping an eye on combat drones from the engineers. However, as pesky as those engineers are, your real targets in this wave of Eclipse are the vanguards **[021]** .

These mercs have biotic powers like Miranda and will use them to knock you around.

When you see an incoming warp field, dive into cover to keep from being rocked back on your heels and vulnerable to incoming fire.

The vanguards use Barrier to block your attacks, so you must cut through that before you can really damage them.

If all else fails, melee attacks after removing their armor are a quick way to finish the fight.



[022]

There is medi-gel near the elevator and a box of power cells in the rear. As you collect these items, you hear Enyala on the radio.

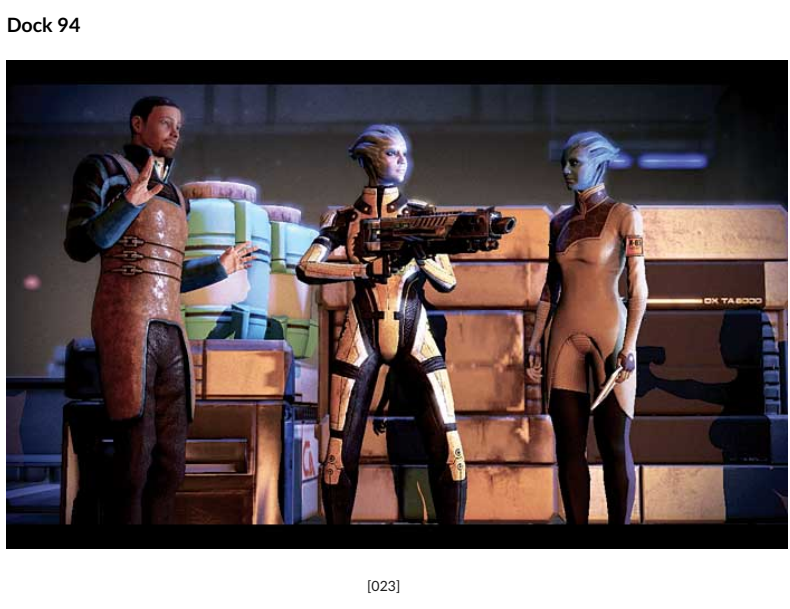
She says that Niket is in position and ready to move the family into an Eclipse transport. Miranda cannot believe what she is hearing.

Inside the elevator, Miranda starts coming to grips with Niket's betrayal **[022]** .

Medical Station > Open > Med Kit > 100 Credits

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Dock 94

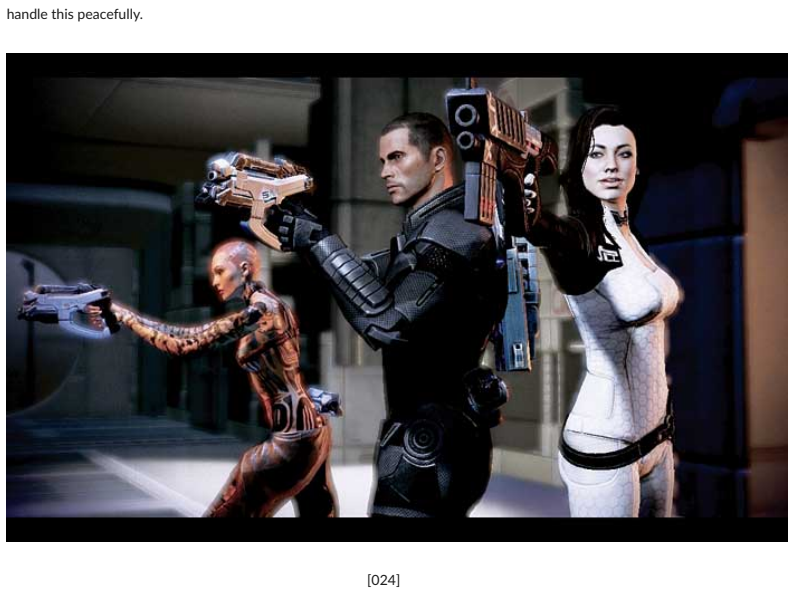


[023]

When Miranda steps out of the elevator, she sees Niket. And he's with Enyala **[023]** . Niket has indeed sold Miranda out, but not for money.

He sees Miranda's kidnapping of Oriana as something less noble than a rescue—he sees it as revenge against her father.

However, out of sympathy for Miranda, Niket has kept the exact location of Oriana secret from her father. He wanted to handle this peacefully.



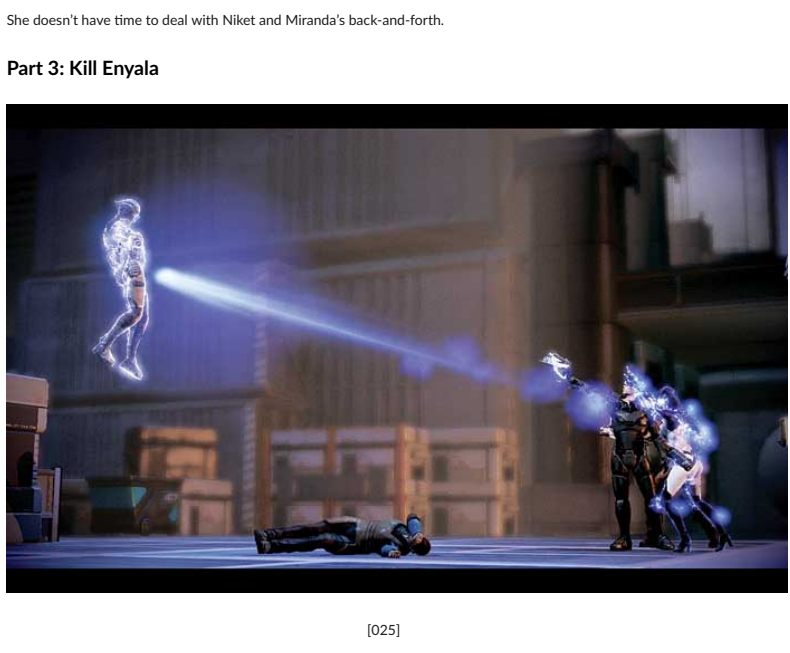
[024]

Miranda realizes this makes Niket the only loose end. She raises her pistol to shoot him **[024]** . You can use a Paragon interrupt to keep her from killing Niket.

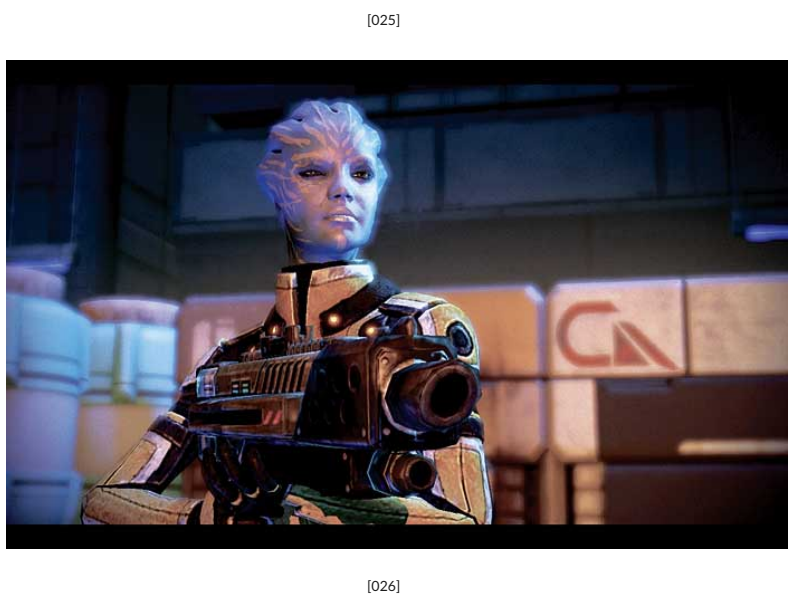
However, Niket's fate is sealed either way. If Miranda doesn't shoot Niket, then Enyala does. She's doing this to get paid.

She doesn't have time to deal with Niket and Miranda's back-and-forth.

Part 3: Kill Enyala



[025]



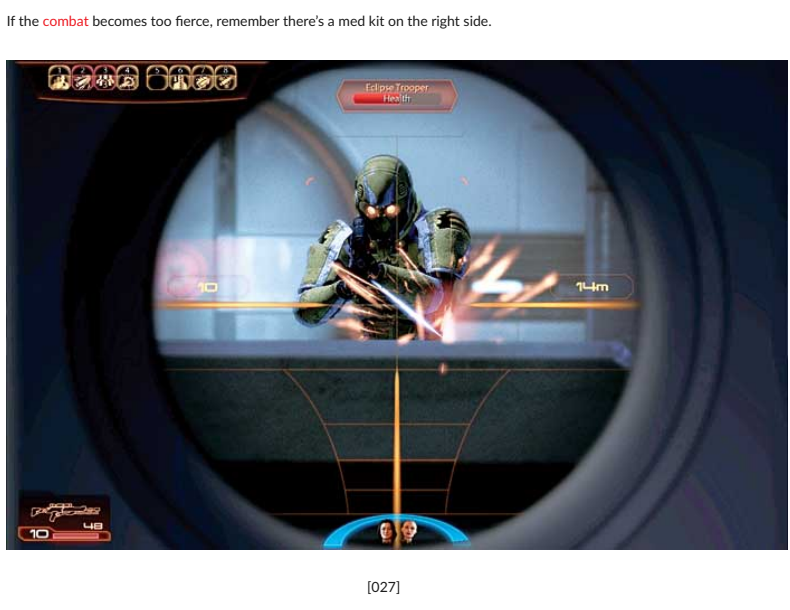
[026]

Miranda knocks Enyala back with Warp but does not kill her **[025]** . Enyala calls in backup. Several Eclipse mercs spread across the area.

You must eliminate Enyala **[026]** to end this mission, but the other mercs are masterful at interfering with that task.

There are troopers, engineers, and vanguards in Enyala's personal entourage.

If the combat becomes too fierce, remember there's a med kit on the right side.



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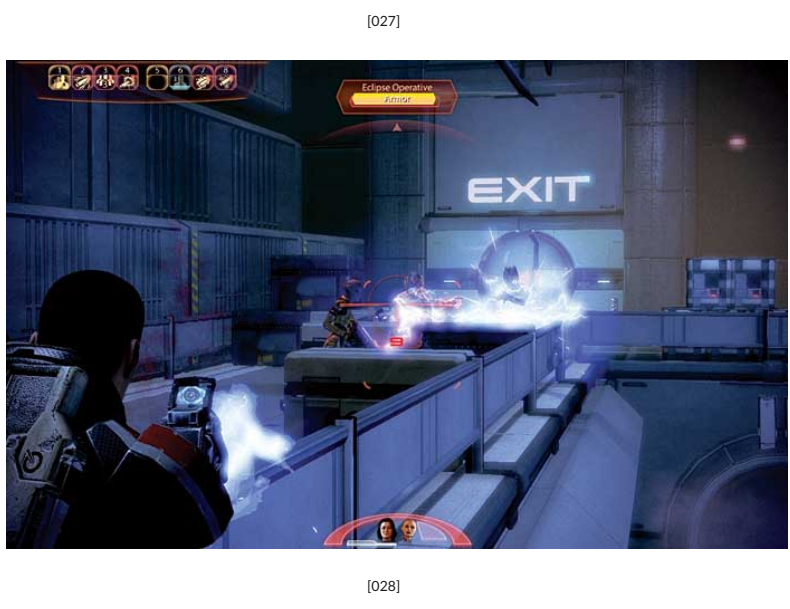


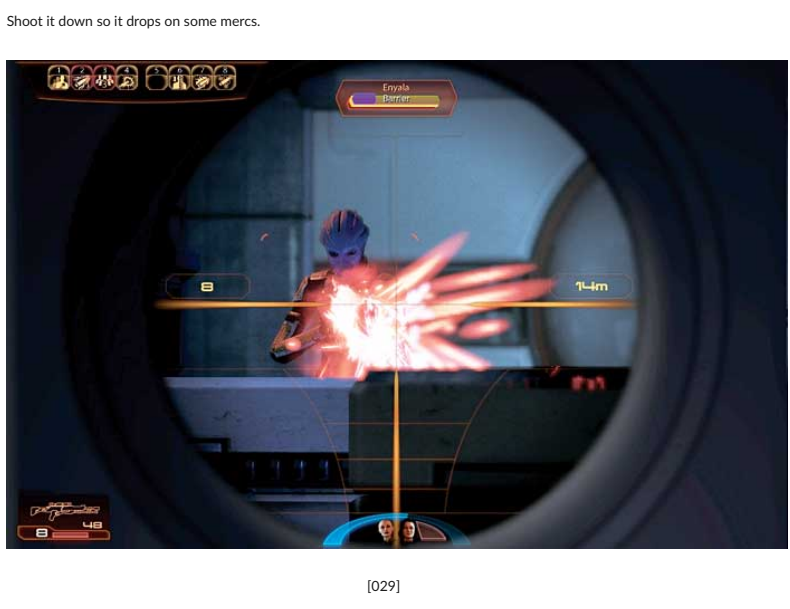
[028]

Push through Enyala's crew. The troopers are the easy kills **[027]** . Without shields, they can be battered with biotics or dropped with headshots.

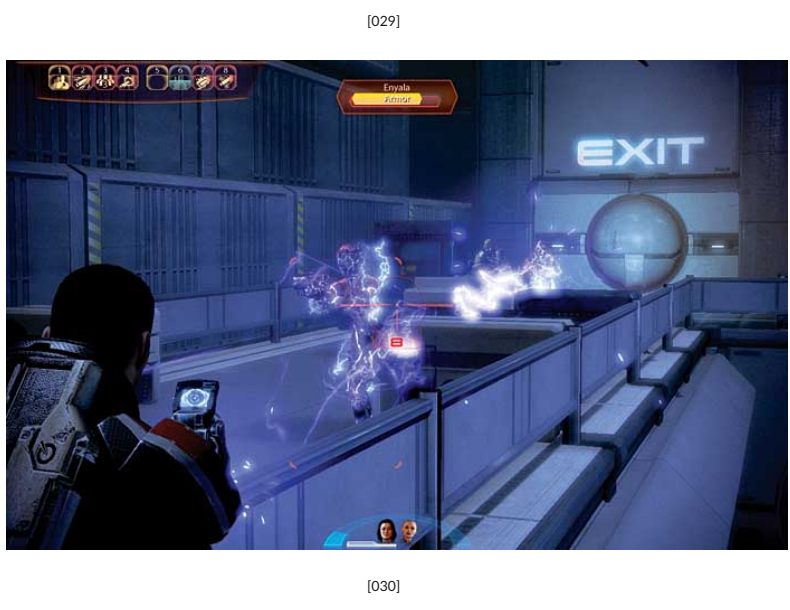
The vanguards **[028]** need a lot more attention because they have barriers to protect them from attacks.

Using Overload to break through barriers and shields is useful. Look for an explosive container on a pulley above the battlefield.

Shoot it down so it drops on some mercs.



[029]



[030]

Enyala is a tough kill. She is protected with both a barrier and armor, so you have a lot to chew through in order to do real damage to her.

Enyala is armed with a shotgun, which does great harm at close range **[029]** . Try to dismantle her barrier from a distance.

Heavy weapons **[030]** do a lot to cleave through her protection, and sniper rifles from a distance are also helpful, until you're outflanked.

Tip

On higher difficulty levels: If you have biotics like Pull or Charge, you can toss Enyala as soon as she's down to only health.

While she's floating away, pepper her with shots to make sure she isn't coming back.

Otherwise, try staying on the left side of the warehouse, concentrating your fire on Enyala while checking to the right so you aren't outflanked.

Make sure your squad members are supporting you.

Med Kit > +1 Medi-gel > 100 Credits

Once Enyala is down and her mercs have been cleared out, look for a locket on a crate next to the elevator door, next to a secure terminal you can hack.

Pick the locket up to start a small special assignment on Illium (Lost Locket Found). Make sure you access both before entering the elevator!

Spoils of War > Secure Terminal > Access > 3,000 Credits

Journal Updated > Trinket > Examine

Special Assignment > Illium > Stolen Goods Found (The Justicar)

Note

Make sure you take the trinket before entering the elevator; this assignment hinges on the fact you've discovered and taken this locket!

Consult the Special Assignments chapter for more information on who to give the locket to.

[031]

[032]

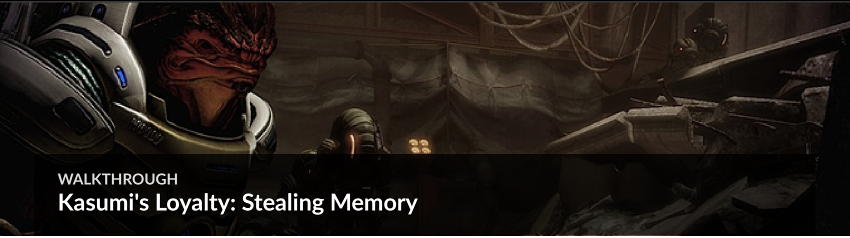
Inside the elevator, Miranda laments that she allowed a mission to get personal. Back at Nos Astra, Miranda catches a brief glimpse of Oriana **[031]** with her new family.

Depending on Shepard's conversation with her, Miranda either talks to her or decides against saying anything to her, lest she draw any more unnecessary attention to her sister.

This ends the mission. Miranda **[032]** is now loyal to the team and has unlocked the powerful Slam biotic, which lets her lift an enemy into the air and then immediately smash it into the ground.

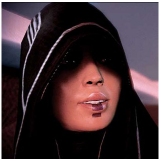
Squad Members > Miranda > Loyalty

Squad Members > Miranda > Power > Slam



WALKTHROUGH

Kasumi's Loyalty: Stealing Memory



Master thief Kasumi Goto has agreed to work under the command of Shepard, but her services to Cerberus are not without a price.

Ostensibly, she requires Shepard's help in the infiltration and heist of artifacts from the high-security home of a well-known criminal and arms dealer called Donovan Hock.

In reality however, Hock murdered Kasumi's partner—a man named Keiji Okuda—and took a "graybox" from his body: a neural implant with a host of stored memories.

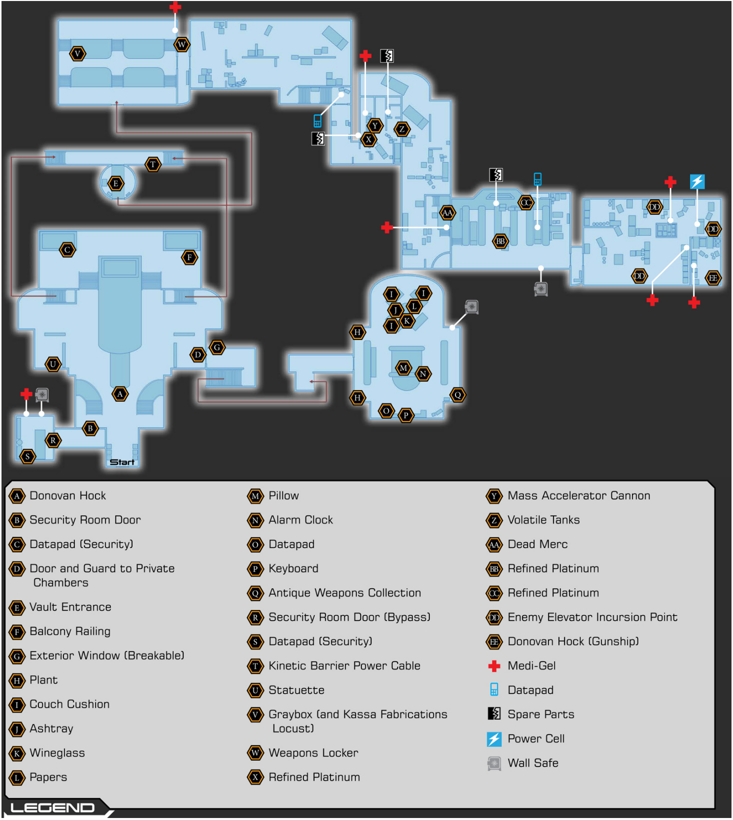
Kasumi wants both her and Keiji's memories to remain intact, and she is willing to steal from a highly secure, well-connected gangster to bathe in the past.

Note

Kasumi requires only one companion for this heist—Shepard. Therefore, only the two of you complete this mission.

In addition, it can be attempted at any time after you meet up with Kasumi on Citadel; it isn't tied to the main missions.

Therefore, it is worth completing as early as possible so you have an improved squad member (with a new power) as soon as you can.



Caution

Be sure your combat techniques are perfected and that you know Kasumi's strengths; there is considerable combat during the latter stages of this mission.

It is difficult by loyalty mission standards.

Mission Data

Location: Milky Way > Serpent Nebula > Boltzmann > Bekenstein

Experience Available: 750

Entities Encountered > Enemies

- A-61 Mantis Gunship (Donovan Hock)
- Chief Roe
- Eclipse > Engineer
- Eclipse > Heavy
- Eclipse > Security Guard
- Eclipse > Trooper
- Eclipse > Vanguard
- LOKI Mech
- YMIR Mech

Spoils of War > Total Credits: 60,001

- Cerberus Funding: 30,000
- Credits: 30,001

Spoils of War > Upgrades > Tech Damage (Multicore Amplifier)

Spoils of War > Resources > Platinum: 2,000

Spoils of War > New Weapons

- M-12 Locust Submachine Gun

New Power > Squad Member > Kasumi > Flashbang Grenade

Part 1: Locating the Vault Door

Welcome to the Party

[001]

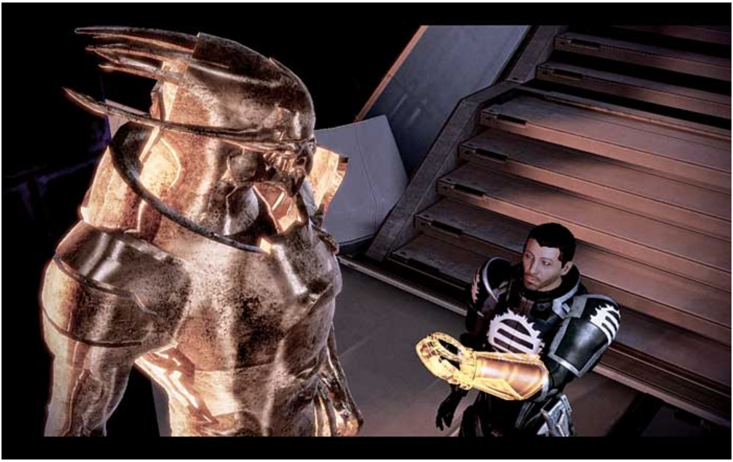
[002]

On the shuttle ride from the Normandy to Donovan Hock's palatial residence, Shepard speaks to Kasumi about the cover she has developed for them both **[001]** .

You can talk to her at length about your assumed identity (Allison or Solomon Gunn), your formal clothing, and Kasumi's plan of action **[002]** .

The party is being held for some villainous curs that Kasumi would normally have no problem stealing from, but on this occasion, the focus is on Hock's vault.

It must be opened and the graybox (containing memories from Keiji's brain) taken. If this sounds like a tricky plan to pull off, that's because it will be.



[003]

[004]

However, you won't be extricating yourself from Hock's mansion with just a sharp pair of cuff links;

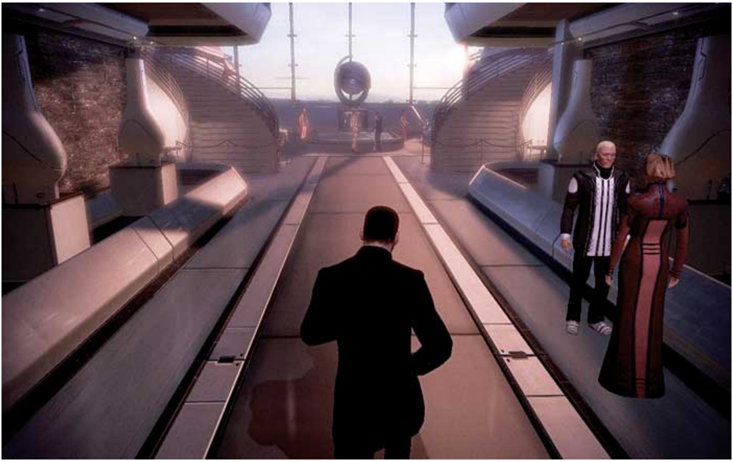
Kasumi has already constructed a golden tribute statue of Saren Arterius (the famous turian Spectre) with a false base containing your arms and armaments.

This plan has a drawback, perhaps thanks to the ostentatious nature of the gift itself; as you arrive outside the venue, Hock's security stops the statue for a security scan **[003]** .

Hock himself steps out, and you can begin your conversation (using Paragon, Renegade, or neutral comments) **[004]** .

The scans didn't spot your equipment, so Hock allows you into his party. However, Hock finds Kasumi to be suspicious. She beckons you to her, and you agree to leave her outside.

In reality, Kasumi activates her cloaking device and walks into the party by your side.



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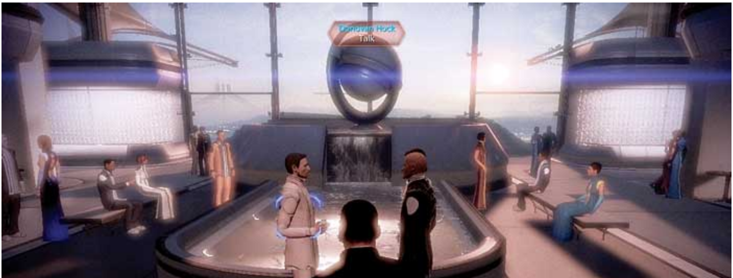
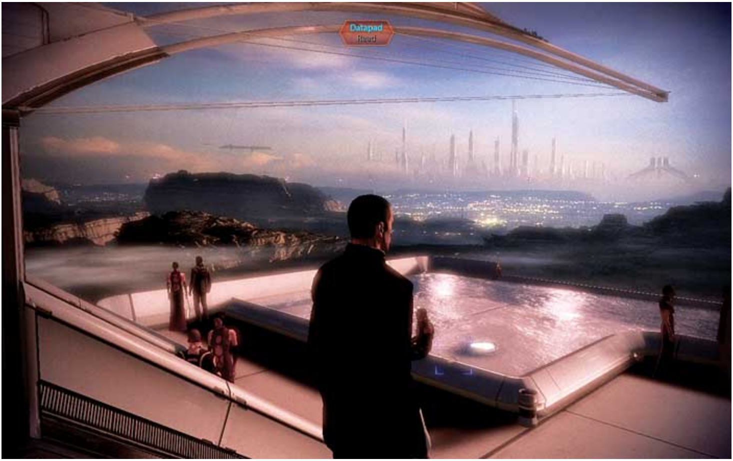


[006]

Make a quick reconnoiter of this lavish establishment. Stride down the gleaming foyer **[005]** , passing a few guests, until you spot a security room door on your left.

Kasumi explains this should be accessed soon, but not at the moment; locating the vault is your key concern.

Spend a few minutes walking the premises, learning the location of the withdrawing room, housing both exquisite paintings and books (on the left); the central water feature **[006]** ; and the exterior balcony, which offers stunning vistas.



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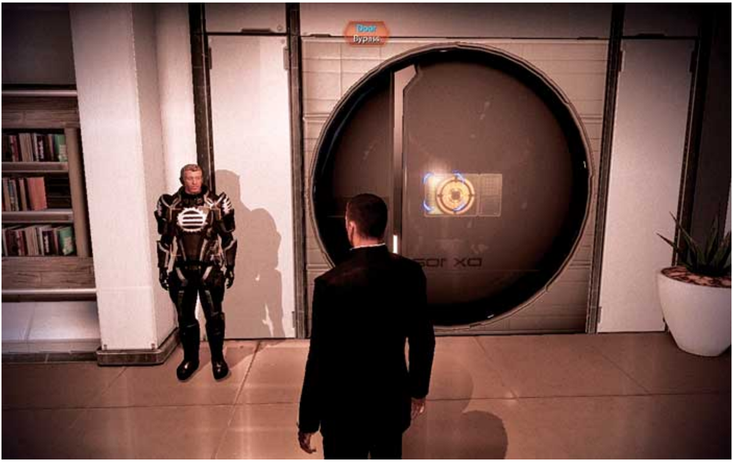


[008]

On the left side on a low wall, there's a datapad to read **[007]** . It is from a man named Samuels, and it mentions Security Chief Roe.

Kasumi postulates that hacking into the guards' communications might help your cause.

On the opposite side of the premises is a door (which looks like it needs bypassing) and a guard (whom you presume to be Samuels himself) preventing you from accessing Hock's private quarters **[008]** .

The only option is to choose one of the interior staircases that lead down, under the water feature.

Part 2: Disabling Vault Security

[009]

[010]

The steps lead to a vault directly under the water feature [009]. Kasumi de-cloaks and checks the security measures that seal the vault door **[010]** .

This is some high-level, military-grade technology, and three aspects of the locking mechanism need to be compromised: The DNA scanner requires some of Hock's DNA (from his private quarters).

A sample of Hock's voice must be used to speak the password (which Kasumi can reprogram at the vault). The kinetic barrier must be removed, likely via a shutdown of the power supply.

You're to help with all three circumventions. These can be done in any order you wish.

Caution

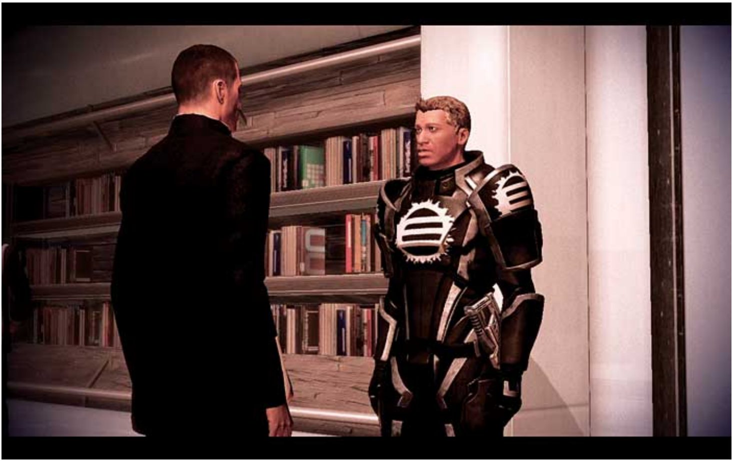
The vault entrance holds a DNA scanner, a microphone, and a secure elevator. Without removing Hock's countermeasures, it is unwise to fiddle with these controls, as Kasumi tells you if you try.

Finding Hock's DNA

Note

There are two methods for locating Hock's DNA. Either is viable, and neither compromises the other two vault-based tasks you're undertaking.

Talking Your Way In



[011]

If you haven't done so already, locate the datapad on the left side of the exterior balcony with Chief Roe's name written on it. Kasumi is able to sample the chief's voice.

Now move up to and begin a conversation with the guard (Samuels) standing outside the door to Hock's private chambers **[011]** .

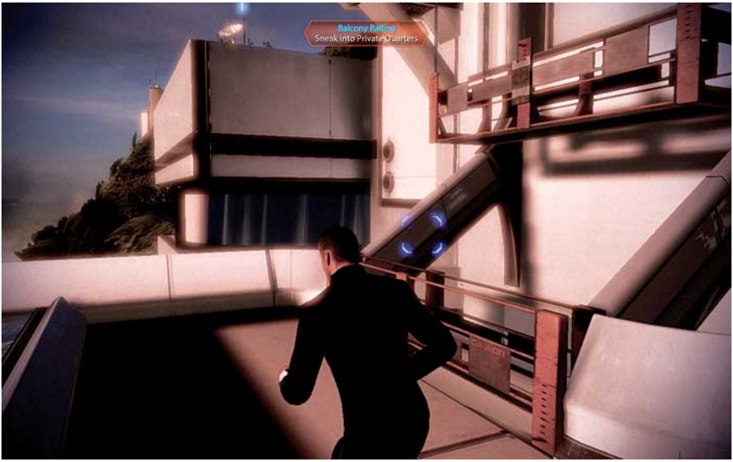
Tell Samuels you have clearance, on Chief Roe's authority.

Kasumi hacks into Samuels's chatter and pretends to be the chief, and Samuels allows you access. You can step through the door.

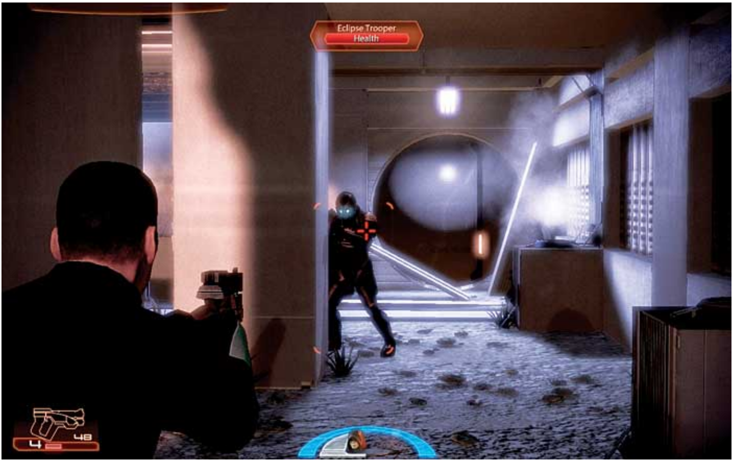
Caution

If you try this routine before you inspect the vault, Samuels may not allow you in.

Shooting Your Way In



[012]

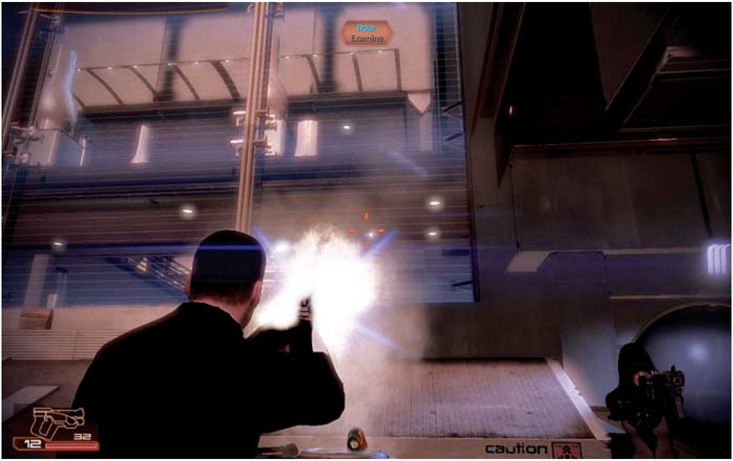


[013]

If Samuels is giving you static, or you want to try out your pistol, head to the outside balcony and turn right. Locate the balcony railing **[012]** .

Access it to sneak into the private quarters. You quickly vault over into a gravel-lined under-deck, where Kasumi de-cloaks, and you both quickly deal with the three Eclipse troopers on guard **[013]** .

Swift, accurate headshots are recommended; aim at and tag the first one without being seen to get a jump on the rest. You can use the pillar for cover.

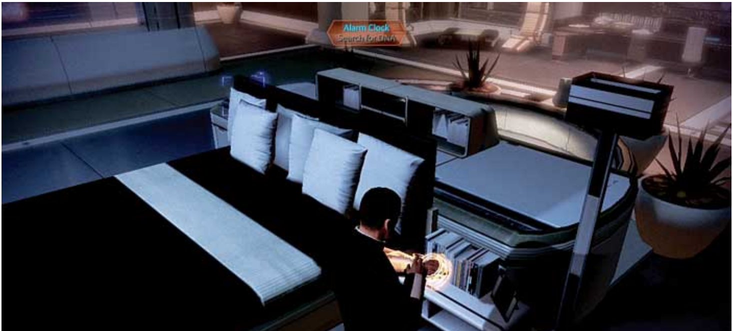


[014]

After the battle, look up at the huge window above the steaming air-conditioning unit. Shoot the window out **[014]** , climb up the plank onto the sloping ledge under the window, and vault over, inside the building.

You're across from Hock's bedroom and one flight below the door Samuels was guarding.

Private Quarters: Hunting for Hock's DNA



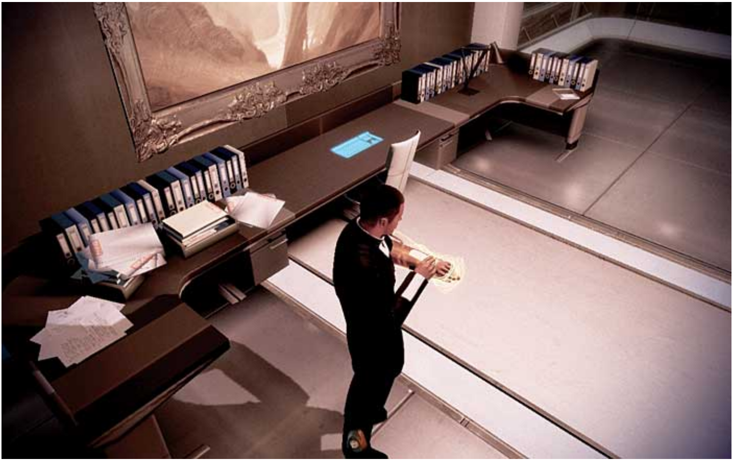
[015]

Head inside Hock's bedroom **[015]** and office **[016]** , and commence a slow, methodical search of all possible locations where Hock's DNA could be found.

You can search every item until Kasumi is satisfied she has enough DNA collected, or you can simply use the DNA Search chart to figure out which items to check.

Note that some items, such as plants, appear more than once, but only need to be checked a single time.

Once the DNA has been found, stay around long enough to bypass the wall safe, and then leave—ideally without alerting any guards (so don't touch the alarm clock!).



[016]

DNA Search

Item	DNA Found?	Notes
Alarm Clock	No	If you broke in, when the alarm touched, it summons two Eclipse guards that must be defeated.
Antique Weapons Collection	Yes	DNA is contaminated (not usable).
Ashtray	No	—
Couch Cushion 1	Yes	—
Couch Cushion 2	No	One credit chit is found wedged down in the couch.
Datapad	Yes	Notes on Hock's (unsuccessful) attempts to open the graybox.
Keyboard	No	—
Papers	No	Notes on Hock's (unsuccessful) attempts to open the graybox.
Pillow	No	—
Plant	No	—
Wall Safe	No	Successfully bypass it for 7,800 credits.
Wineglass	Yes	—

	Spoils of War > Couch Cushion > Search for DNA > 1 Credit
	Spoils of War > Wall Safe > Bypass > 7,800 Credits

Door
Examine
31
12

Depart from Hock's private quarters, back into the stairwell. Head up the steps and onto the walkway, where (if you've broken in) two guards have been alerted (one of them is Samuels).

Use the large pillar at the top of the steps as cover **[017]** , and quickly bring down the security with headshots.

If no guards are present, or once all threats are neutralized, you can simply stride back into the party area. This is almost too easy…

Disabling the Voice Lock

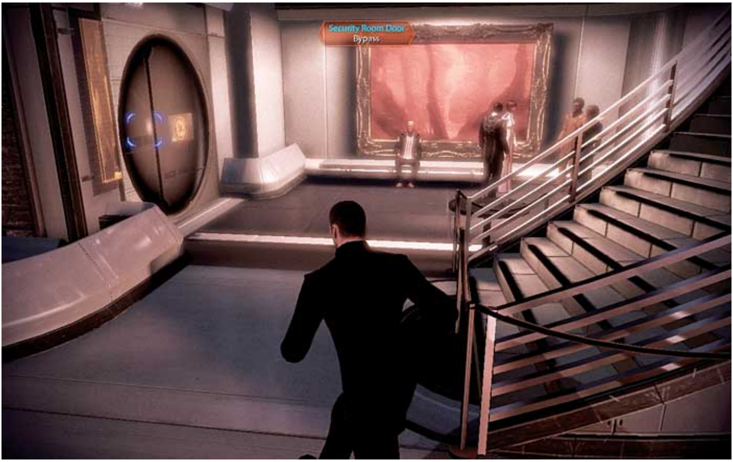
[018]

[019]

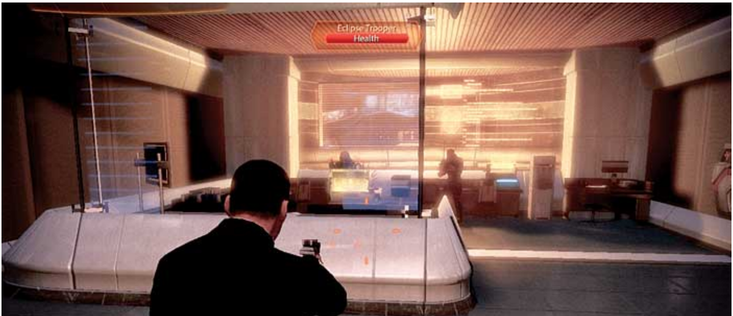
Head up to speak with Donovan Hock **[018]** , who is standing in the central area of his grand foyer.

Speak to him, keeping the conversation going (ideally with Paragon or Renegade conversation options, which are easy to spot), until he launches into a speech **[019]** .

If Hock hasn't given an oration to his party guests, follow the dialog options. This allows Kasumi to isolate and mimic Hock's voice.



[020]



[021]

Now head directly to the security room door you couldn't access earlier **[020]** .

Kasumi has unlocked this for you, allowing you to pass into a connecting corridor with an identical security room door at the other end.

Bypass this door, quickly draw your pistol (the only weapon you currently have), and dispatch two Eclipse troopers working the security terminal **[021]** .

Kasumi de-cloaks and tells you to check the area. Aside from a mandatory datapad to find, be sure you check a wall safe for credits and a medical station.

The datapad itself (on the L-shaped desk) has the password for the lock: PERUGGIA. The voice scanner can now be compromised.

	Medical Station > Open > Med Kit > 100 Credits
	Spoils of War > Wall Safe > Access > 7,200 Credits

Shutting Down the Kinetic Barrier

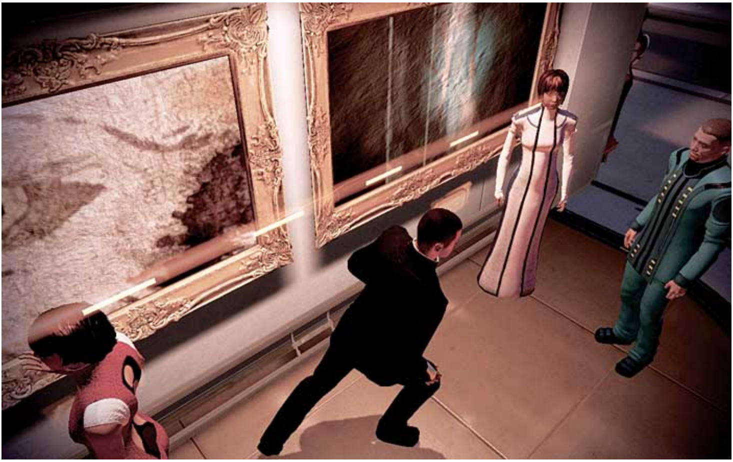
[022]

After requesting the kinetic barrier shutoff, Kasumi tweaks your omni-tool to spot any nearby power source that could be supplying the barrier itself.

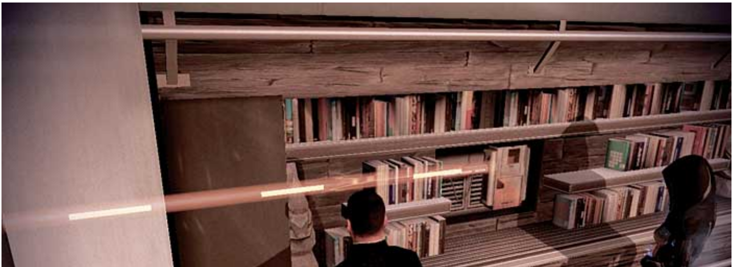
You spot a power cable conduit at the base of the wall **[022]** , close to the vault entrance. Examine this, and the conduit itself becomes visible.

Follow it through the main floor of the mansion, through the walls displaying Hock's fine art paintings **[023]** , until you reach the lounge.

The statuette to the left of the fireplace seems to be linked to the conduit. Pull the carving **[024]** , and Kasumi appears to let you know the barrier is disabled.



[023]



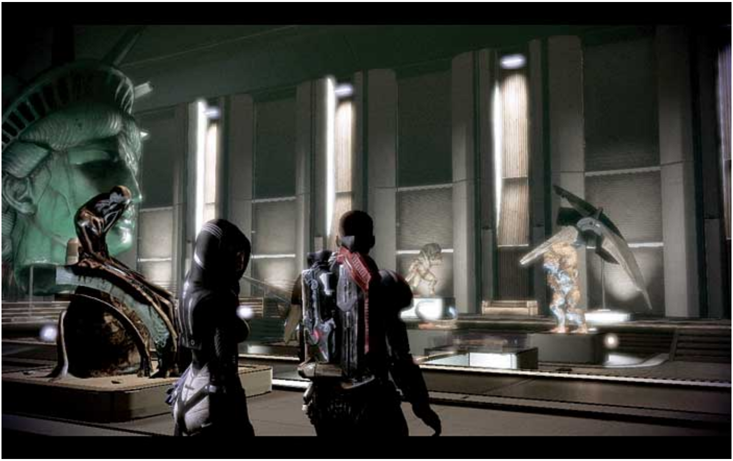
[024]

Tip

You can simply examine the conduit and immediately find the statuette; you don't need to follow the winding conduit pipe.

Suiting Up and Riding Down

[025]



[026]

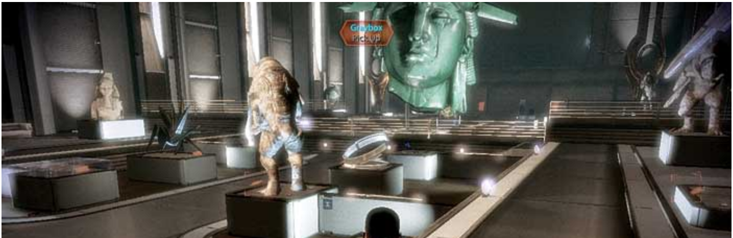
When all three of the security measures have been compromised, return to the vault and access the secure elevator.

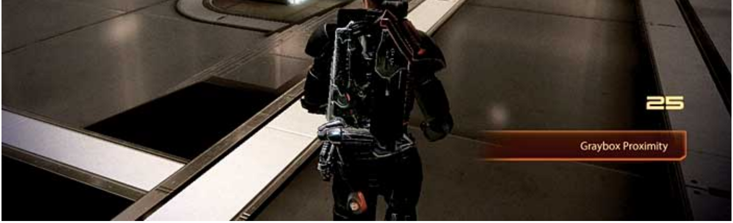
Kasumi soon joins Shepard and wipes herself from the security camera footage before Shepard accesses the equipment stash **[025]** from the base of the Saren statue.

Shepard and Kasumi (silently) access the elevator and ride it down into Hock's gigantic vault **[026]** . Before you enter, you can change your squad's weapon loadout.

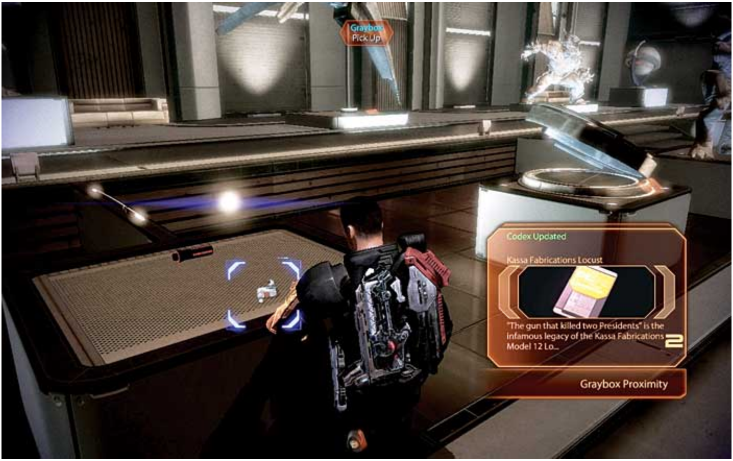
Part 3: Locating the Graybox

Inspecting the Vault





[027]



"The gun that killed two Presidents" is the infamous legacy of the Kassa Fabrications Model 12 Lo...

[028]

Hock's vault is an incredible collection of antiquities from across the galaxy **[027]** .

Priceless statuary, unique alien artifacts, and the finest carvings are all on display in this cavernous vault.

You can (at your leisure) spend some time viewing and examining Hock's spoils, as well as completing the task you're here for—to find the graybox.

A proximity sensor informs you of the exact distance you are from the graybox; simply follow the number as it descends, and you'll come across it **[028]** .

[029]

[030]

It is on a display table along with a pair of Kassa Fabrications M-12 Locust submachine guns—“the gun that killed two presidents” and a copy—both excellent additions to your arsenal.

Pick up the guns and graybox to continue the mission. Don’t forget there’s a medical station on the opposite wall, too.

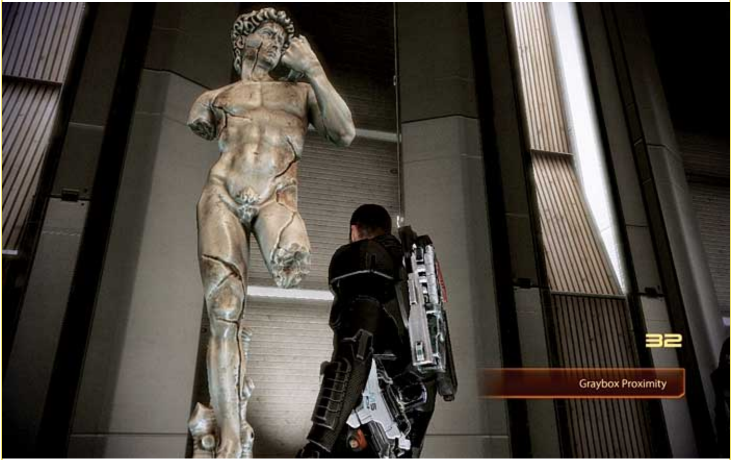
When you pick up the graybox, a large holographic image of Hock appears **[029]** .

He suspected Kasumi was attempting to locate the graybox, and wants the information contained within. Kasumi attempts to hack into the graybox **[030]** but is unsuccessful.

You can attempt a Renegade interrupt to annoy Hock while she finishes, but either way, Hock is sending his mercenary Eclipse guards to intercept. Time to get out of here!

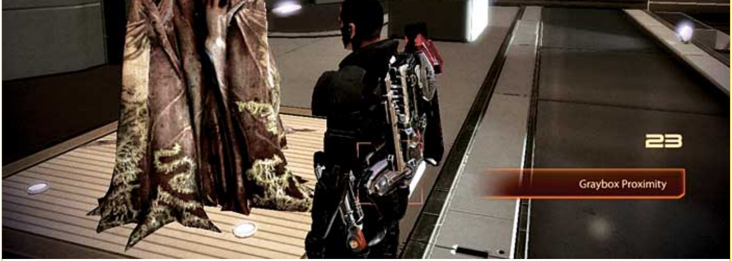
Hock’s Haul: Perusing the Collection

The following represents the very finest of Donovan Hock’s vault collection. Peruse at your leisure:

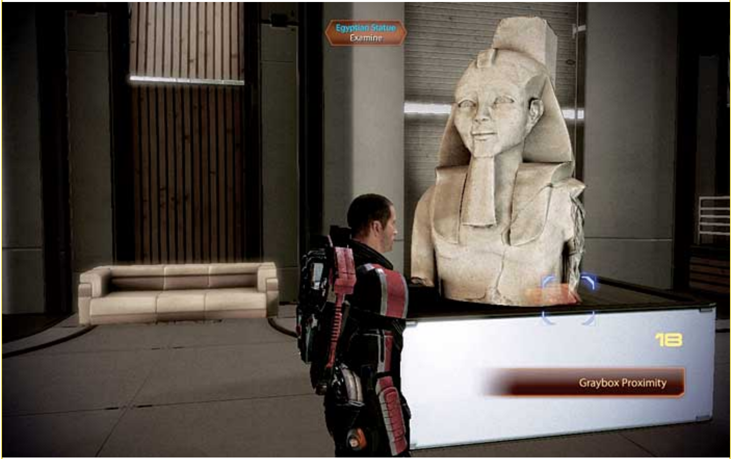


[031] Michelangelo’s David: Missing a few key appendages.

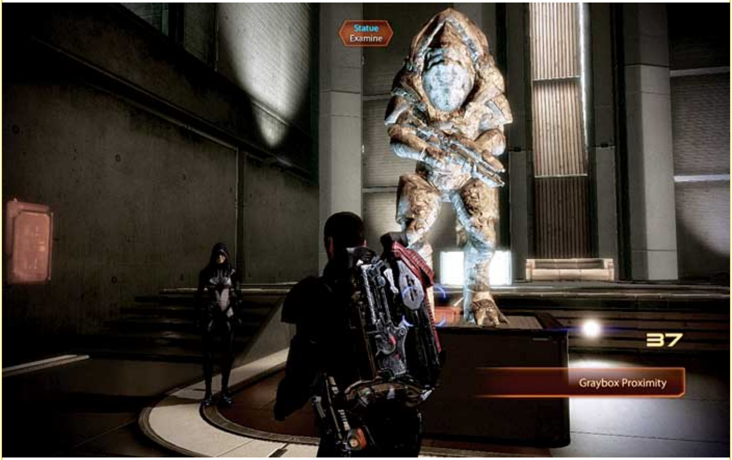
Egyptian Statue
Examine



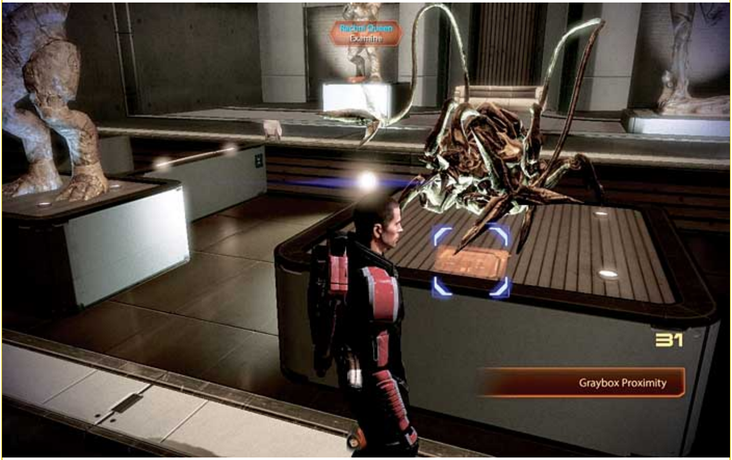
[032] Prothean Statue: Kasumi finds this statue particularly creepy.



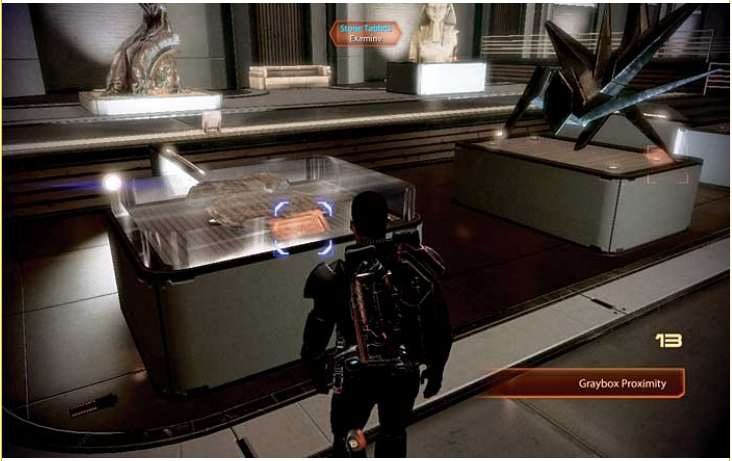
[033] Egyptian Statue: Kasumi can get a good price for this; the asari “go nuts” for these pieces.



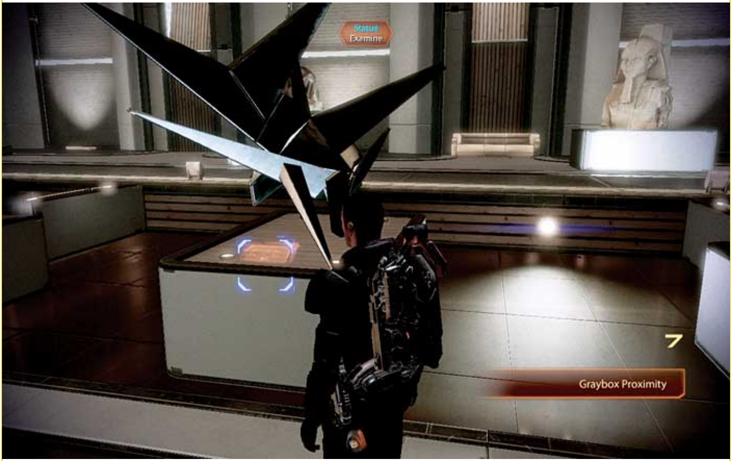
[034] Krogan Statue: Hock has good taste, Kasumi observes, as you look at the krogan warrior statue.



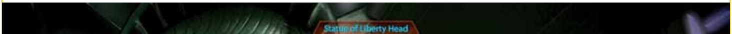
[035] Rachni Queen: Kasumi guesses everything is valuable to someone. This isn't one of her favorites.

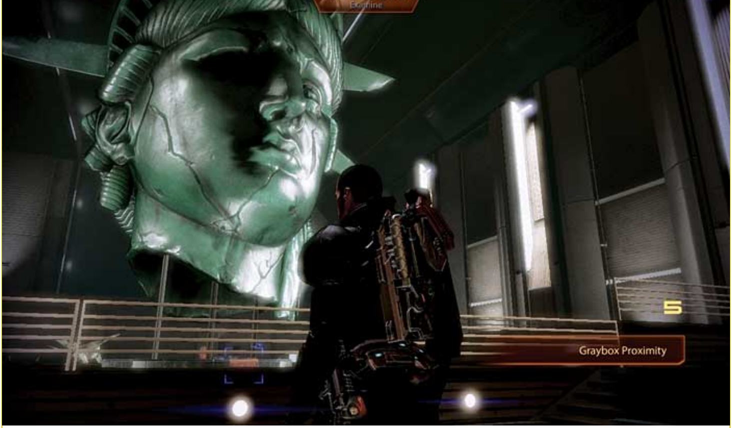


[036] Stone Tablets: This is ancient quarian script. Kasumi can’t remember when the quarians wrote on stone.

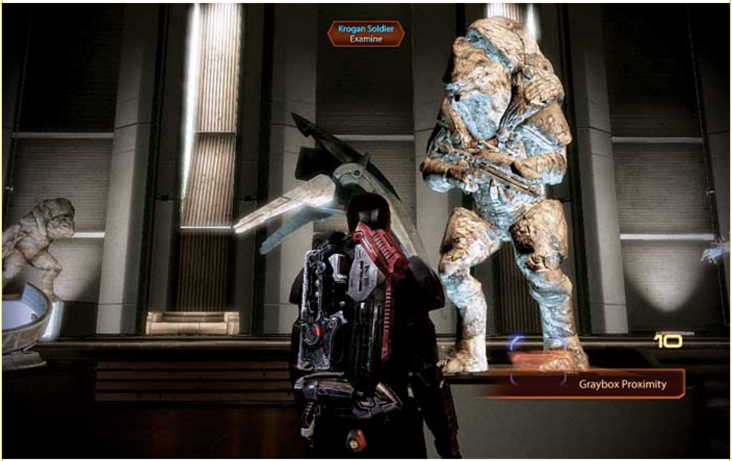


[037] Statue: An “impressive” work. Kasumi isn’t sure what it is, though.



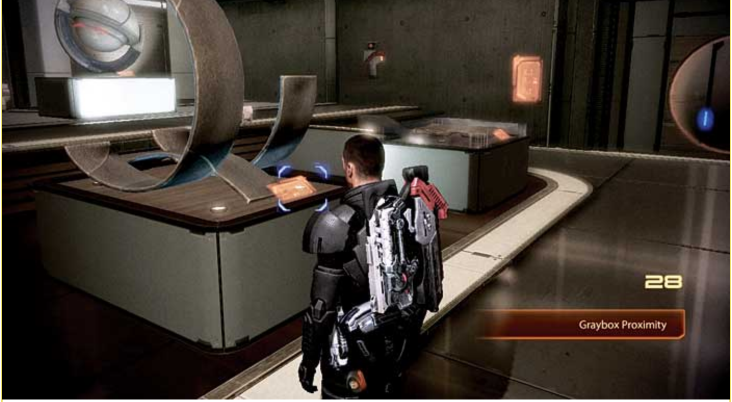


[038] Statue of Liberty Head: A codex entry reveals just how Hock was able to obtain this famous Earth artifact.

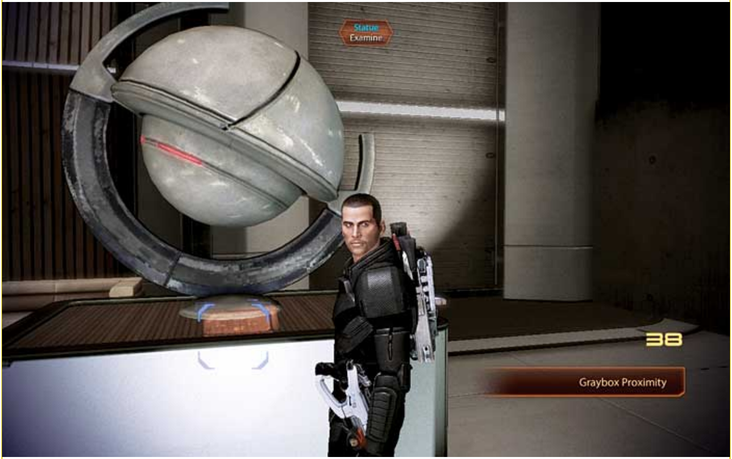


[039] Krogan Soldier: Kasumi feels like its eyes are following her.

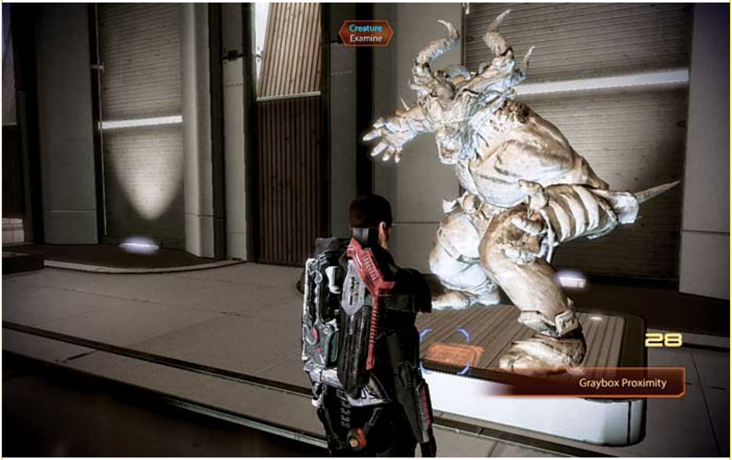
Turian Sculpture
Examine



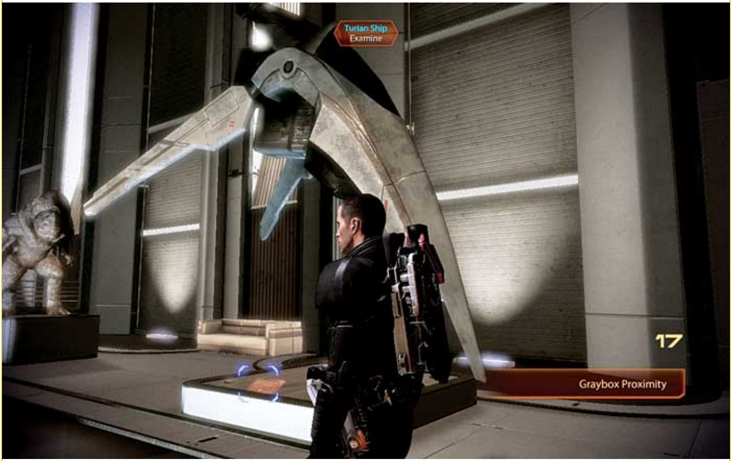
[040] Turian Sculpture: It may not look like much, but Kasumi reckons this is one of the most valuable pieces here.



[041] Orb Statue: Kasumi likes this one, which bears similar shapes to a sculpture on Hock's foyer fountain.



[042] Creature Statue: Imagine this ogre coming at you in a dark alley.

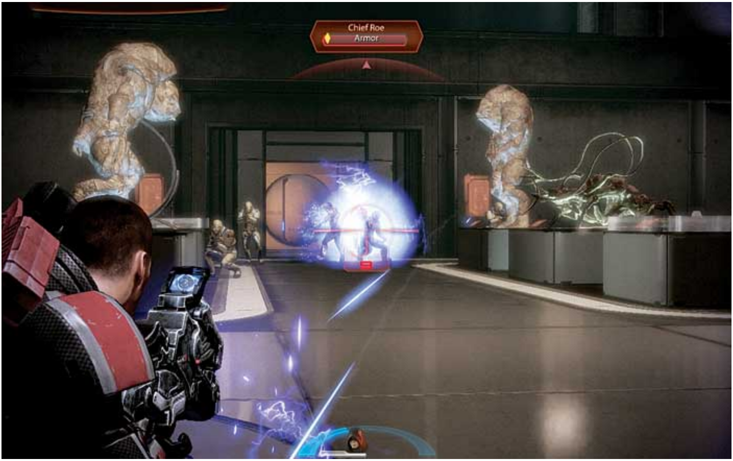


[043] Turian Ship: Kasumi recognizes this as a scale model of the Kara.

	Medical Station > Open > Med Kit > 100 Credits
	New Weapon: M-12 Locust Submachine Gun

Part 4: Escaping Hock's Facility

Exiting the Vault



[044]

A squad of Eclipse troopers headed up by the shielded Chief Roe assaults your position. Dive behind the priceless cover and methodically remove all the threats **[044]** .

Chief Roe is adept at using Incinerate, and throws out combat drones to aid her, and her troopers try to outflank and surround you.

With this in mind, staying at long range and letting the enemy come to you (and die trying) is the better plan **[045]** , rather than charging in. Ranged sniper fire is a good choice here.

Eclipse Trooper
Health
8
16m
48
8

[045]

Tip

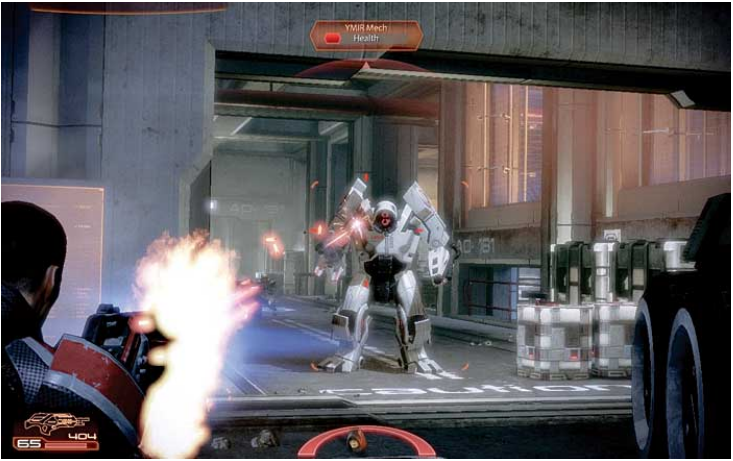
On higher difficulty levels: If you have a favorite area-of-effect weapon, such as the arc projector, utilize it as the troopers try to run out the door, toasting them all with a single strike with large splash damage.

This weapon is particularly useful throughout this mission.

If you're employing Kasumi's Shadow Strike, target enemies behind those firing on you; the ones in front usually turn round to help their comrades, and that is the time to strike them from behind.

Eclipse Trooper
Health
AO-181

[046]



[047]

Use the weapons locker if you wish (try out the Locust, for example, or switch to weapons you favor during battles with Eclipse troopers, YMIR mechs, and a gunship), and exit into the underground service tunnel.

Immediately use the nearby crates for cover **[046]** as you encounter more troopers and a YMIR mech **[047]** .

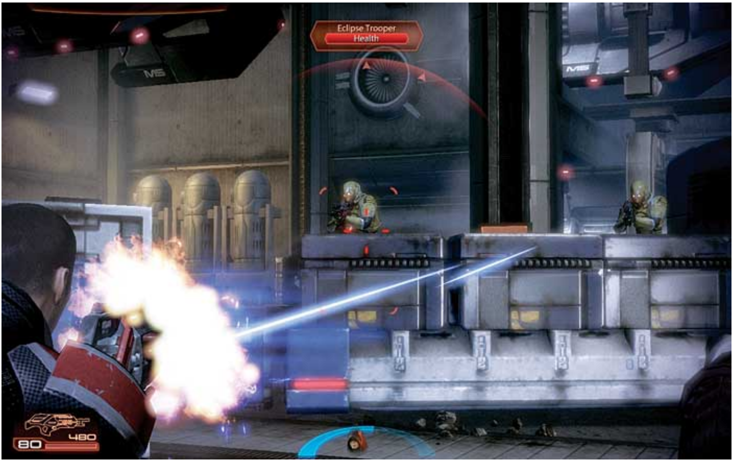
Although it's dangerous, there are numerous places to hide, allowing you to whittle down the mech until it explodes.

Then dart from crates to wall pillars as you gradually work your way down the tunnel, cutting down more troopers as you go.

At the end of the tunnel, access the steps to the right and locate a PDA to hack near the connecting door.

Spoils of War > PDA > Hack > 4,200 Credits

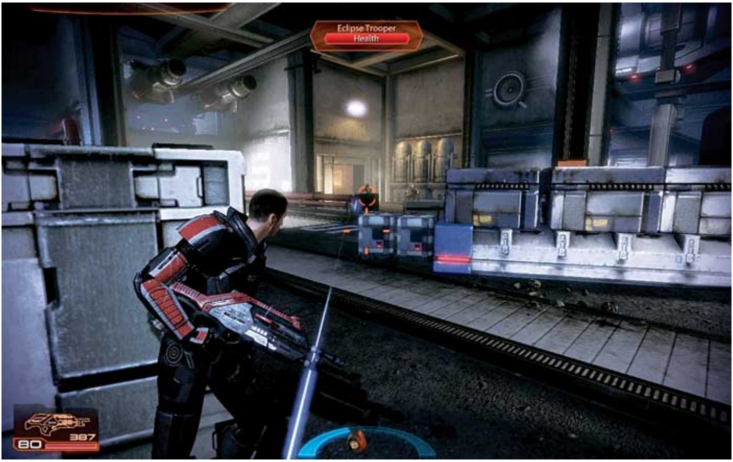
An Impromptu Exit



[048]

Pass the stored YMIR mechs as you head through a connecting corridor, and dive behind cover as you enter a warehouse where Eclipse troopers and a heavy open fire on you **[048]** .

Sending Kasumi to outflank and blast the troopers is a good plan, or you can bring out an area-of-effect weapon and take down the trio of foes hiding in the center of the chamber with one shot.

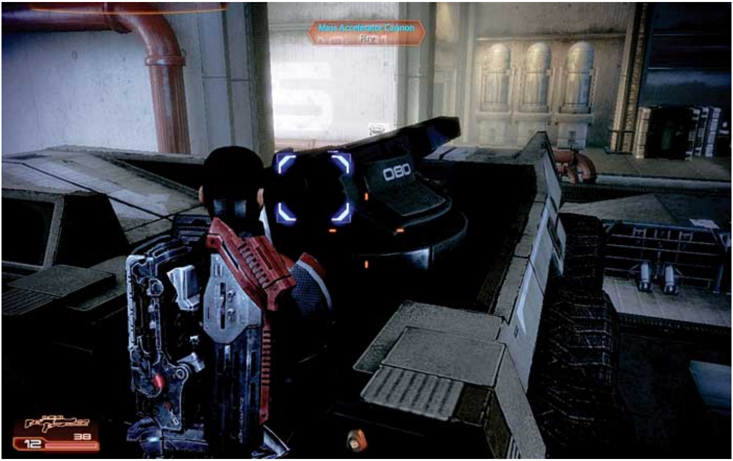


[049]

Edge forward, remaining in cover if a flashbang detonates and temporarily blinds you.

Over on the far left corner of the chamber, LOKI mechs are moving in to intercept you **[049]** .

Quickly deal with them and any Eclipse stragglers, backing up Kasumi's close assault tactics.



[050]

After the immediate threats are nullified, spend a moment checking a wall for spare parts, a small ramp for a med kit, and a nearby container filled with refined platinum.

Then check the side chamber where the LOKI mechs came from; there are stored LOKI mechs to salvage for further credits.

Only then should you attempt to provide your own escape route.

Head to the turret of a parked tank **[050]** and fire the mass accelerator cannon into the volatile tanks on the far wall.

The ensuing explosion creates a hole plenty big enough to head through.

Tip

If you equipped a heavy weapon such as the Widow, you can target the volatile tanks and destroy them with a shot or two, although this wastes ammunition.

	Spoils of War > Spare Parts > Open > 4,800 Credits
	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Resources > Refined Platinum >Open > 1,000 Platinum
	Spoils of War > Spare Parts > Salvage > 1,200 Credits

Tip

During the battles with Kasumi, try complementing her attack style (which is to cloak and attack from melee range) by offering covering fire or attracting the enemies away from targeting her: She is devastating up close.

Tip

On higher difficulty levels: Triggering the mass accelerator cannon before defeating all the enemies is an excellent idea if you can get to the tank itself.

Attempt this using powers such as Adrenaline Rush, Cloak, or Tech Armor, and nullify almost all the foes with one heroic rush to the tank.

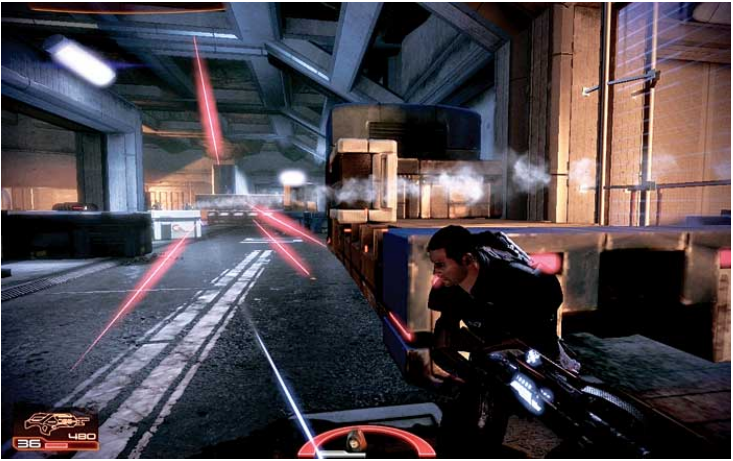
YMIR Mech
Shields
AO-181
caution

Step through the rubble and quickly turn right and dive behind cover.

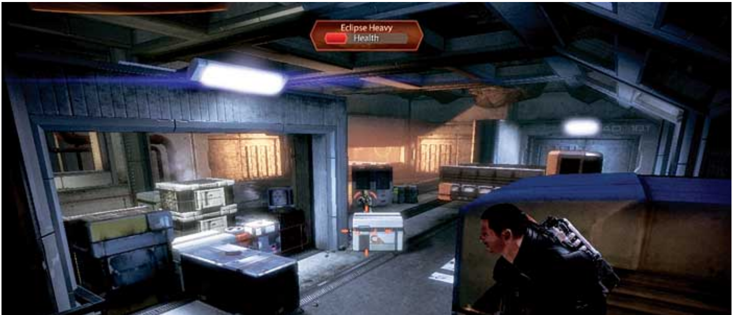
You're in a secondary tunnel, which has four or five troopers homing in on your location, along with another YMIR mech **[051]** .

Follow the same battle tactic as you employed before; hide and pop out of cover to tackle the mech or any foes closing in on your location.

Remember; the mech explodes, so time the takedown to envelop a trooper if you can.



[052]



[053]

The section of tunnel to the left is filled with obstacles, but nothing critical to your mission or well-being until you're farther down the right side of the tunnel.

So move farther along, diving behind cover as soon as the Eclipse roll out a flatbed truck to block your path.

More competent soldiers—a couple of troopers, a heavy, and a vanguard—are dug in at the far end of the tunnel **[052]** .

You can leap on another truck, parking along the right wall, and use the cover and height advantage to snipe the enemies **[053]** , or you can peek out from ground cover.

If you see foes grouped together, launch projectiles with area-of-effect damage.

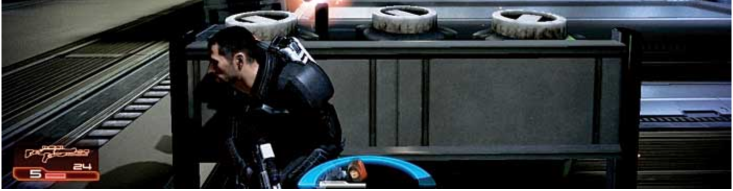
When the coast is clear, turn and locate the door on the left wall (as the far end of the tunnel is sealed).

Check the med kit and downed merc for a Multicore Amplifier (Tech Damage) before opening the door.

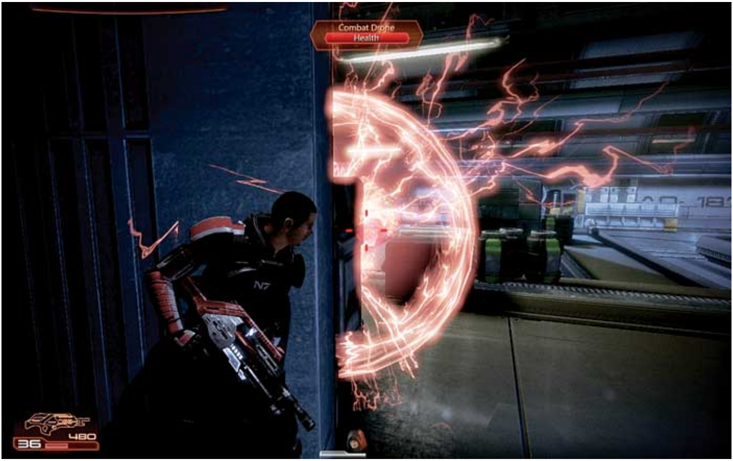
	Med Kit > +1 Medi-gel > 100 Credits
	Upgrade > Dead Merc > Examine > Tech Damage

Part 5: Defeating Donovan Hock

Eclipse Trooper
Health



[054]



[055]

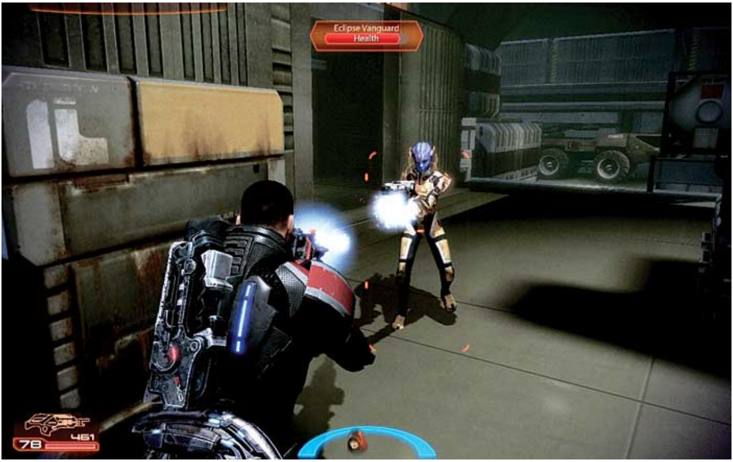
You enter an expansive warehouse, and Hock radios to his troops that he's preparing to deal with you personally.

In the meantime, there are troopers, a vanguard, and heavy Eclipse forces to contend with.

Staying at the entrance **[054]** but dropping behind cover is a good way to target foes (especially if you're adept with a sniper rifle).

Tag enemies as you move in, before engineers arrive to bolster enemy numbers when you head farther inside.

The entrance allows you to see the entire warehouse, meaning you're less likely to be outflanked.



[056]

There are numerous places to take cover **[055]** , from the crates dotted around the main open area to the larger containers you can step into for cover along the left side of the chamber.

Another possible plan is to use the abundance of cover to sneak around in, and then attack using powers or close-quarters shotgun fire; this is excellent for removing vanguard health **[056]** .

Once the combat has subsided, scour the room for two crates of refined platinum, a PDA on the back of a flatbed truck, and some further credits inside a storage crate.

Tip

On higher difficulty levels: Focus on the heavy with the rocket launcher as a matter of urgency, and then tackle the foes that are nearest to you.

Tackle the vanguard before any engineers arrive.

Pt	Spoils of War > Resources > Refined Platinum > Open > 500 Platinum
Pt	Spoils of War > Resources > Refined Platinum > Open > 500 Platinum
	Spoils of War > Spare Parts > Salvage > 1,800 Credits
	Spoils of War > PDA > Access > 1,800 Credits

	Spoils of War > Storage Crate > Open > 1,200 Credits

Container Yard Conclusion

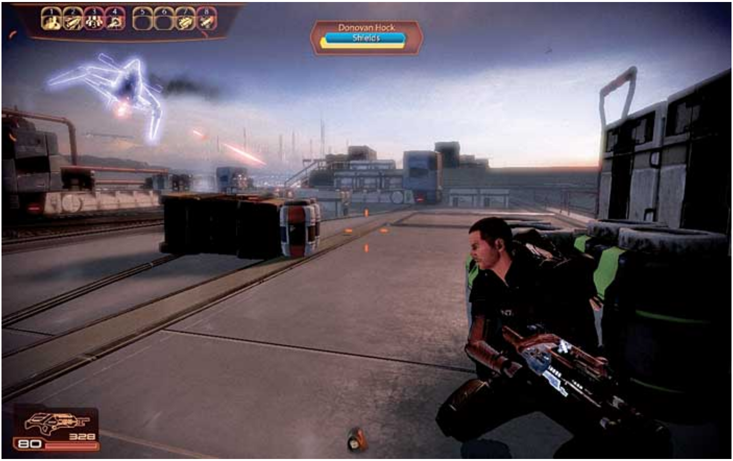
[057]

[058]

Shepard and Kasumi step out into the open container yard **[057]** and have just enough time to duck behind cover as an A-61 Mantis gunship moves into view.

Hock is piloting the craft **[058]** , which appears to have some kind of energy shield around it. Hock locks on with his weaponry.

The easy way would have been to surrender to Hock. Now he is about to show you the hard way.



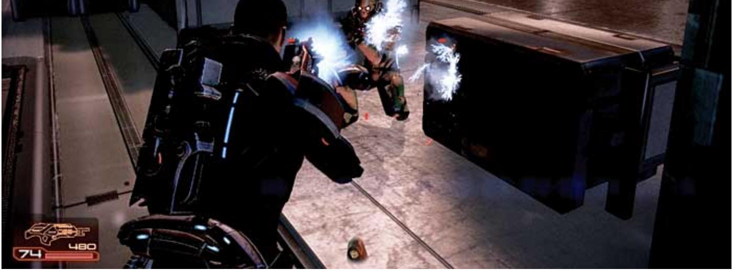
[059]

The plan of attack is deceptively straightforward, but is in no way easy. While Hock mocks and strafes you from his gunship, Kasumi begins to whittle the gunship's shields down.

If it is safe to do so (and only if there are no other enemies to attack), you can help Kasumi take down the shields **[059]** .

Your aid depends on your loadout; heavy weapon shots or any other aggressive action helps.

Eclipse Trooper
Health



[060]

However, the more critical problems are the LOKI mechs and Eclipse mercs that Hock sends up on cargo elevators to intercept you **[060]** .

Kasumi has plans of her own for taking down the gunship, so your job is to provide covering fire.

Moving about the yard is dangerous (and mostly lethal on higher difficulty levels), so it is wise to remain behind the cover you started at.

Note

During the battle, there are four med kits and a crate of heavy weapon ammo to break open, although the dash to claim them may result in you being spotted and shot at. Dash for these items during a lull in the action.

	Med Kit > +1 Medi-gel > 100 Credits
	Med Kit > +1 Medi-gel > 100 Credits
	Med Kit > +1 Medi-gel > 100 Credits
	Med Kit > +1 Medi-gel > 100 Credits
	Ammunition > Power Cells > 2 Heavy Weapon Ammo

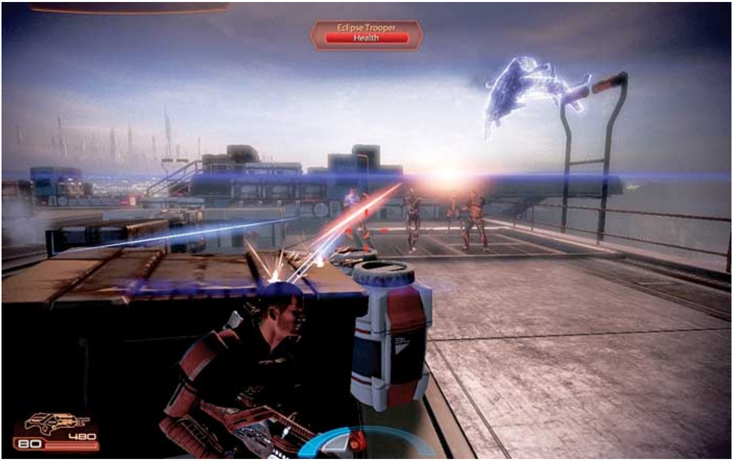
Tip

On higher difficulty levels: The parked truck and the initial containers (where you begin the fight from) are the best places to hide; simply move back and forth during the fight.

Two of the gunship rockets can kill you outright, so be very certain to dodge these attacks!

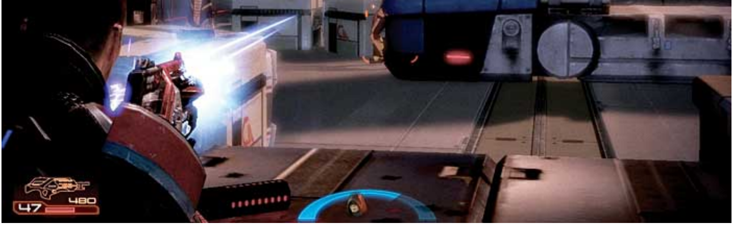
Blast away with a favored weapon at the gunship, and listen for Kasumi's yells to instruct you where the enemies are ascending from.

Then level your arc projector on the infantry, zapping them before they spread out (they may still survive but are much easier to drop).



[061]

Eclipse Trooper
Health



[062]

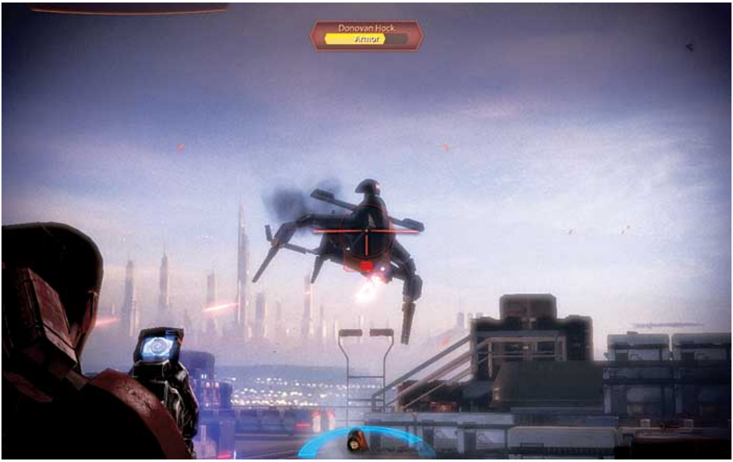
Remaining near the starting point of this fight means you can spot the enemies as they appear, from whatever entrance they use.

The gunship itself is well shielded, and flies out of target range every time a new squad of foes arrives to hinder your progress [061].

Focus on striking the ground infantry while avoiding the gunship fire **[062]** .

As the fight progresses, Kasumi tells you that once she gets close enough to the gunship, she can remove its shields permanently.

[063]



[064]

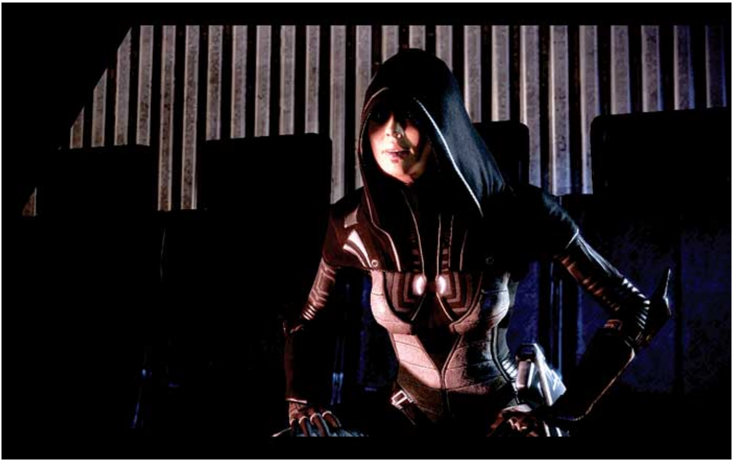
After Hock's gunship loses shield energy, it disappears and returns with full armor once again. Continue to bring down the Eclipse guards and mechs.

Eventually, Kasumi somersaults onto the gunship itself and removes the craft's shields **[063]** .

Dropping down, you should unload on the gunship (which cannot replenish its shields) using available ordnance **[064]** —ideally heavy weapons—until Hock is blown out of the sky.

Even during these final stages, you must prioritize the infantry as the biggest threats and dispose of them in between the gunship takedown.

[065]



[066]

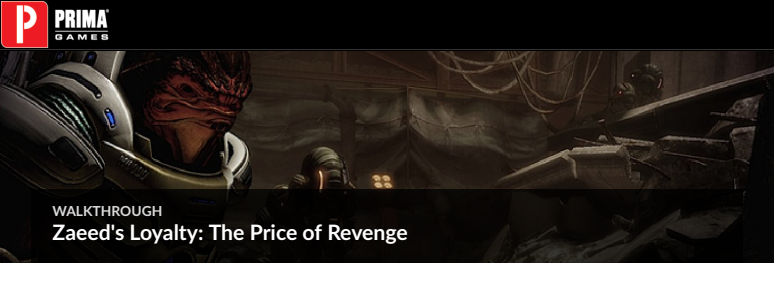
As Hock's craft falls from the sky, the Normandy's shuttle arrives. On the way back, Kasumi inspects the graybox and is transported inside the memories of her lost love **[065]** .

She shares the past with Shepard, along with a dire prediction from Keiji. Kasumi realizes that certain sensitive information contained within the graybox could threaten the Alliance.

With this in mind, Shepard speaks to Kasumi **[066]** , convincing her to keep the data (Paragon) or destroy it (Renegade); Kasumi is loyal either way.

Back on the ship, you can engage in further research and plan your next mission.

	Squad Members > Kasumi > Loyalty
	Squad Members > Kasumi > Power > Flashbang Grenade



WALKTHROUGH

Zaeed's Loyalty: The Price of Revenge

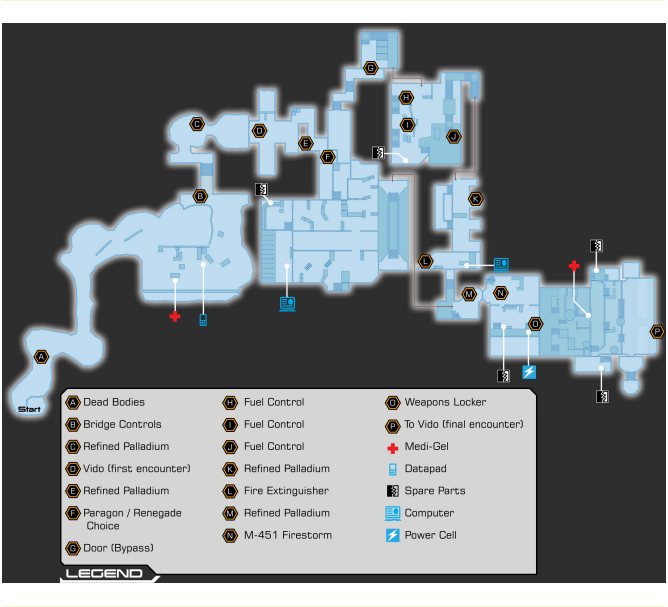
Notorious, feared, and respected, Zaeed Massani is a man for whom credits speak louder than morals. After co-founding the Blue Suns with his cohort, Vido Santiago, Zaeed was surprised by Vido's betrayal, and disappointed in his sloppy workmanship—Vido failed to finish him off.

After patching up his facial wounds, Zaeed has requested a slight detour to Shepard's over-arching missions; he simply wants revenge. Although paid handsomely by Cerberus, Zaeed has an emotional investment in seeing his ex-partner die.

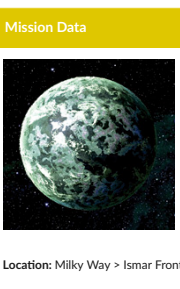
Preferably in the most unpleasant way possible. For this to occur, the Eldfell-Ashland refinery on Zorya must be infiltrated and taken back from the Blue Suns, who are currently rampaging through the facility under Vido's assumed control.

Note

This mission is accessible once you recruit Zaeed from Omega. You can begin this mission whenever you like; there are no other prerequisites.



Mission Data



Location: Milky Way > Ismar Frontier > Faia > Zorya

Experience Available: 750/937

Entities Encountered > Enemies

- Blue Suns > Heavy
- Blue Suns > Pyro
- Blue Suns > Trooper
- FENRIS Mech
- YMIR Mech
- Vido Santiago

Spoils of War > Total Credits: 60,000/39,000

- EAC Funding (Paragon only outcome): 30,000
- Zaeed Funding (Renegade only outcome): 15,000
- Credits: 30,000/24,000

Spoils of War > Paragon Outcome Only > Upgrades > Heavy Weapon Ammo (Microfusion Array)

Spoils of War > Renegade Outcome Only > Upgrades > Assault Rifle Damage (Kinetic Pulsar)

Spoils of War > Paragon Outcome Only > Resources > Palladium: 2,000

Spoils of War > Renegade Outcome Only > Resources > Palladium: 1,600

Spoils of War > New Weapons

- M-451 Firestorm Flamethrower

New Power > Squad Member > Zaeed > Inferno Grenade

Note

This mission has not been funded (but has been sanctioned) by Cerberus, and no credits have been made available.

Recompense is available instead, through the Eldfell-Ashland Corporation (EAC) for the liberation of the refinery. No credits are available should the facility be destroyed.

Tip

Utilize two squad members during this loyalty mission. As Zaeed is a master of the sniper rifle, and gunplay in general, it is advisable to bring a second teammate well-versed in other styles of attacks, such as biotics.

Kasumi, Miranda, or Jack is a good choice. Or, you can simply bring Garrus or Grunt and prevail using brute force and firepower.

Part 1: Liberating the Refinery

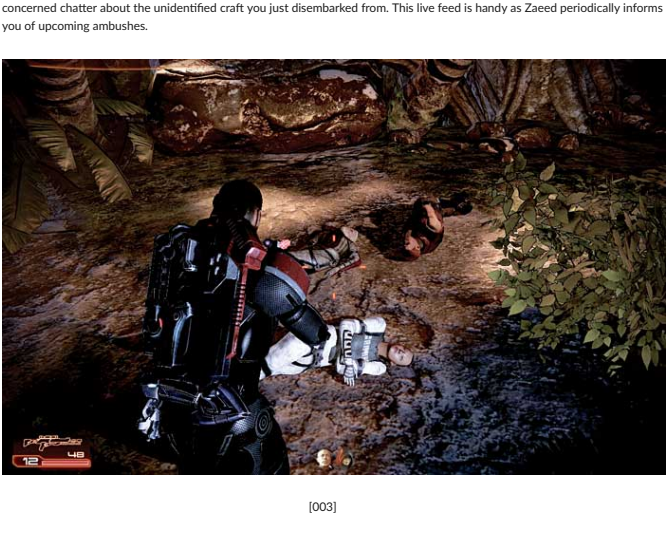
Zorya is a jungle planet, full of disease and wildlife. But amid the dense plant life lies a sprawling refinery that is filled with Blue Suns mercenaries. Led by Vido Santiago, the Blue Suns are using the refinery workers as slaves.

Touchdown on Zorya

[001]

[002]

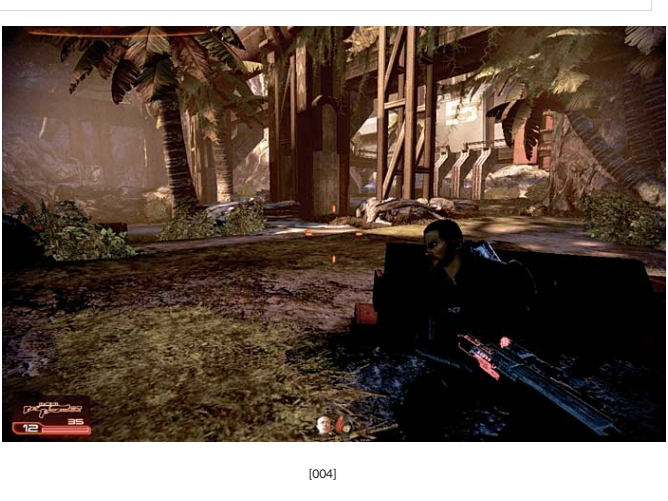
The *Normandy* shuttle deposits you in the lush jungle environment of Zorya **[001]** , a few clicks away from a billowing smokestack **[002]** . As the shuttle pulls away, Zaeed hacks into the Blue Suns' radio communications, and you listen to their concerned chatter about the unidentified craft you just disembarked from. This live feed is handy as Zaeed periodically informs you of upcoming ambushes.



[003]

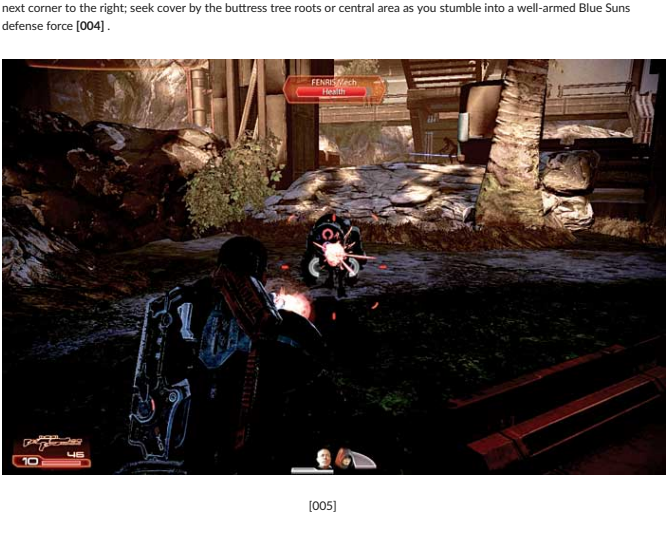
Move down the jungle path, startling the wildlife, until you reach a pile of dead bodies **[003]** . Shot in the back and left to rot: That's definitely Vido's style.

Journal Updated > Dead Bodies > Investigate



[004]

Continue along the path, ignoring (or shooting) the pyjaks scurrying out to catch an insect. There are greater threats around the next corner to the right; seek cover by the buttress tree roots or central area as you stumble into a well-armed Blue Suns defense force **[004]** .

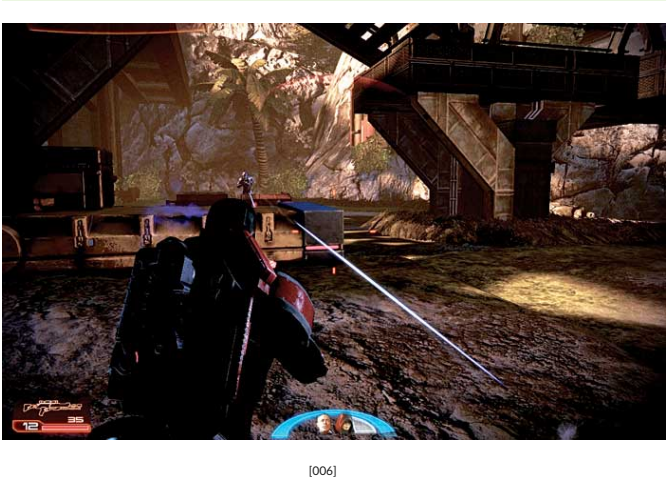


[005]

Remain in cover, targeting the heavy trooper with the rocket launcher, pausing only to order your squad members to deal with the FENRIS mechs charging your location (or vice versa) **[005]** . Continue to hide and fire until you're unable to get a lock, and then advance around to the right, toward the steps.

Tip

Watch out for that Blue Suns heavy on the walkway across or above you. Deal with him first.



[006]

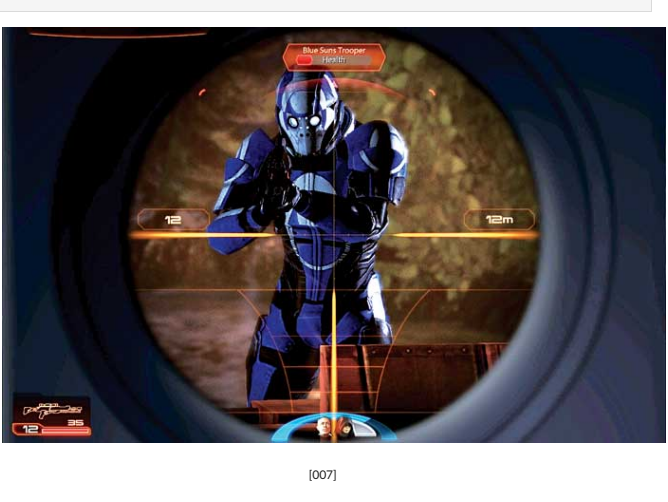
Step in between the tree roots to your left, keeping the perimeter wall to your right so you aren't outflanked.

Check the stairs and rusting defenses for more Blue Suns troopers **[006]** , focusing on the pyro trooper first (pyros are very dangerous at close quarters), followed quickly by the FENRIS mechs (they simply charge you).

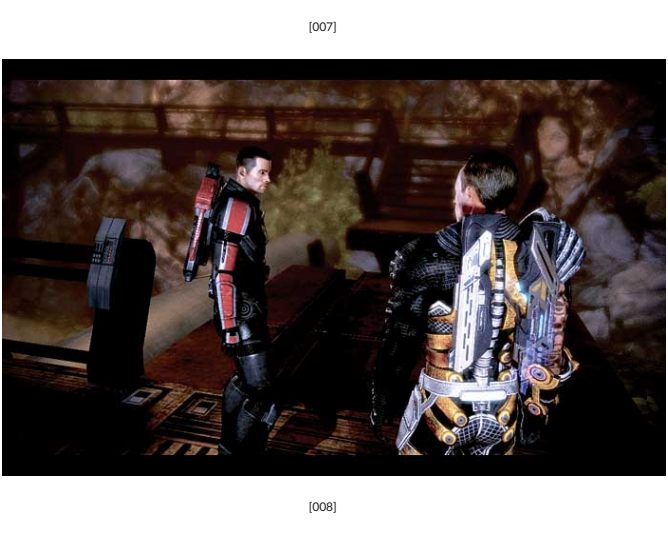
Then deliver killing blows to the heavy and any trooper stragglers. At this point, search the area for some medi-gel and a PDA worth some major credits.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > PDA > Access > 6,000 Credits



[007]



[008]

After the battle, you come to a retracted bridge **[007]** , and the radio chatter begins again. As soon as you activate the controls to extend the bridge, Zaeed stops you. He recognizes the voice coming over the radio.

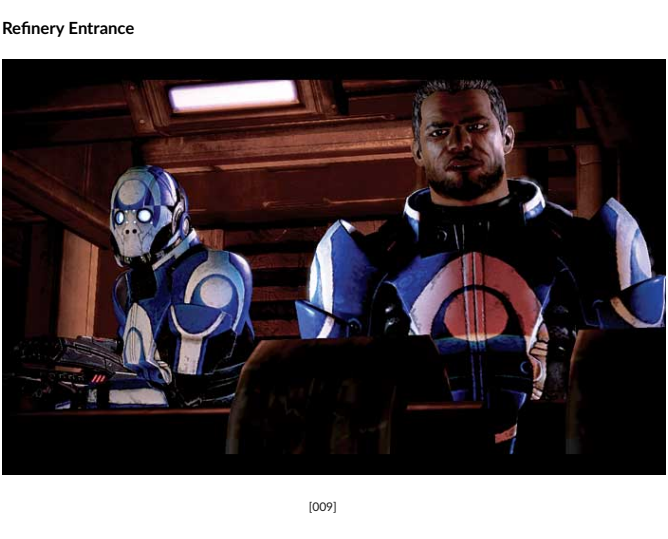
It's Vido Santiago. Zaeed reveals that he founded the Blue Suns 20 years ago, and that Vido took control of the mercenaries after shooting Zaeed in the head.

Needless to say, Zaeed is still holding a grudge and wants nothing more than to repay Vido the favor of a bullet in the head. When the bridge is fully extended, cross it and go up the steps. On your way to the refinery door, stop and pick up some refined palladium **[008]** .

Spoils of War > Resources > Refined Palladium > Open > 400 Palladium

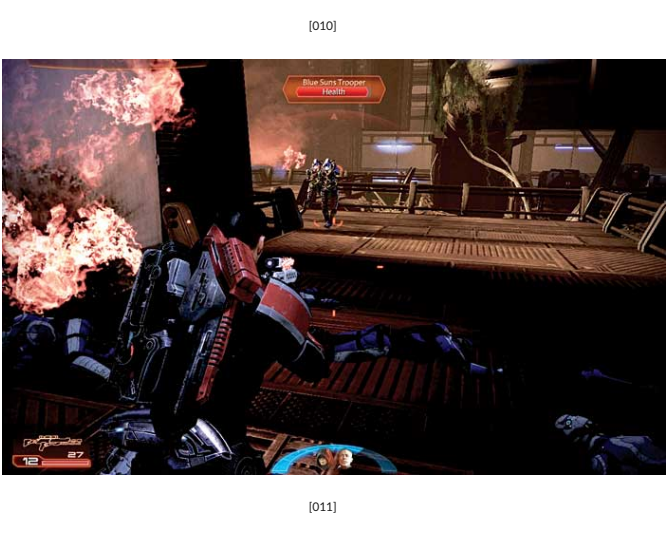
Part 2: Defeating the Blue Suns

Refinery Entrance



[009]

[010]



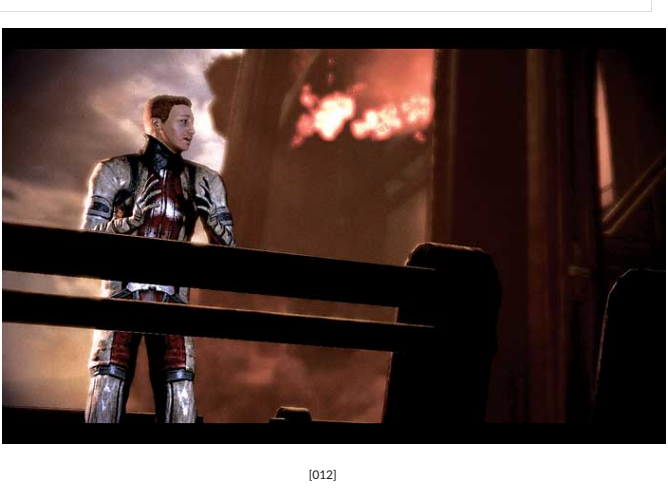
[011]

As you enter the refinery, Vido is waiting for you **[009]** . Vido begs Zaeed to try something stupid so that his guards can put him down. Zaeed of course does, his rage blinding him to the mission, and he fires at Vido, bursting a gas line and igniting it.

Vido flees, but not before Zaeed sets fire to the entire refinery **[010]** . A Paragon interrupt is available if you feel like smacking Zaeed around for being so rash.

When the action begins, take out the Blue Suns troopers on the walkway **[011]** , and before activating the next closed door pick up some more refined palladium.

Spoils of War > Resources > Refined Palladium > Open > 400 Palladium



[012]

As your team is about to move through the walkway door, a refinery worker comes dashing out of the fiery interior of the facility **[012]** . He yells for help, and lets you know that the entire place is going to explode.

Workers are trapped and can't shut off the gas valve. As Vido is halfway to his shuttle by now, Zaeed tells you there's no time to save them.

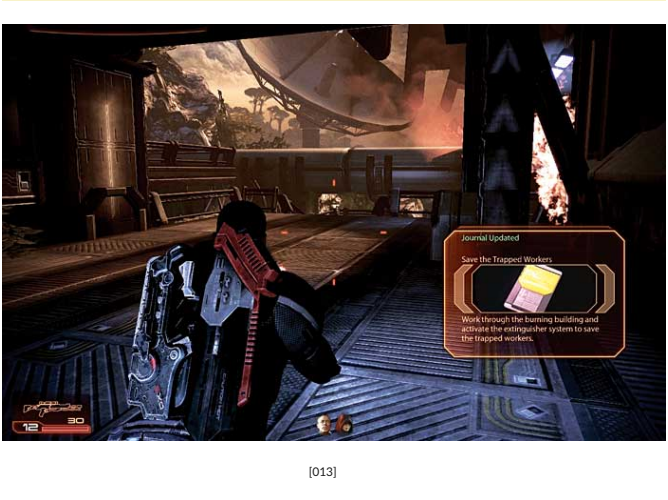
Note

The choice here nets you a unique upgrade dependent upon the path. You cannot secure both. Read through both choices before deciding what you want to miss out on, and what you want to research after the mission is over.

Paragon Decision: Saving the Trapped Workers

Note

A heavy weapon ammo upgrade is available.



Journal Updated
Save the Trapped Workers
Work through the burning building and activate the extinguisher system to save the trapped workers.

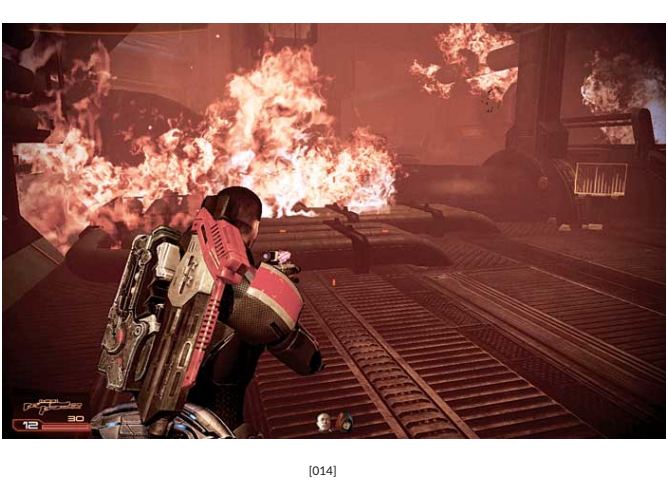
[013]

Shepard disagrees with Zaeed; Vido is wounded, and the lives of civilians can and must be saved. Shepard hops over the walkway and lands close to the base of the building where the worker is stranded **[013]** .

Caution

Unless you have a sufficiently high Paragon points total (close to the final bar on the menu chart), the option to save the workers is met not only with derision from Zaeed, but with fury at letting Vido escape.

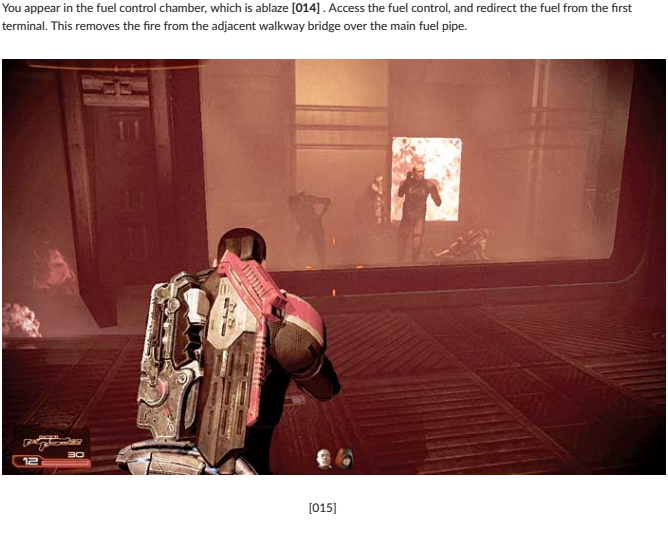
You will not secure Zaeed's loyalty at the end of this mission.



[014]

As the flames and smoke rage around you, head down the exterior metal stairs to a door that must be bypassed. Once through, climb the stairs, open an unlocked door, and sprint through the gout of fire on the other side.

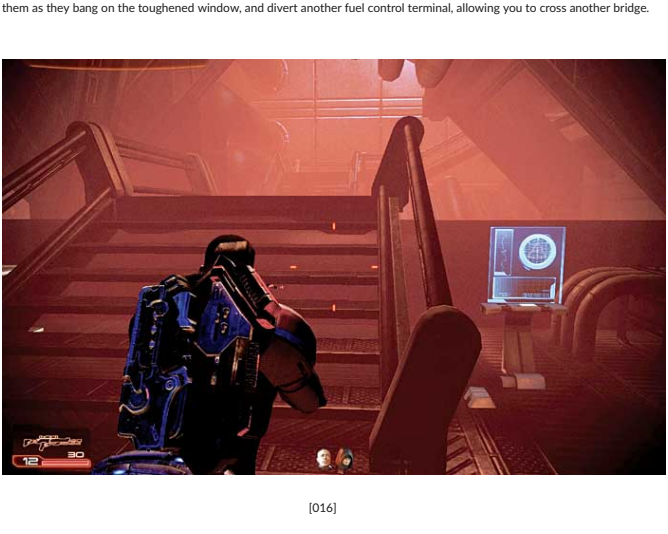
You appear in the fuel control chamber, which is ablaze **[014]** . Access the fuel control, and redirect the fuel from the first terminal. This removes the fire from the adjacent walkway bridge over the main fuel pipe.



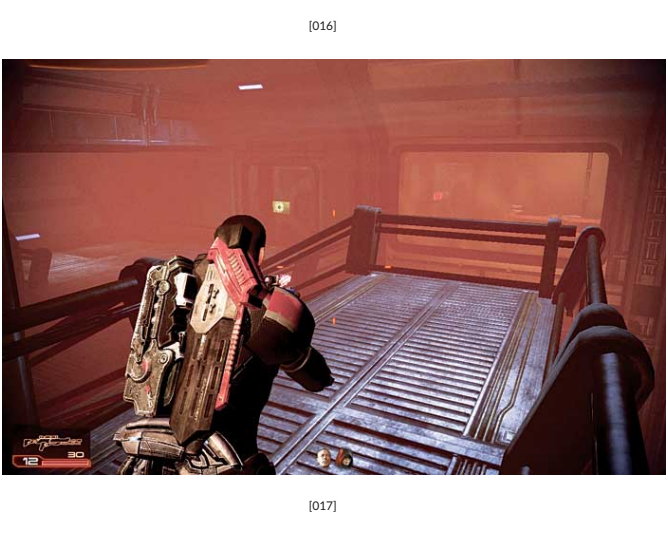
[015]

Cross the raised walkway bridge and access a second fuel control terminal, cross another bridge just beyond the first, and then salvage some credits from the generator pipe.

Then turn left and work your way into an observation area **[015]** , where the muffled shouts of the workers are heard. Pass them as they bang on the toughened window, and divert another fuel control terminal, allowing you to cross another bridge.



[016]



[017]

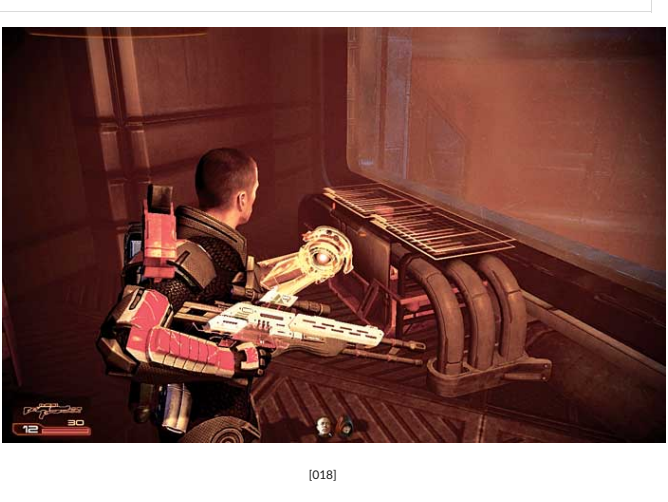
Sprint up the steps to the walkway above **[016]** , and make sure you spend a moment searching for a crate of palladium against one of the walls.

Then use a side balcony to climb up, then down onto the walkway, heading for the door to the fire extinguisher systems room **[017]** . Once inside, check the research terminal for a Microfusion Array upgrade.

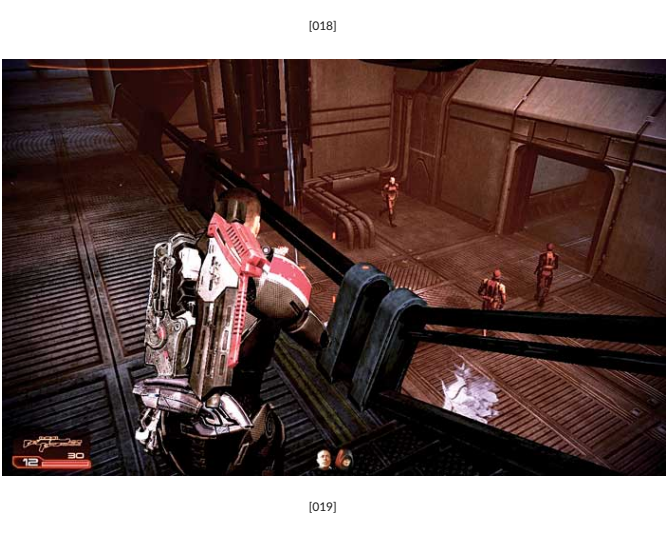
Spoils of War > Generator Pipe > Salvage > 6,000 Credits

Spoils of War > Resources > Refined Palladium > Open > 400 Palladium

Upgrade > Research Terminal > Access > Heavy Weapon Ammo



[018]

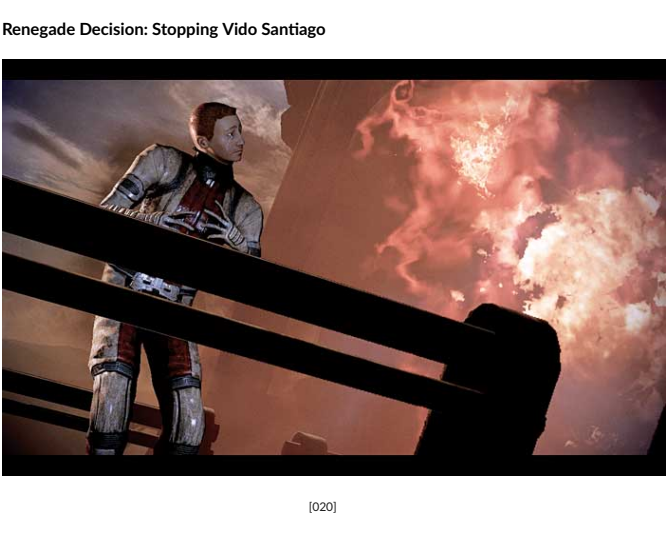


[019]

Enter the room and activate the fire extinguisher system **[018]** . The screams turn to shrieks of delight as the workers are saved.

Move through the adjacent door, over a bridge passing some jubilant workers **[019]** , and concentrate on Zaeed's mission task. Descend into a large connecting hallway, where the paths merge.

Renegade Decision: Stopping Vido Santiago

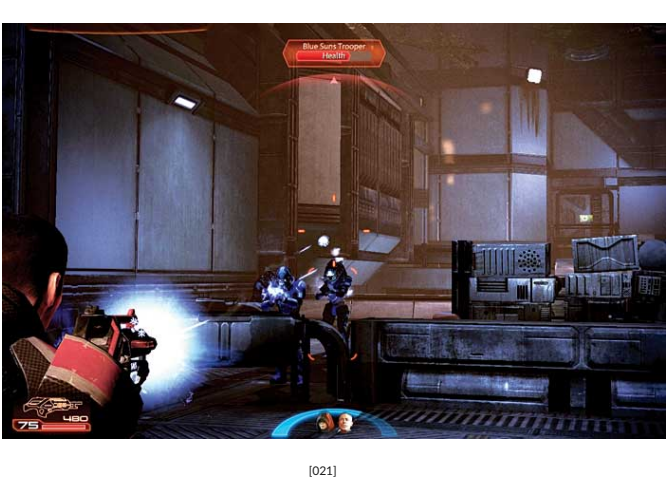


[020]

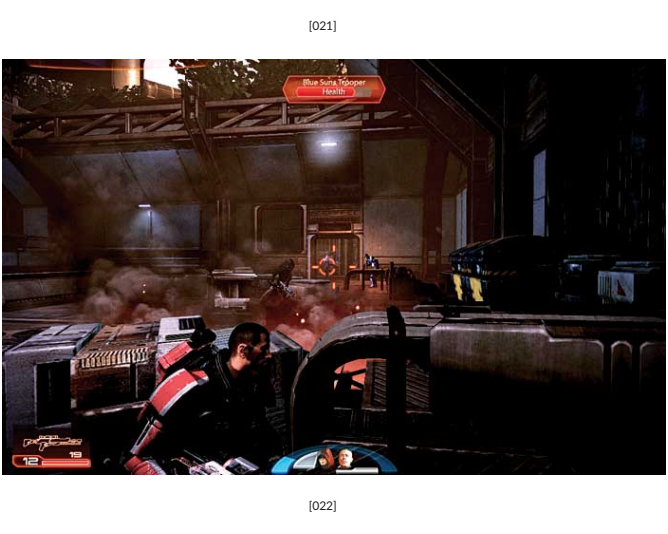
You agree with Zaeed and head through the door just as the balcony the worker is standing on shakes. A huge gout of fire roars out. He is left to perish **[020]** .

Note

An assault rifle upgrade is available.



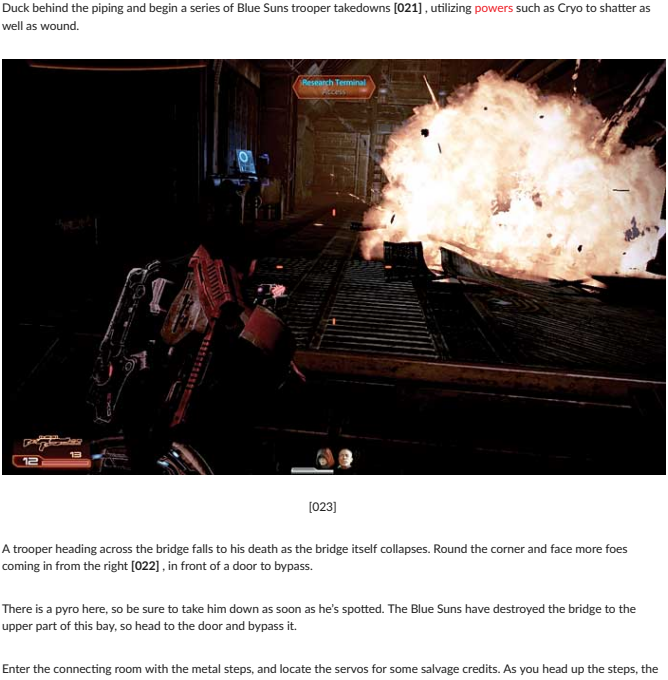
[021]



[022]

Work your way through a small connecting chamber, through the hotspots to an exterior, open-air area. The fuel pipes are visible, but the fire hasn't spread here yet; continue until combat begins.

Duck behind the piping and begin a series of Blue Suns trooper takedowns **[021]** , utilizing powers such as Cryo to shatter as well as wound.



[023]

A trooper heading across the bridge falls to his death as the bridge itself collapses. Round the corner and face more foes coming in from the right **[022]** , in front of a door to bypass.

There is a pyro here, so be sure to take him down as soon as he's spotted. The Blue Suns have destroyed the bridge to the upper part of this bay, so head to the door and bypass it.

Enter the connecting room with the metal steps, and locate the servos for some salvage credits. As you head up the steps, the floor explodes, forcing you along the left side **[023]** . There's time to access a research terminal to download the assault rifle upgrade.

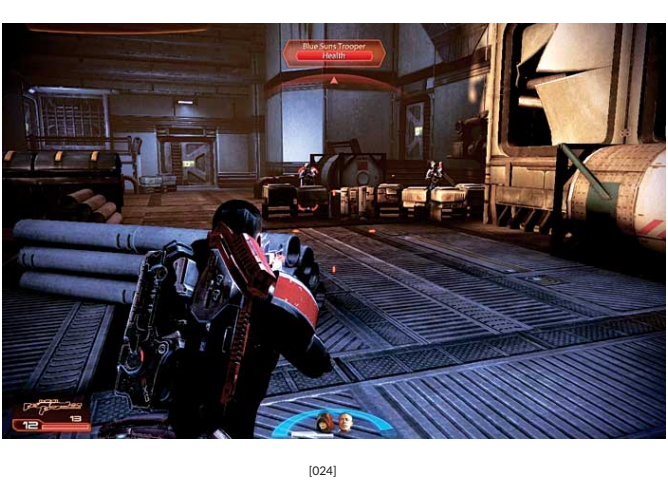
Spoils of War > Servos > Salvage > 6,000 Credits

Upgrade > Research Terminal > Access > Assault Rifle Damage

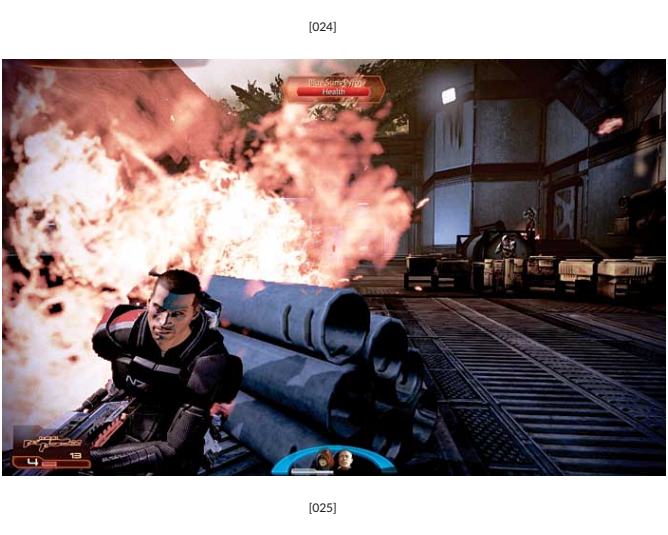
Tip

On higher difficulty levels: If you have a squad member with an area-of-effect Overload attack (such as Garrus), you can easily strip the shields from nearby troops in seconds, helping your combat a great deal.

As with any battles in enclosed or narrow areas, using any area-of-effect offensive powers or weapons can hit multiple targets and really help.



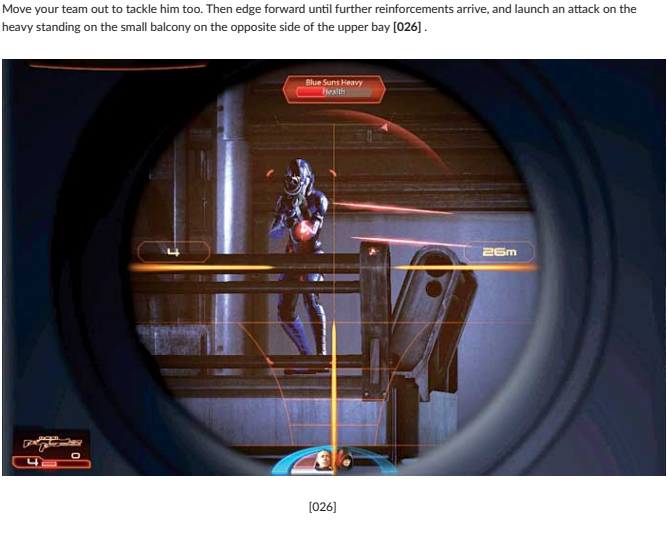
[024]



[025]

Head out of the upper door and slide behind the stack of pipes **[024]** . Tag the troopers here, as well as a pyro before he can storm your position. If the pyro isn't dealt with **[025]** , he can be deadly.

Move your team out to tackle him too. Then edge forward until further reinforcements arrive, and launch an attack on the heavy standing on the small balcony on the opposite side of the upper bay **[026]** .

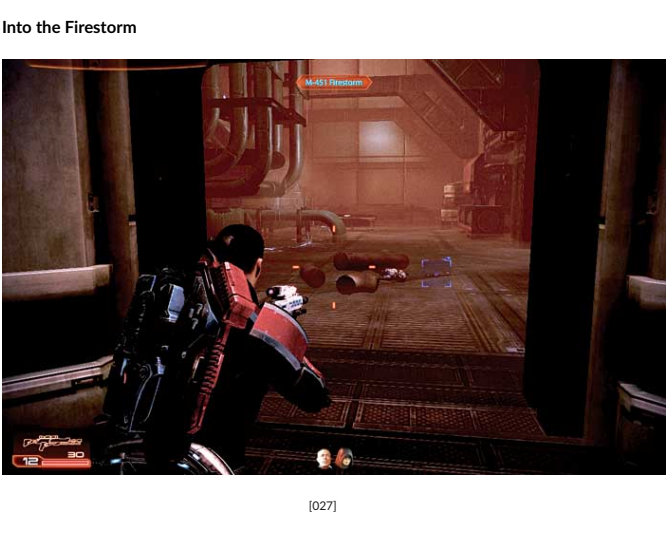


[026]

Race to the door opposite (the balcony door above and left cannot be accessed). Follow the metal path across a bridge and out into a large connecting hallway, where the paths merge.

Merged Paths: Stopping Vido Santiago (Again)

Into the Firestorm



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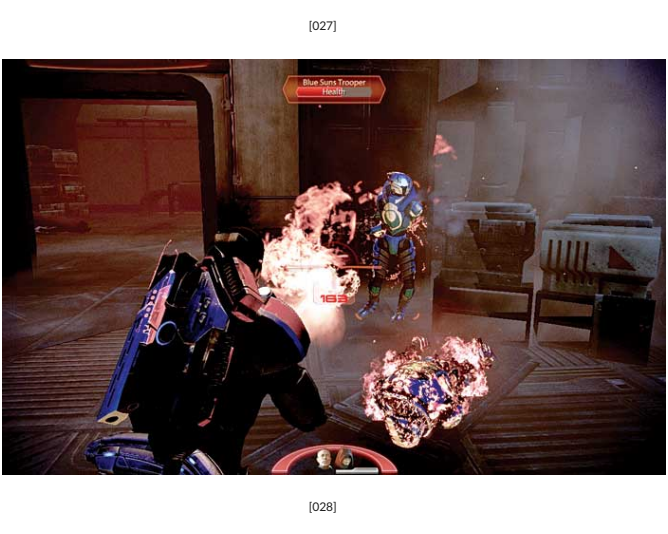


[028]

Head toward the central conduit chamber, passing by a crate of palladium on your left. In the next chamber is the body of a slain pyro, and lying next to the corpse is a new weapon: the M-451 Firestorm **[027]** . This replaces your current heavy weapon and is devastating at close range.

However, it is useless at mid- and long range, but should be tested out in this area, as there are two Blue Suns troopers that need to feel the heat **[028]** .

Once they are downed, inspect the room for power cells and some servos to salvage (Paragon only). Close to the exit door is a weapons locker. Choose the weapons you wish, and step through into the refinery's smelting chamber.

Spoils of War > Resources > Refined Palladium > Open > 400 Palladium

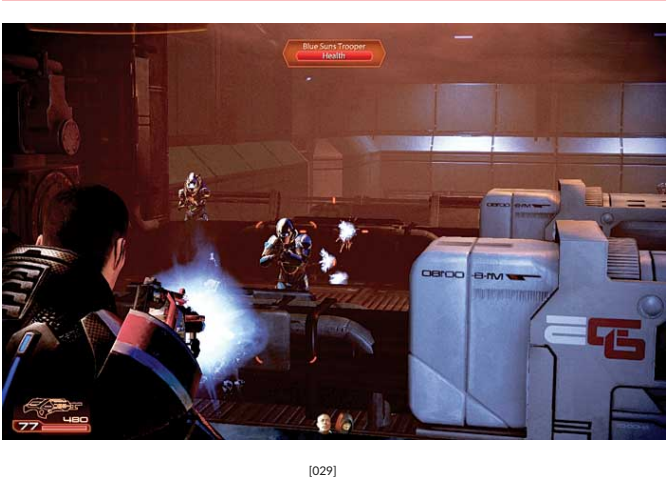
New Weapon: M-451 Firestorm Flamethrower

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Spoils of War > Paragon Only > Servos > Salvage > 6,000 Credits

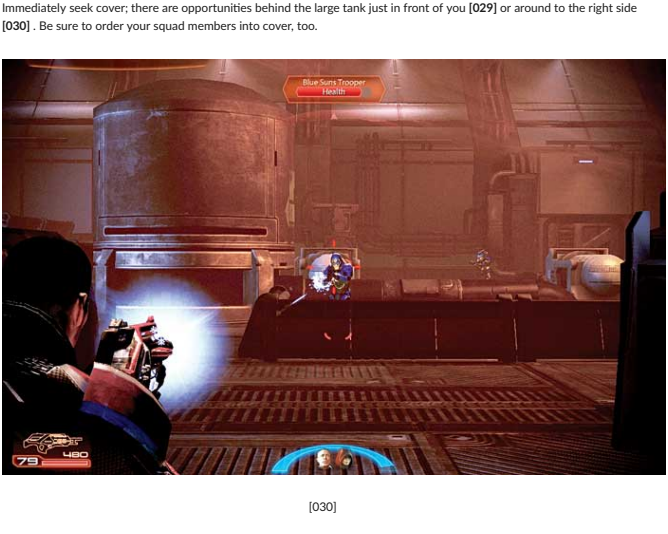
Caution

You may not wish to utilize the Firestorm during the next (most difficult) battle. Be sure you select the weapons you want before continuing.



[029]

Vido rants as you enter this large core chamber, with his speech tailored to your earlier Paragon or Renegade choice. Immediately seek cover; there are opportunities behind the large tank just in front of you **[029]** or around to the right side **[030]** . Be sure to order your squad members into cover, too.



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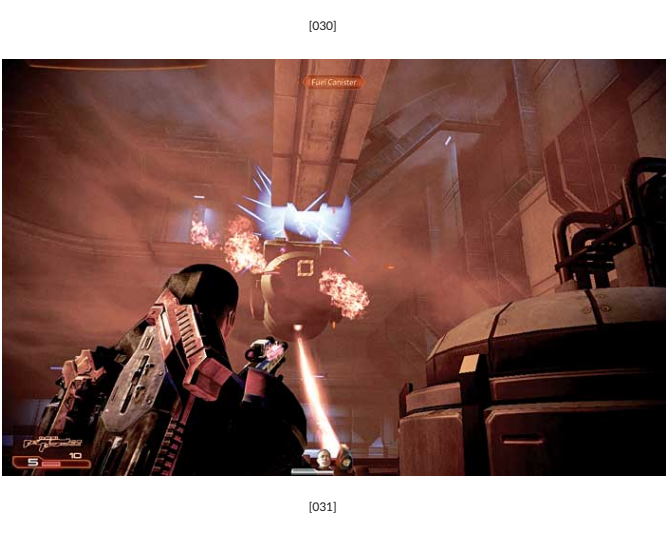
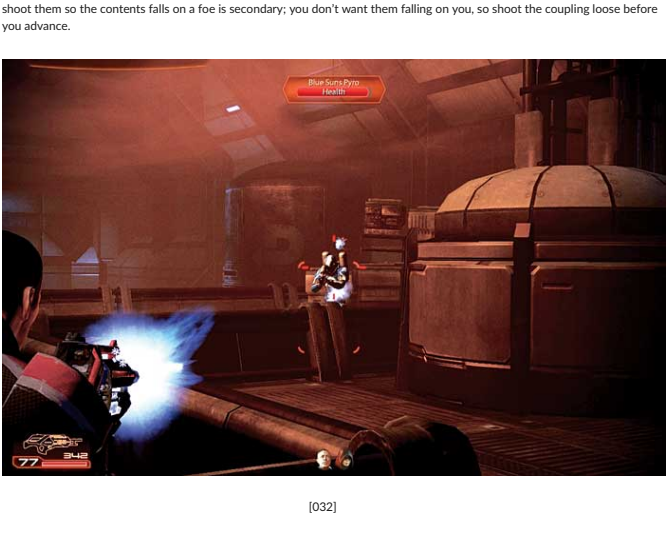


[031]

The Blue Suns are out in force; to begin with there are around half a dozen troopers to tag. Keeping your teammates on one side while you cover the other prevents your team from being outmaneuvered. Tackle the Blue Suns quickly, ideally adding an extra punch to your strikes, such as Cryo.

Stand your ground, as there are two moving vats of ore spilling molten metal from the ceiling **[031]** . Whether or not you can shoot them so the contents falls on a foe is secondary; you don't want them falling on you, so shoot the coupling loose before you advance.



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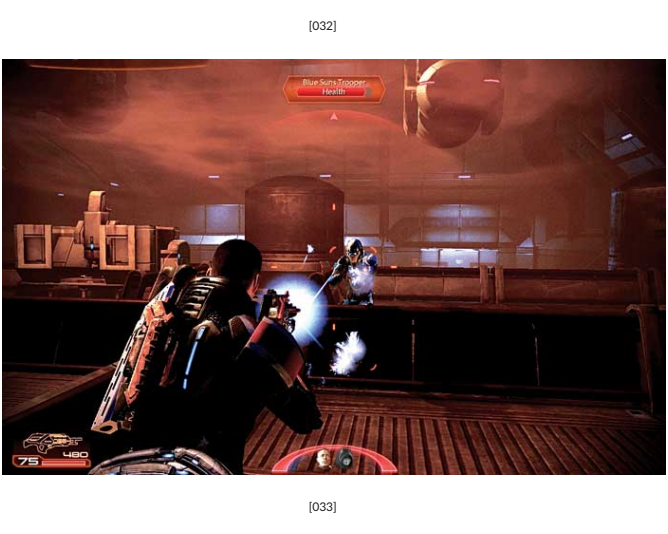


[033]

Enemy incursions arrive from doors to the left and the right of the smelting chamber. A second wave includes pyros, so search for them immediately and bring them down from range **[032]** , or you'll be burned and overrun.

Edge forward into the lower cover **[033]** , and if you've set up your squad members to eye the opposite door, you can aim at all the remaining infantry foes as they head out of a side door.

If you have an area-of-effect weapon (such as the arc projector), you can fry the Blue Suns before they fan out from the door. However, there are additional foes that you may need this extra firepower for, including the YMIR mech at the far side of the chamber.

Tip

On higher difficulty levels: The majority of the pyro troopers appear from the right-hand room.

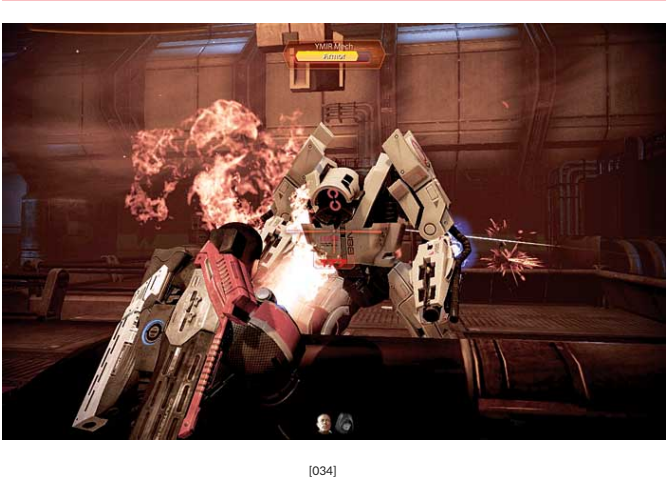
Because you can guarantee that you'll target and defeat them, position your two squad members to cover the left room (checking on them periodically and offering fire support if they're getting swamped) while you remove the pyros and other infantry. Drop the ore containers too; you don't want to risk being caught by that fire.

Tip

Don't shoot the mech until the Blue Suns numbers have thinned. The mech creaks into life when all the Blue Suns are defeated, and it is wise to fight both types of foes separately, one after another.

Caution

If you want a real challenge, try sprinting across the room and the far bridge, exiting via the door in the far right corner. You don't need to fight the foes in here, but you're likely to die trying this foolhardy run.



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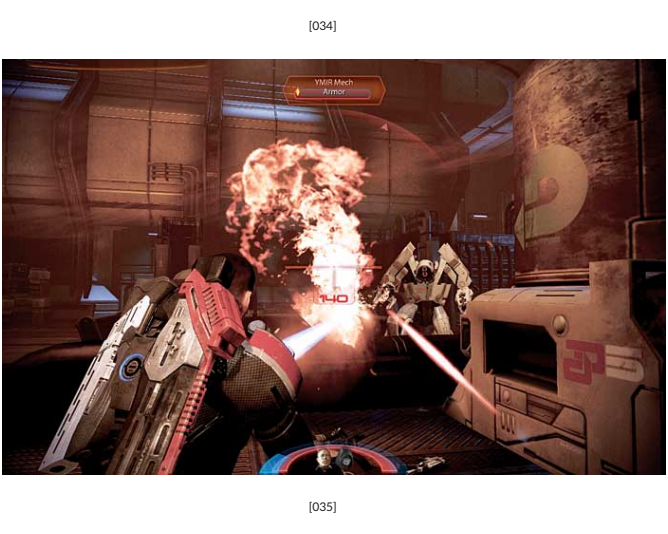


[035]

Spread your squad out, and when the YMIR mech begins targeting you **[034]** , catch it in the crossfire. Bring it down with multiple heavy weapon strikes (from the arc projector or missile launcher) and dive back into cover.

Once the mech falls **[035]** , scout the room for thermal clips, and check the med kit in the center of the room.

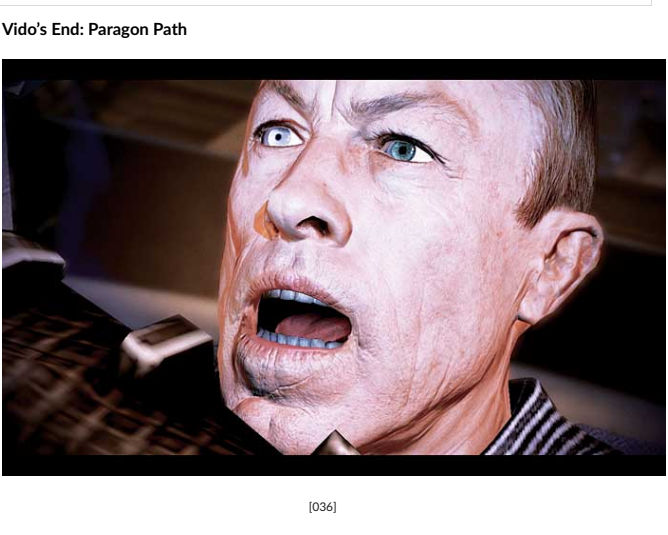
Then check the first left and right rooms (where the Blue Suns appeared from) for some industrial bits you can salvage. Move to the bridge at the back of the chamber (the second doors on either side simply lead to empty rooms) and exit to your right.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Various Industrial Bits > Salvage > 6,000 Credits

Spoils of War > Various Industrial Bits > Salvage > 6,000 Credits

Vido's End: Paragon Path



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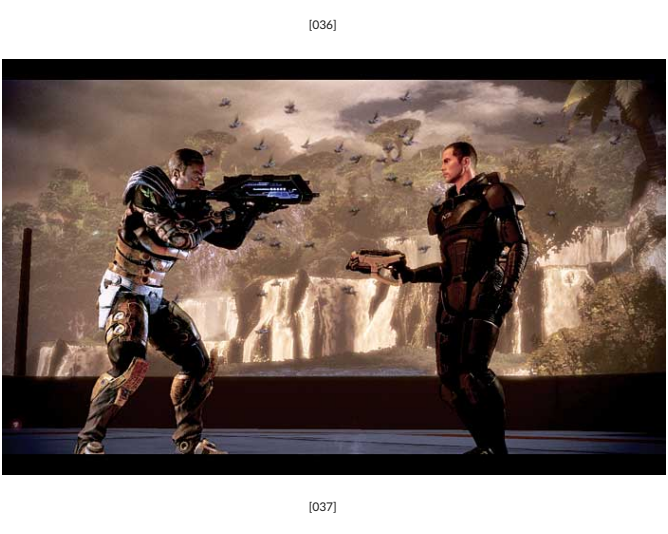
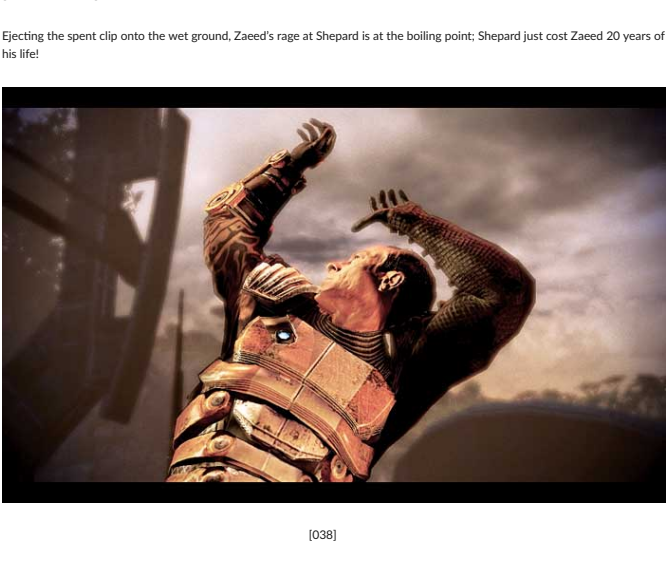


[037]

A waiting gunship transports Vido and the remaining Blue Suns off the planet surface. Zaeed arrives just too late to slay his enemy, and unloads an entire assault rifle clip at the craft as it pushes off from the landing pad **[036]** , killing one of Vido's guards but missing the man himself.

Ejecting the spent clip onto the wet ground, Zaeed's rage at Shepard is at the boiling point; Shepard just cost Zaeed 20 years of his life!



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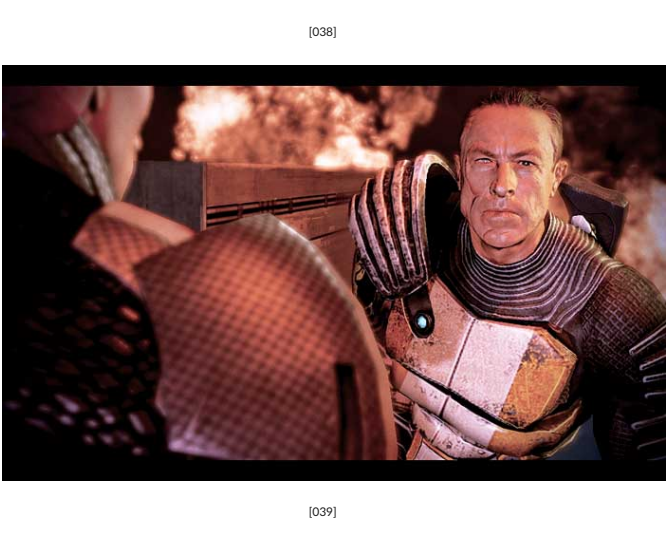


[039]

You brandish weapons at each other **[037]** , but the standoff ends when the clip ignites the fuel on the ground and the immediate area explodes, sending a support column crashing down on Zaeed **[038]** .

You rescue Zaeed from his metal trap **[039]** , and dialog choices allow you to persuade him into loyalty, putting a pistol to his head and telling him the mission comes first.

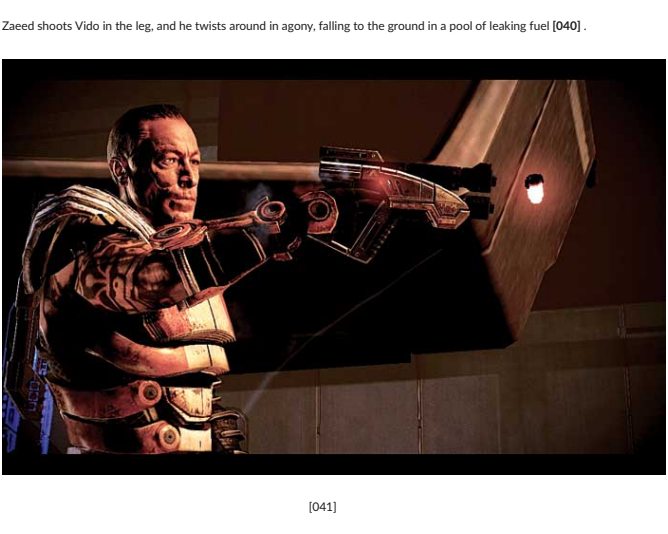
This is the only way for Zaeed to be loyal to Shepard. The shuttle arrives, and the team is transported back onto the *Normandy* .

Vido's End: Renegade Path

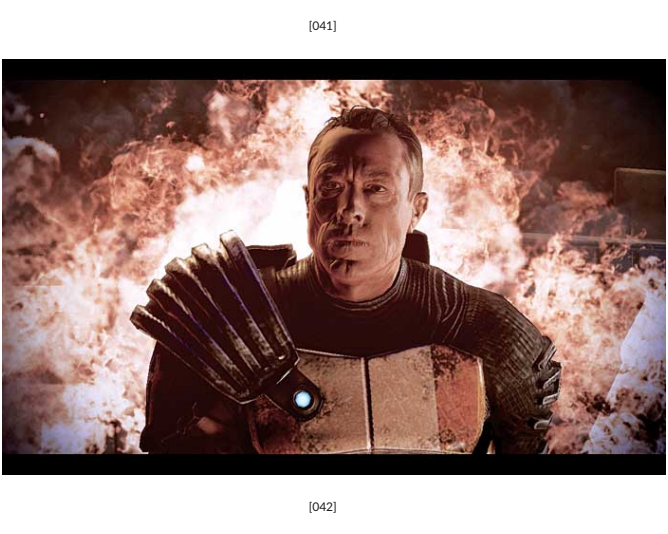
[040]

Zaeed stalks a limping Vido up the landing bay ramp and fires an attention-grabbing shot. Vido turns and tells him his past choices weren't anything personal, but purely business.

Zaeed shoots Vido in the leg, and he twists around in agony, falling to the ground in a pool of leaking fuel **[040]** .



[041]



[042]

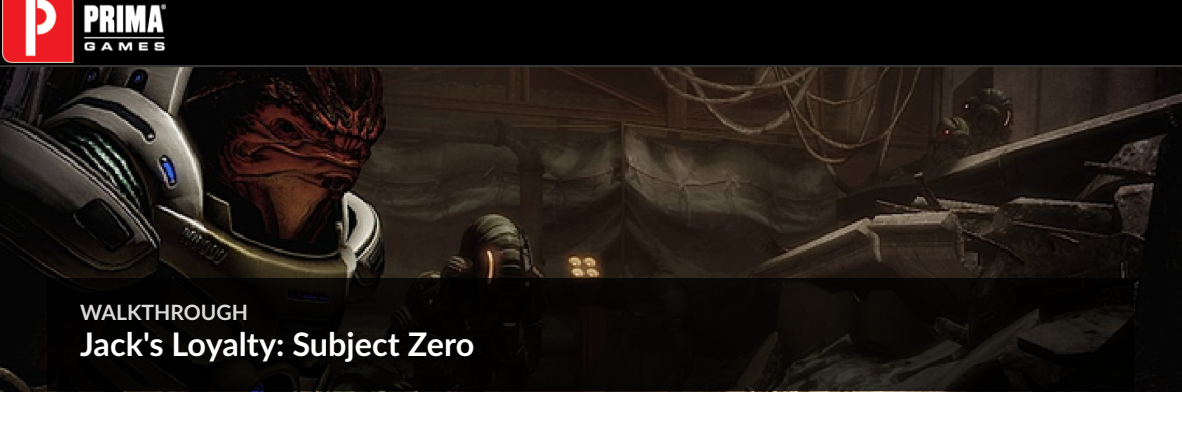
Deaf to Vido's increasingly desperate pleading, Zaeed ejects a spent thermal clip, which lands on the fuel Vido is lying in **[041]** . Zaeed walks away to the sounds of screaming and fuel tanks exploding, as well as the faint smell of cooking flesh **[042]** . He is now loyal to Shepard's cause.

Tip

Zaeed's loyalty power—the Inferno Grenade—is a powerful explosive blast that damages armor and sends fragments flying in all directions. It's a great power to use against closely packed groups.

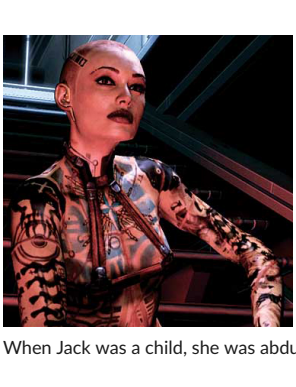
Squad Members > Zaeed > Loyalty

Squad Members > Zaeed > Power > Inferno Grenade



WALKTHROUGH

Jack's Loyalty: Subject Zero



How did Jack end up becoming one of the most powerful human biotics in the galaxy? When Jack was a child, she was abducted and placed in a special Cerberus facility.

There, she was tested on for years. Tortured. Abused. All in the name of science.

Cerberus scientists believed that by inflicting enough pain to move the pain threshold, they could discover a way to make a human more susceptible to gaining biotic powers.

After combing through Cerberus files, Jack has learned the exact location of the Cerberus facility: the planet Pragia.

She wants to put some of these haunting memories out of her mind and thinks that destroying the facility is just the therapy she needs. Plot a course for Pragia to fulfill Jack's request.

Note

Jack is a hardcore biotic, so you may wish to complement her skills with a weapons expert since the Cerberus base is full of entities to shoot at.

Mission Data

Location: Milky Way > Nubian Expanse > Dakka > Pragia

Experience Available: 750

Entities Encountered > Enemies

- Blood Pack > Kureck
- Blood Pack > Pyro
- Blood Pack > Trooper
- Blood Pack > Warrior
- Varren

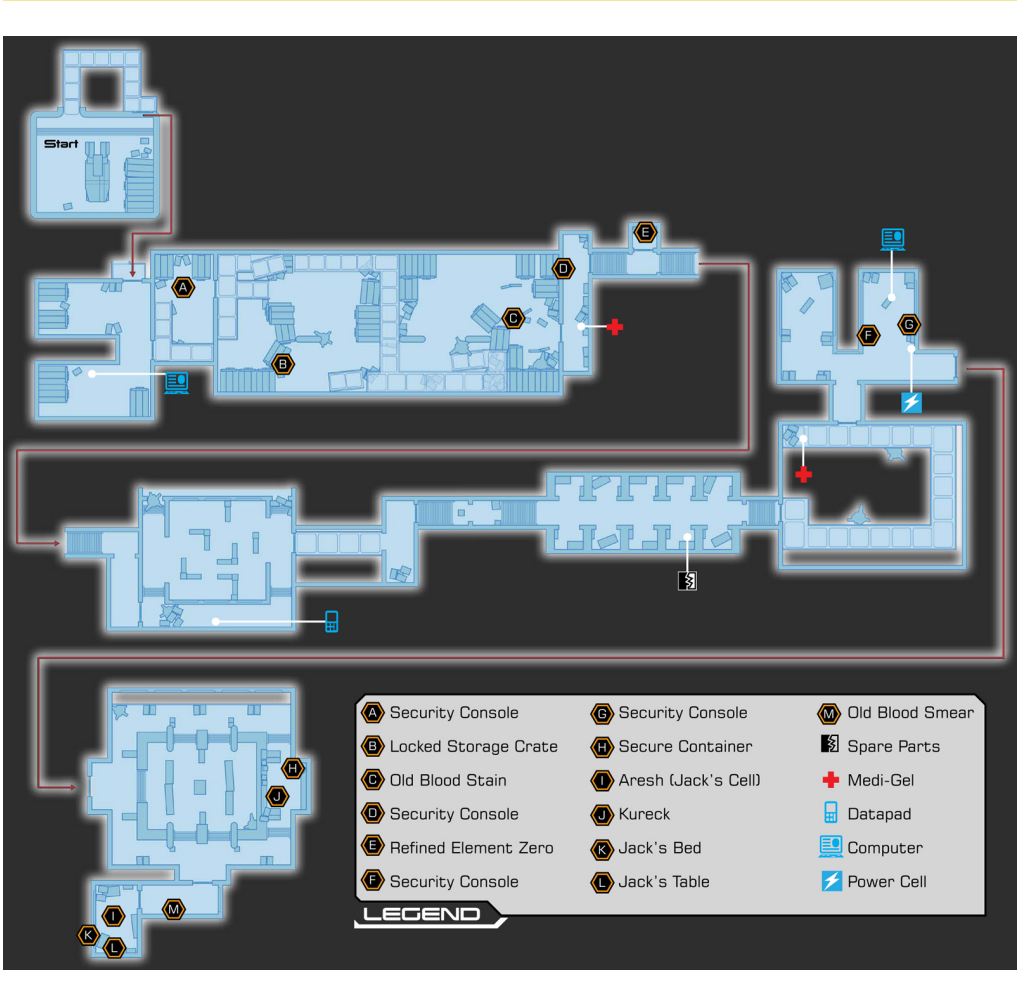
Spoils of War > Total Credits: 30,000

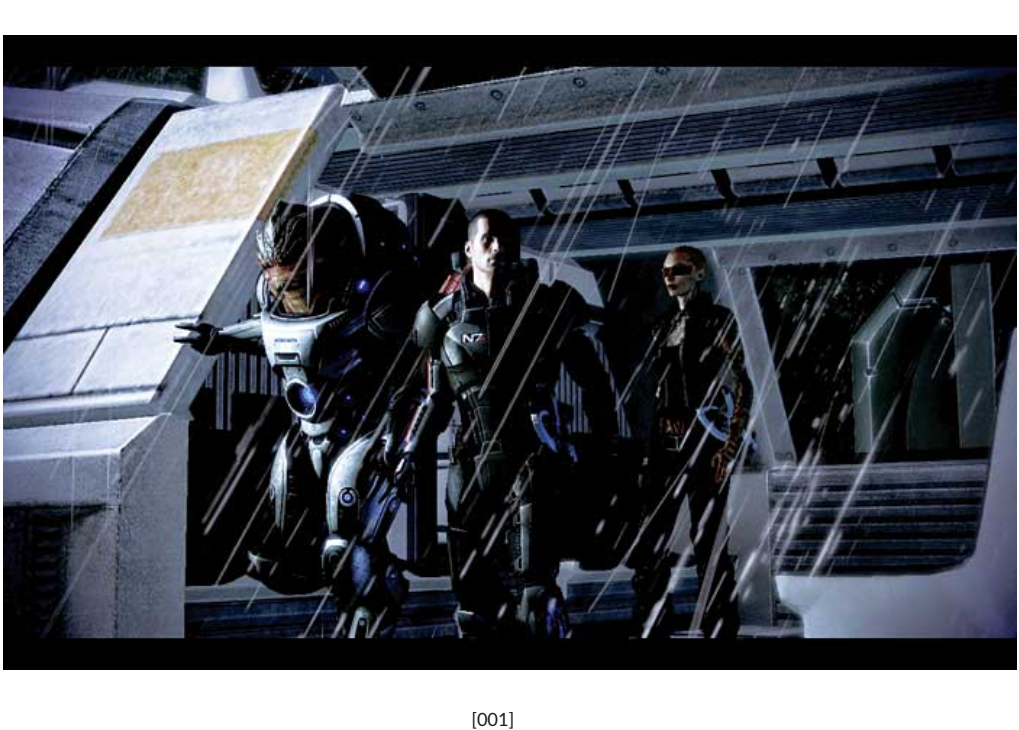
- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades > Biotic Damage (Hyper Amp)

Spoils of War > Resources > Element Zero: 500

New Power > Squad Member > Jack > Warp Ammo





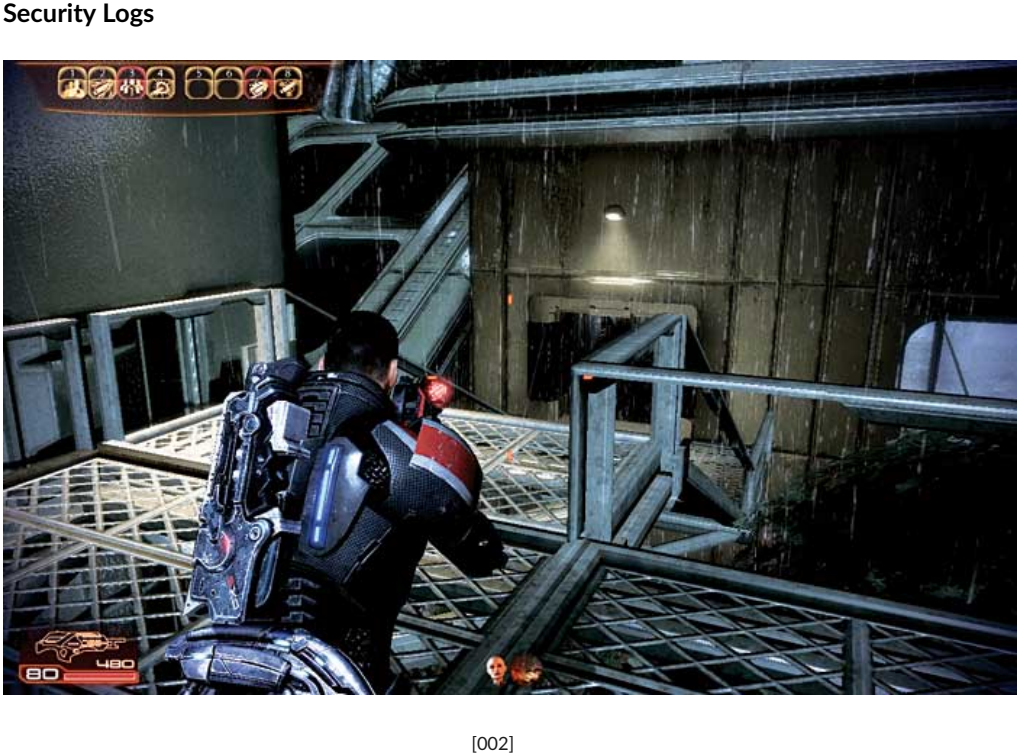
[001]

As the shuttle nears the Cerberus base **[001]** , EDI picks up multiple thermal readings. This is supposed to be an abandoned base.

Jack starts getting cold feet as the shuttle closes in on the base but steels herself when the shuttle lands. She just wants to get in there, plant the bomb, and get out.

Part 1: Enter Facility

Security Logs



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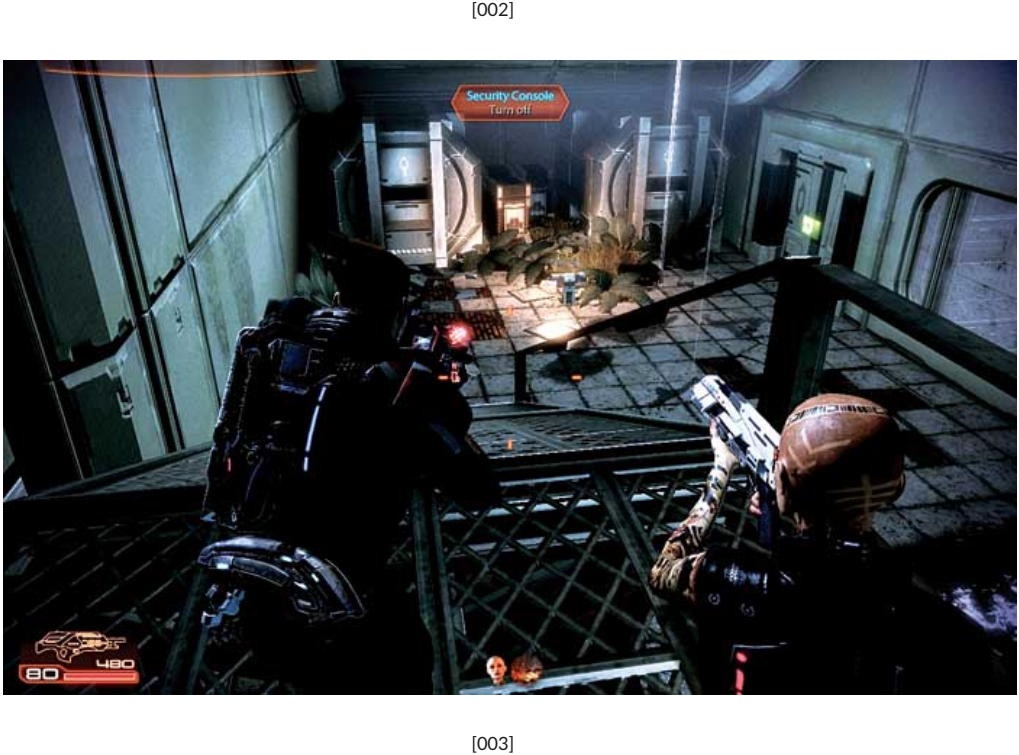


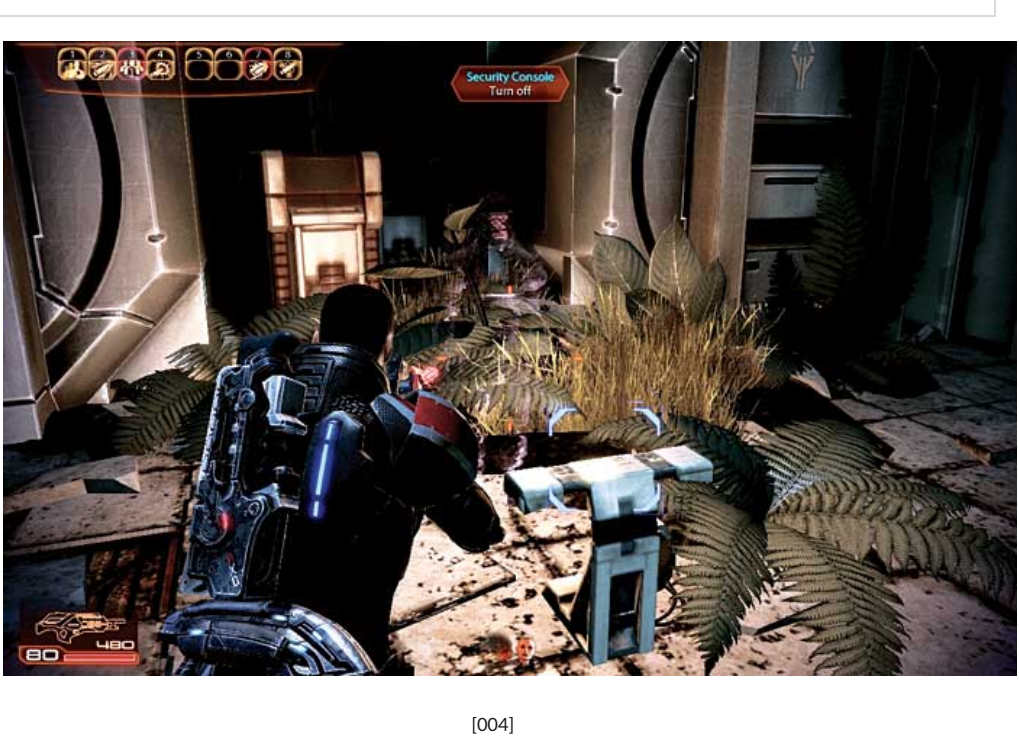
[003]

After the squad disembarks from the shuttle, you must find the entrance of the Cerberus base. The door is down the stairs from the landing zone **[002]** . The inside of the base is quiet.

Nature has taken its course on the abandoned base, breaking it down as plants slowly reclaim the area. Inside the base **[003]** , look for a door on the left wall that leads deeper into the facility.

Then hack the secure terminal in the small room on the far side of the door to bank some credits.

Spoils of War > Locked Terminal > Hack > 3,000 Credits

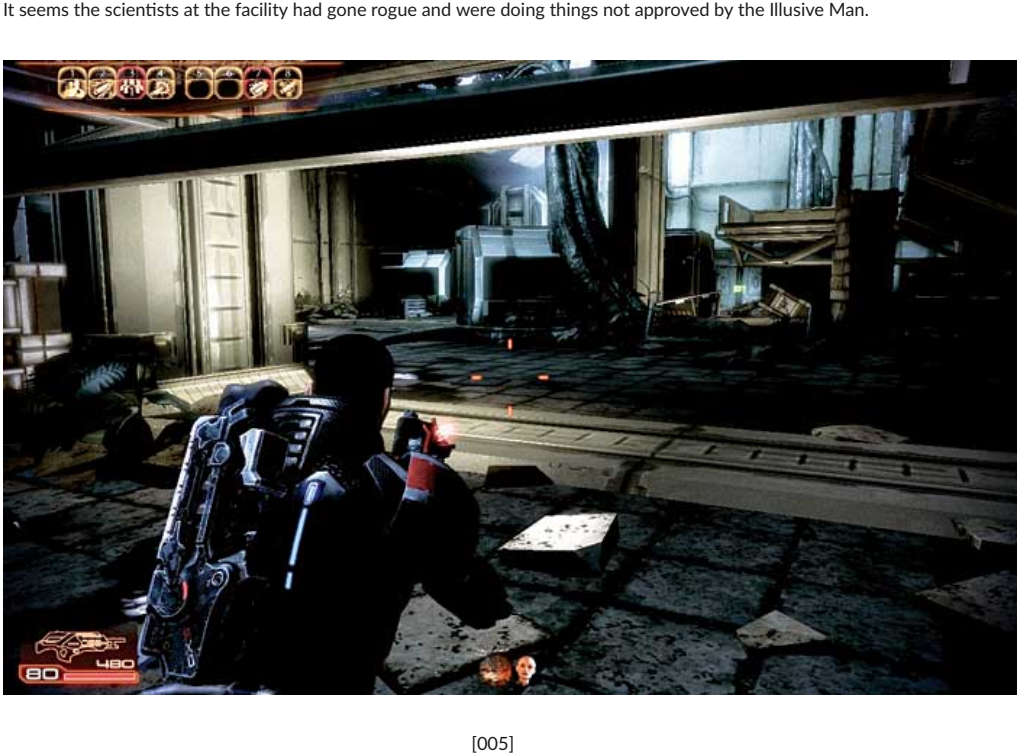


[004]

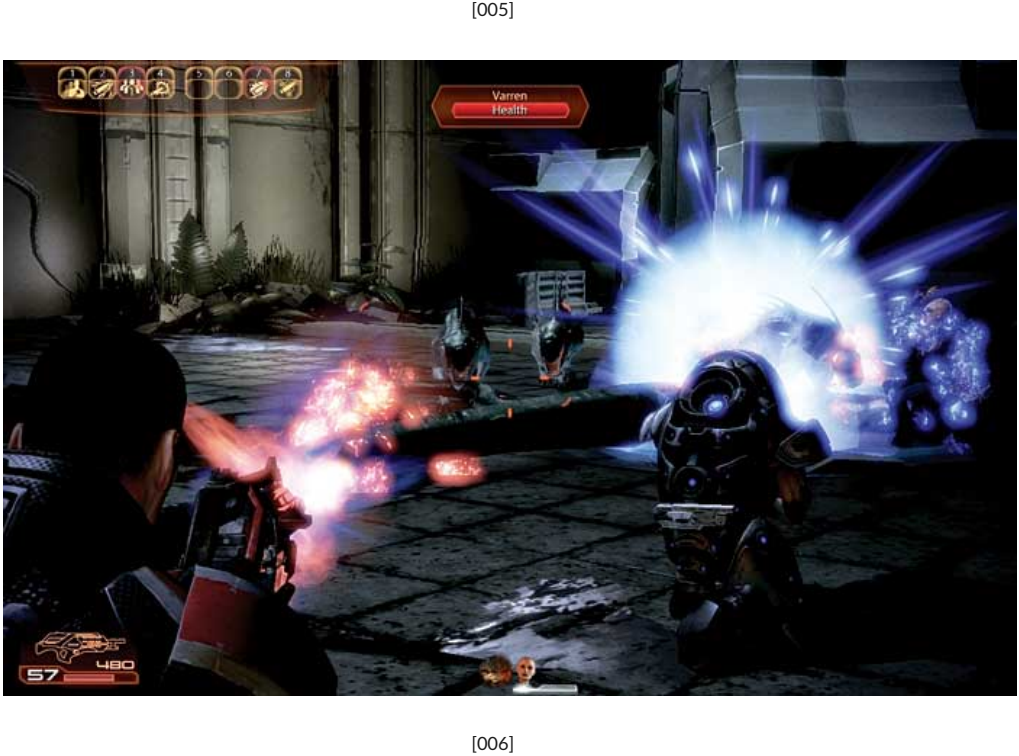
At the bottom of the next staircase, you discover a security log **[004]** . When you play it, you start to get a better picture of what was happening at this facility.

Apparently, the Illusive Man wanted a report on what was happening at the facility, but the experiments were being obscured from Cerberus.

It seems the scientists at the facility had gone rogue and were doing things not approved by the Illusive Man.



[005]



[006]

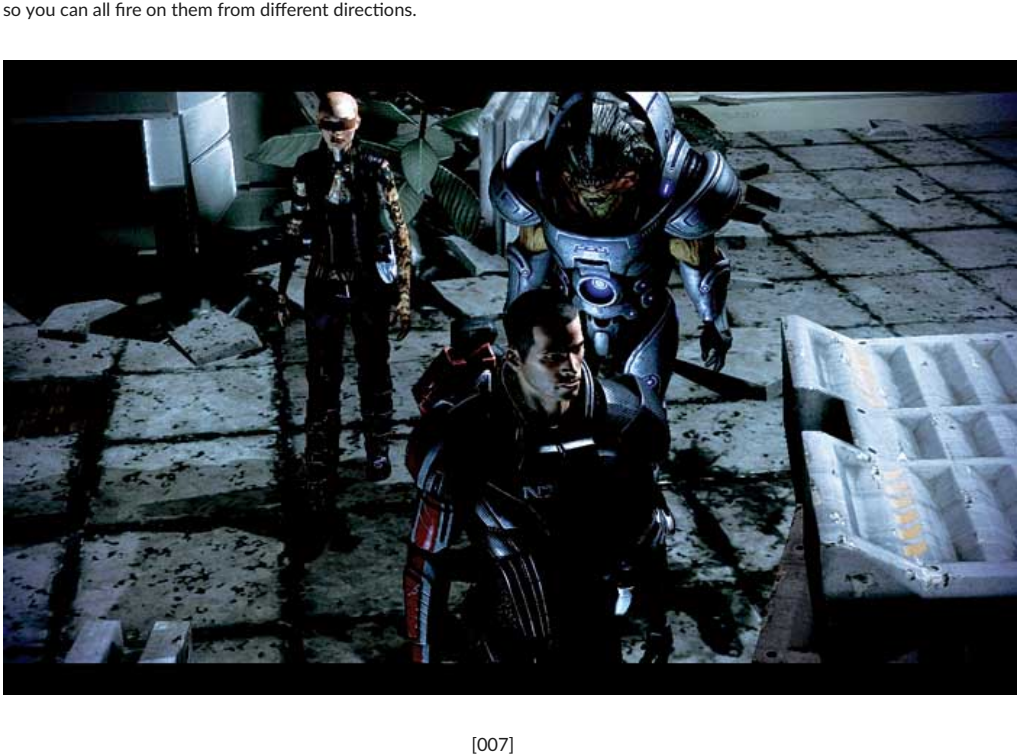
Pass through the door next to the security log to enter a courtyard **[005]** . Jack recognizes the courtyard. As she tells you about her childhood at the base, search the courtyard for a crate.

Hack the lock on the crate to recover some credits. Then move through the door on the far side of the courtyard to re-enter the base. In the next hallway, pick up a medi-gel from the crate just inside the door.

The security log at the end of the hallway reveals that something in the facility went terribly wrong. The subjects at the facility were going wild. The guards were instructed to protect Jack at all costs.

Deeper in the facility, you discover a small pack of varren **[006]** .

Back up while shooting, and slaughter them before they can get in close and maul you, moving your squad members to the side so you can all fire on them from different directions.



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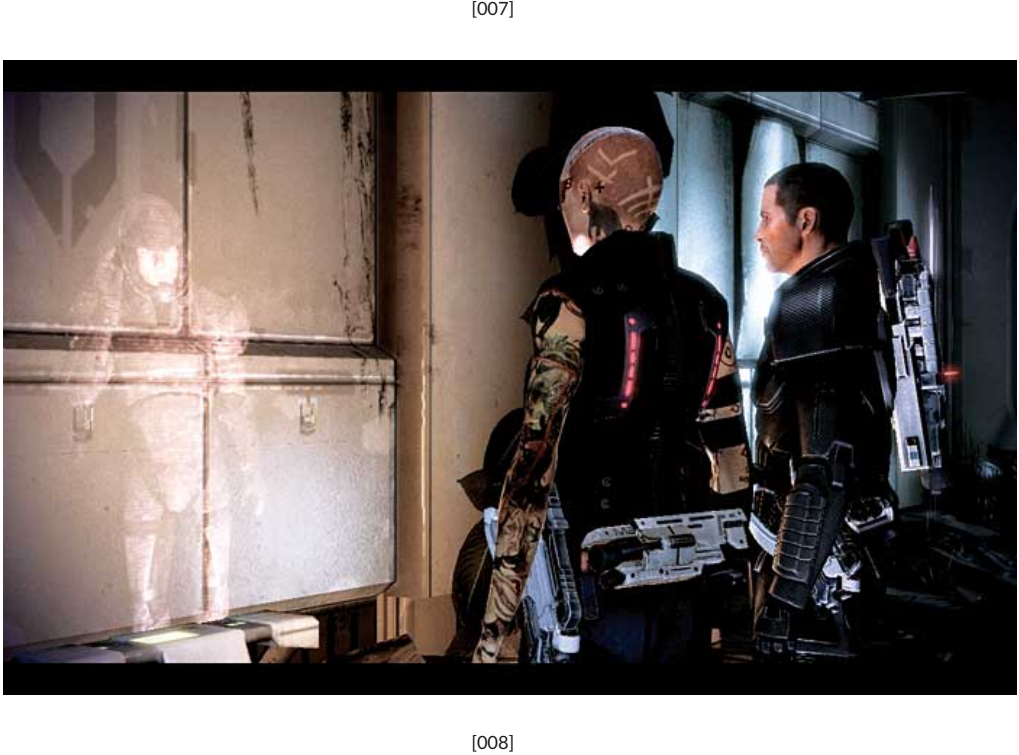
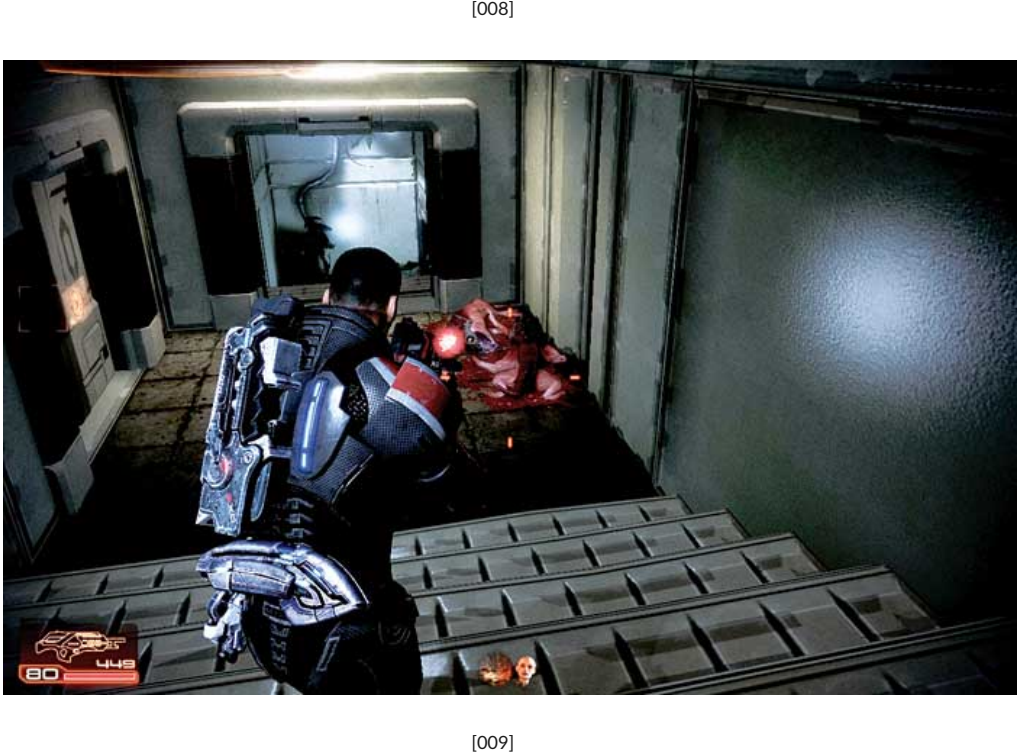


[008]



[009]

To the rear of this chamber is an old blood stain **[007]** . Jack remarks that she was pitted against other kids in this makeshift arena. Move through into a connecting corridor with a med kit and security console to open.

The console displays an old hologram message from a frantic guard requesting permission to terminate Subject Zero **[008]** , and that the subjects at the facility were running wild.

Jack doesn't remember it quite like that. After a short Paragon or Renegade chat with Jack, push farther into the facility. Down the stairs, you discover a dead varren **[009]** —a fresh kill.

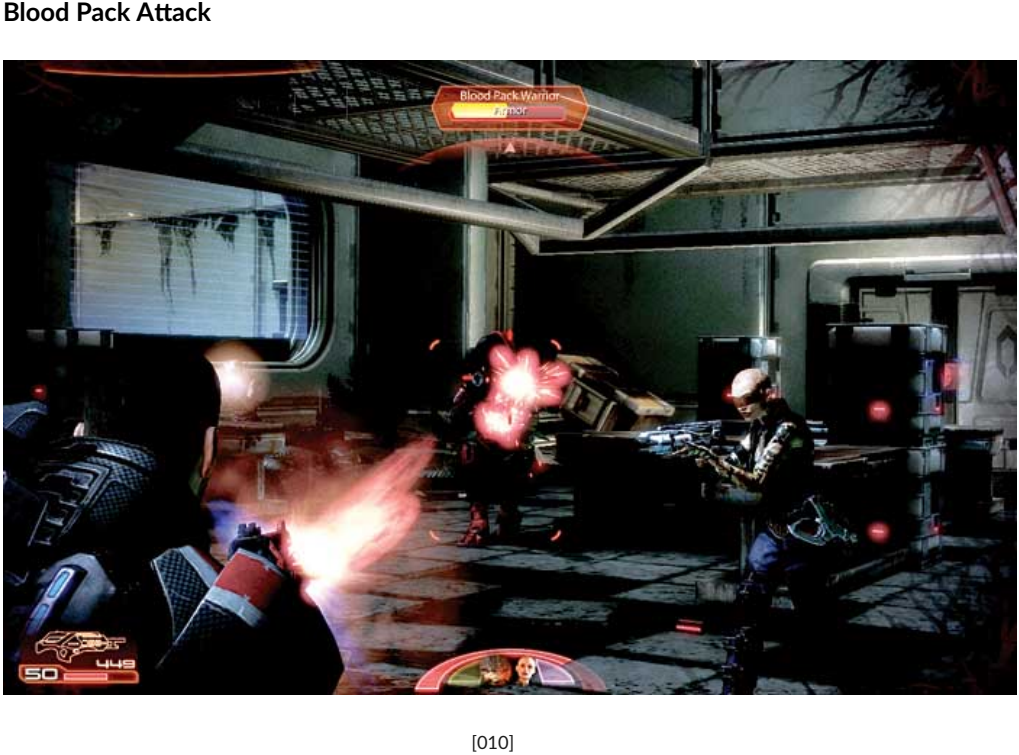
Somebody—or something—is in this facility with you. Bypass the door next to the varren to pick up a crate of element zero. Bypass the door opposite the varren corpse for a storage room with eezo to take.

Spoils of War > Locked Storage Crate > Bypass > 3,000 Credits

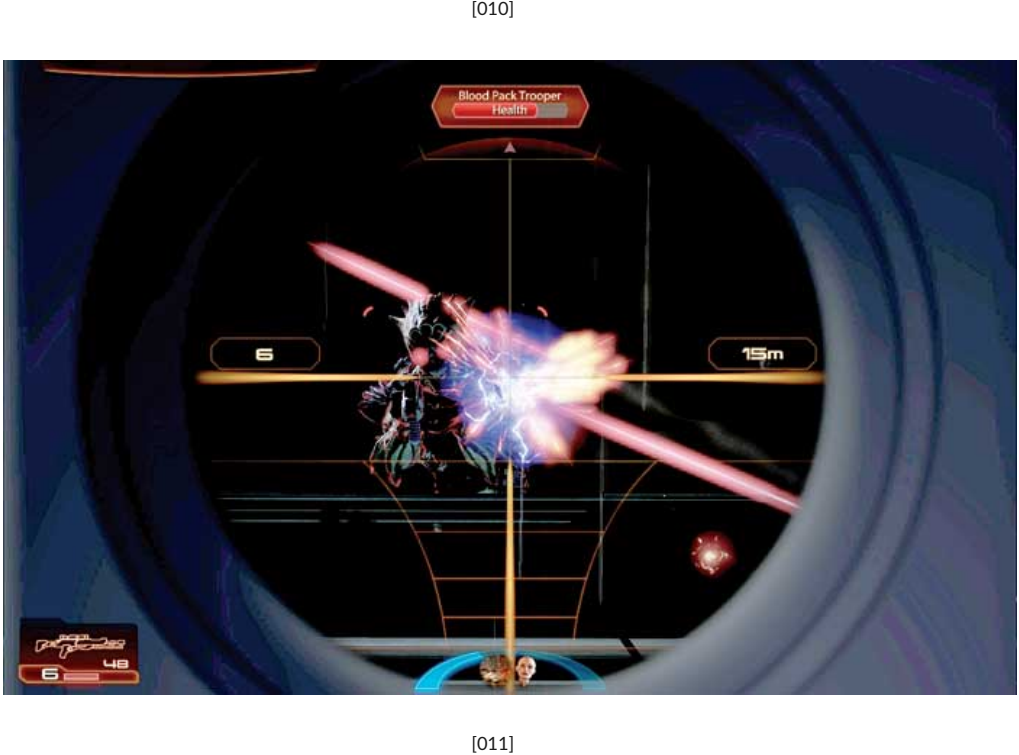
Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Element Zero > Open > 500 Element Zero

Blood Pack Attack



[010]



[011]

When you step through the door at the bottom of the stairs, you encounter Blood Pack mercs **[010]** . What are they doing here? The patrol is led by a Blood Pack warrior.

The warrior is flanked by troopers. All of these brutes can regenerate their health, so when you start working on one target, be sure to put it down so it does not slink off, heal, and come back with a vengeance.

Look up, too; use sniper fire or biotics (yours or Jack's) to nail the trooper on the ledge above the courtyard.

You cannot access the part of the courtyard off to the left, but the Blood Pack has. At least two troopers pop up from the windows and rain down bullets **[011]** .

Take shots at their heads when they stand up to fire on you, or arc biotic attacks into the windows to lift them into view.

When the fight is over, search and hack the PDA in the corridor on the right side of the courtyard to pick up additional credits.

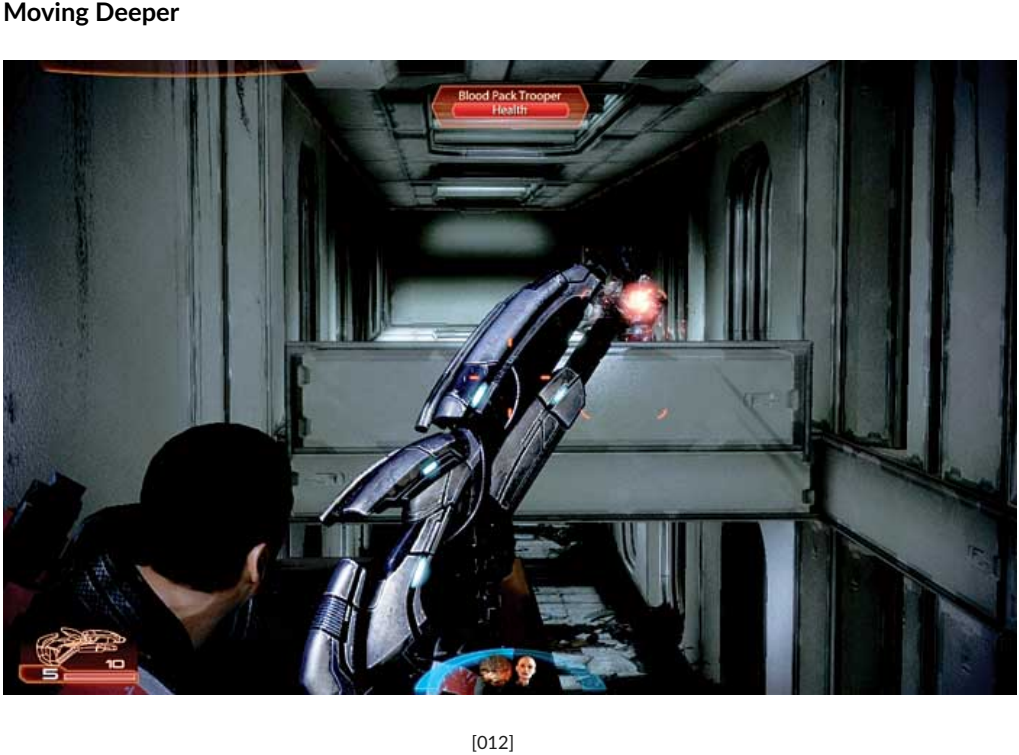
Tip

On higher difficulty levels: During battles with the Blood Pack, well-aimed headshots (usually from a sniper rifle) dish the best damage out at range.

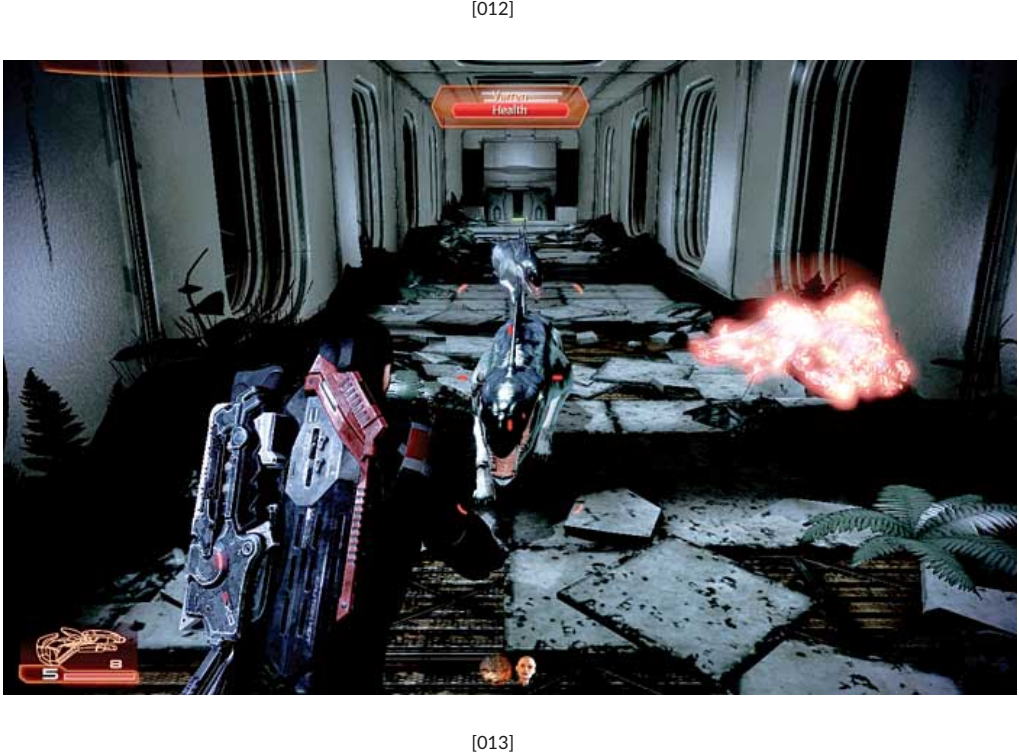
Concentrate primarily on the pyro troopers first, as they can kill you easily at close range.

Spoils of War > PDA > Hack > 3,000 Credits

Moving Deeper



[012]



[013]

After clearing out the Blood Pack thugs from the courtyard, bypass the locked door and cross a narrow bridge to enter the next section of the facility.

More Blood Pack troopers wait for you on a catwalk above the next set of stairs **[012]** . They hide behind the wall and pop up to take shots at you. Use the crates in front of the stairs as cover and fire back at the troopers.

Use Jack's biotics to arc over the wall and attack the troopers.

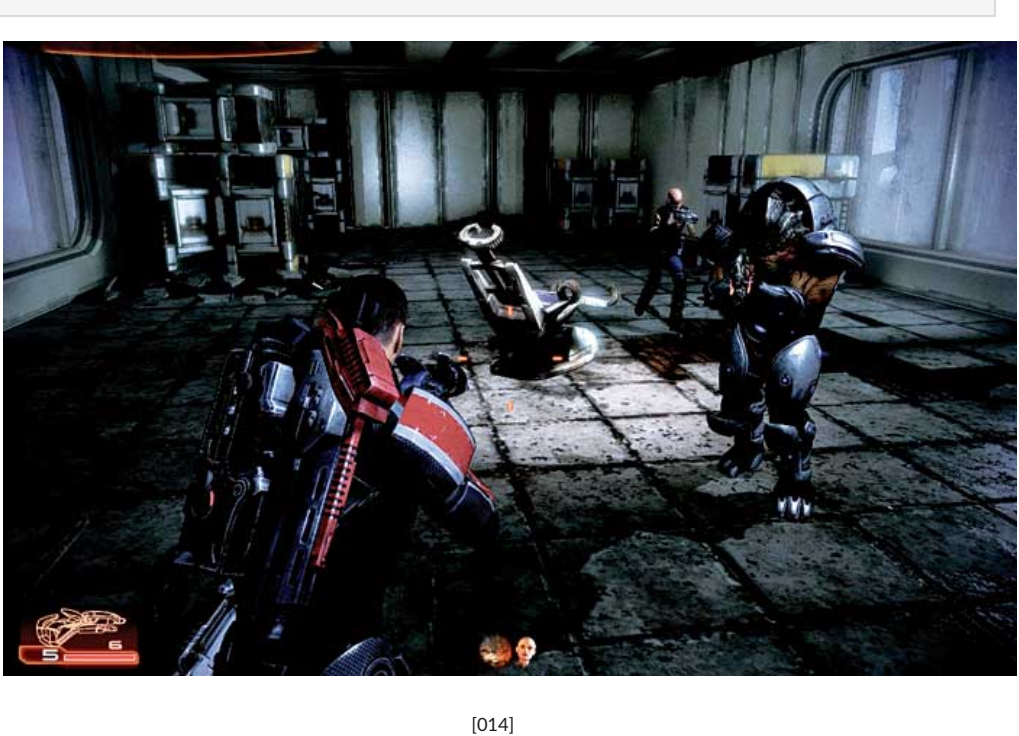
In the hall at the bottom of the stairs, be ready for oncoming varren **[013]** . Target the varren as they rush you. Jack's biotics are useful to stop the varren in their tracks.

After shooting down the varren, check out the small, cell-like rooms off of the hall for some spare parts to salvage.

Then maneuver around a small atrium catwalk with a tree in the middle, pausing to grab the medi-gel next to the door on the far side.

Spoils of War > Circuit Boards > Salvage > 3,000 Credits

Med Kit > +1 Medi-gel > 100 Credits



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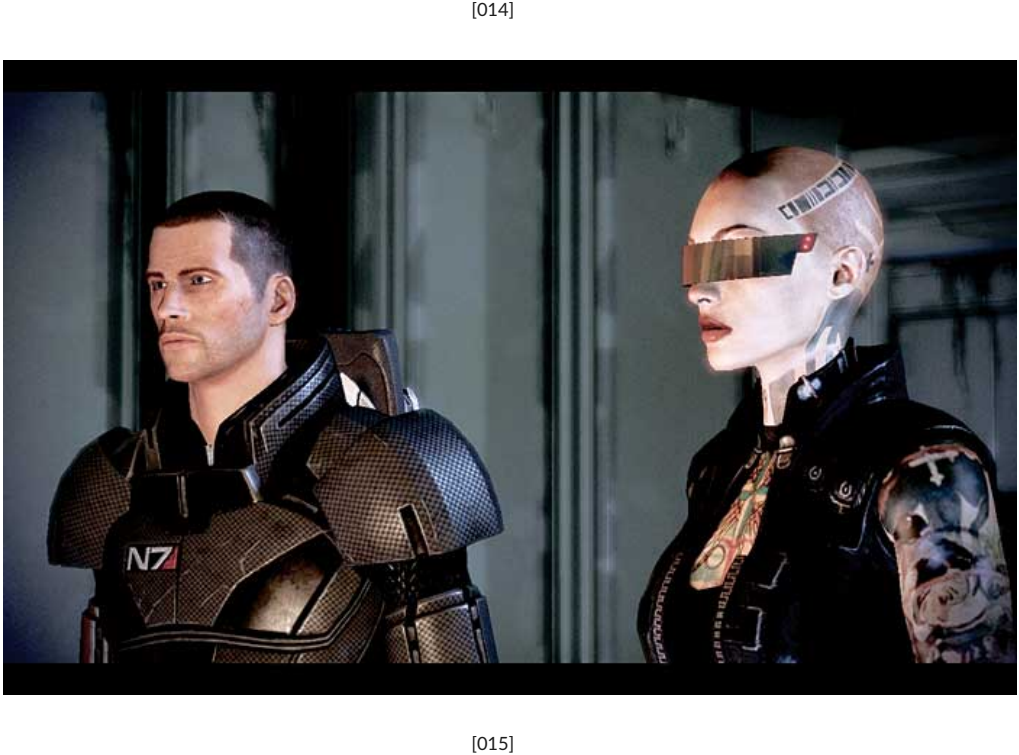


[015]

The door leads to two small labs **[014]** . The lab to the right contains security logs. Watch them to learn just how awful the experiments at this facility truly were **[015]** .

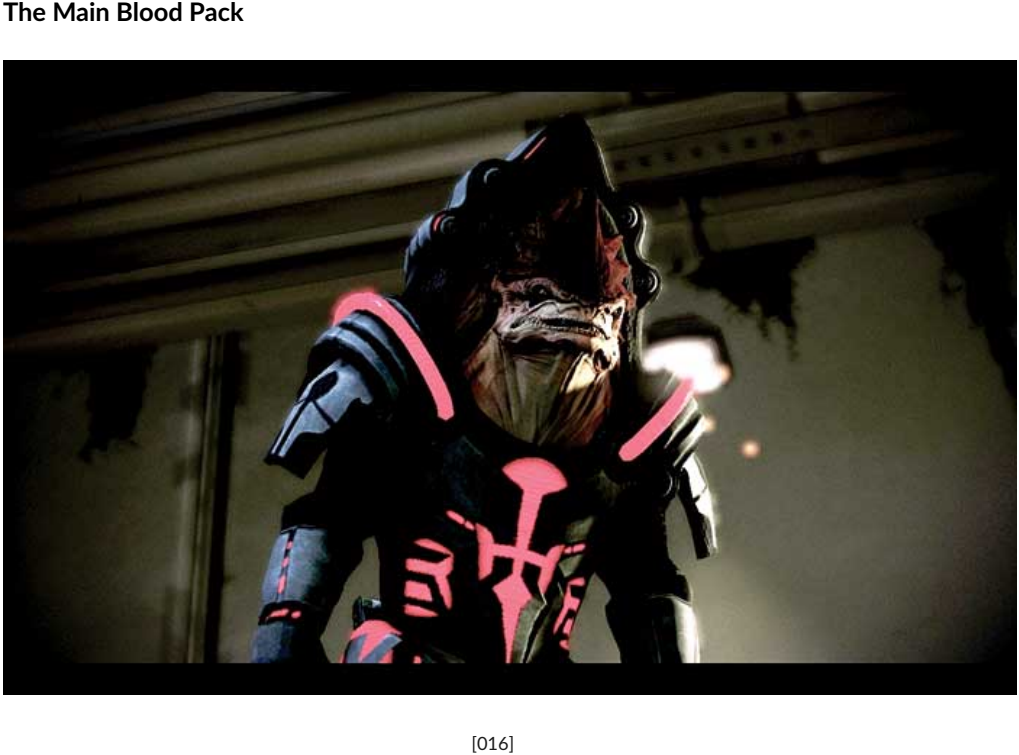
The Cerberus scientists were injecting, freezing, and torturing other children to determine which test procedures were safe enough to use on Jack. Jack refuses to believe that anybody at the facility had it worse than she did.

Before continuing, hack the research console at the chair to receive the Hyper Amp upgrade. It increases the damage caused by biotic attacks. Check the area for heavy weapon ammo, too.

Upgrade > Research Terminal > Hack > Biotic Damage

Ammunition > Power Cells > 2 Heavy Weapon Ammo

The Main Blood Pack



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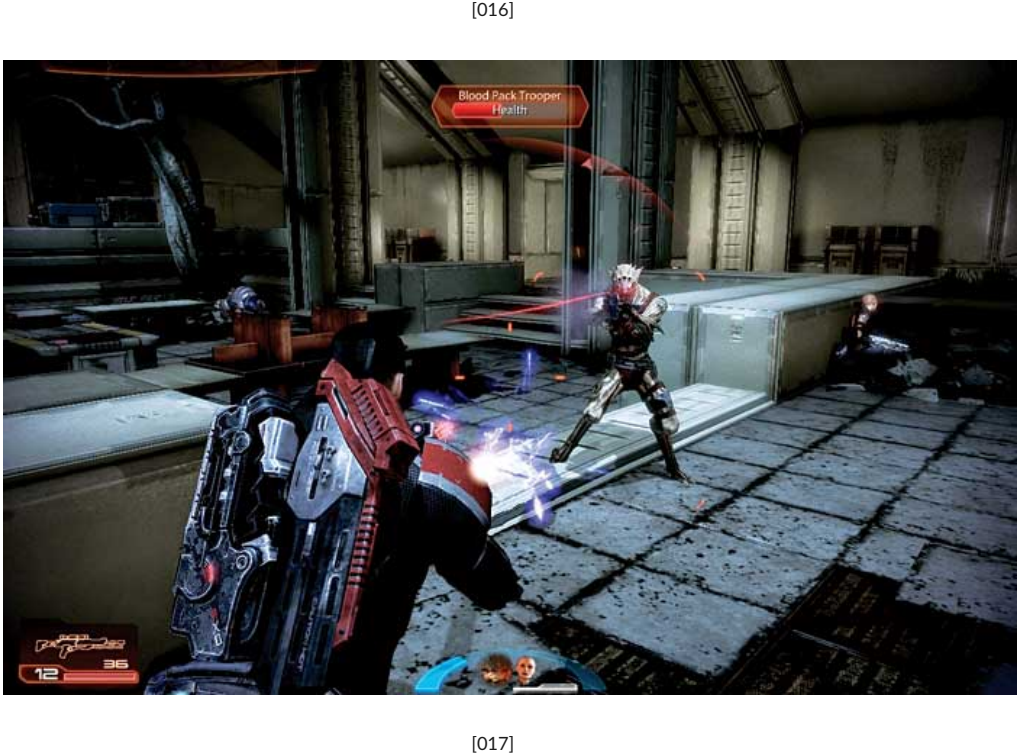
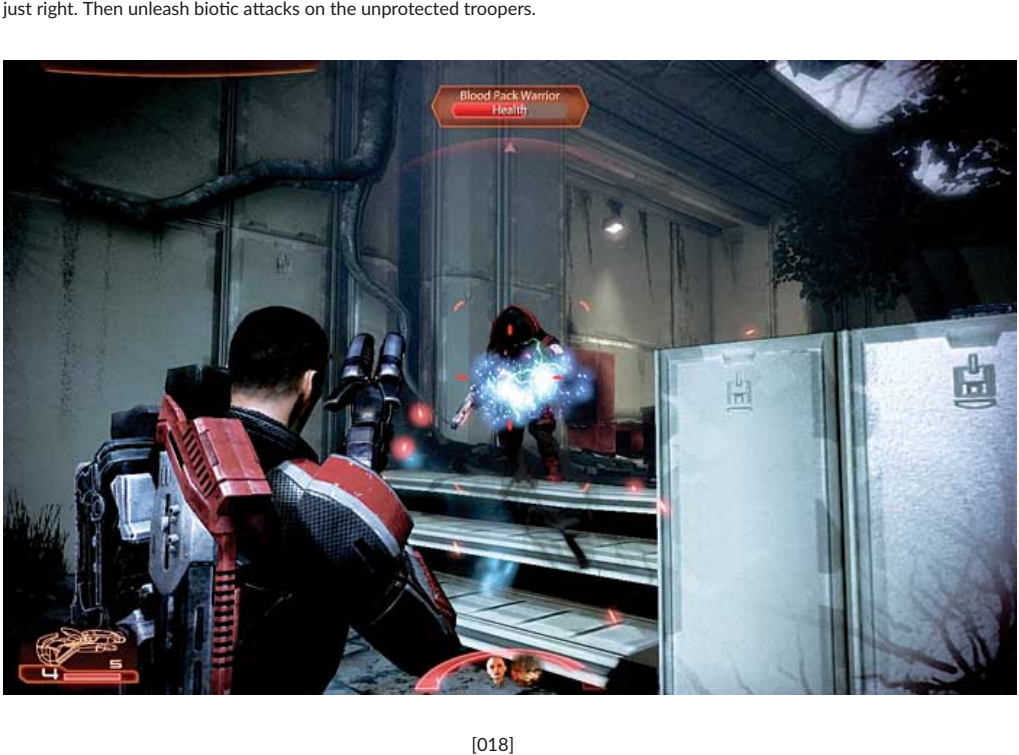


[017]

In the next room, you discover the rest of the Blood Pack, led by a krogan, Kureck **[016]** . They are at the facility to salvage whatever they can find but are sorely disappointed by what was left at the base.

You catch Kureck by surprise, but the krogan directs his pack into battle right away. The Blood Pack troopers, warriors, and pyros in the room fan out **[017]** .

As the fight starts, shoot the tanks on the Blood Pack pyros to turn them into walking time bombs. Use zoom to get the shot just right. Then unleash biotic attacks on the unprotected troopers.



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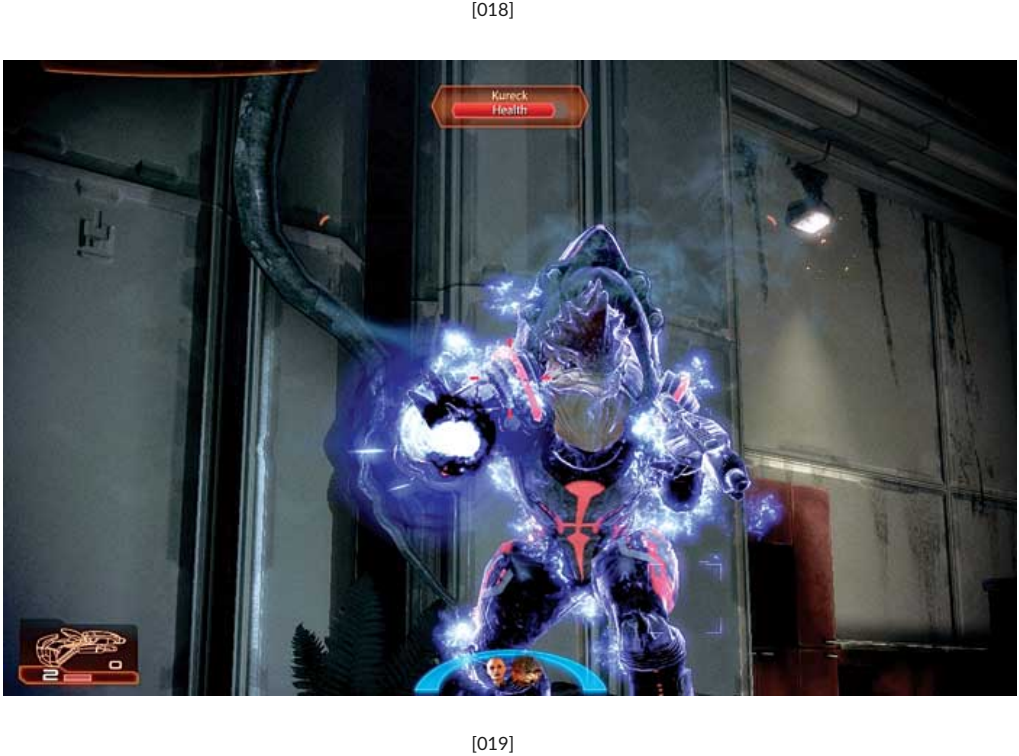


[019]

The second toughest Blood Pack enemy in the room is the warrior **[018]** . If the krogan gets close enough, it will charge you. If you have heavy weapons, drop the warrior immediately with a few well-placed shots.

If you lack heavy weapons, you must at least shoot through the armor before ripping into it with biotics. If closer-range combat is the only option, switch to your shotgun.

Kureck is serious trouble **[019]** . The krogan not only has armor like a Blood Pack warrior, but he also has a barrier. You cannot use biotics on Kureck right away thanks to these defenses.

Instead, you must pick away at those defenses with heavy weapons or repeated fire. Kureck will also charge at you if he gets too close, so move around the room to keep him at a safe distance.

When he finally falls, check the chamber for items.

Caution

Kureck can use the Warp biotic attack against you.

Tip

On higher difficulty levels: Staying in cover by the tables and at the entrance to this chamber bides you some time and allows you to skillfully cover your squad members as they push back attacks from both sides.

If you can lift Kureck into the air with Pull or Slam, he's much easier to finish off.

Spoils of War > Secure Container > Bypass > 3,000 Credits

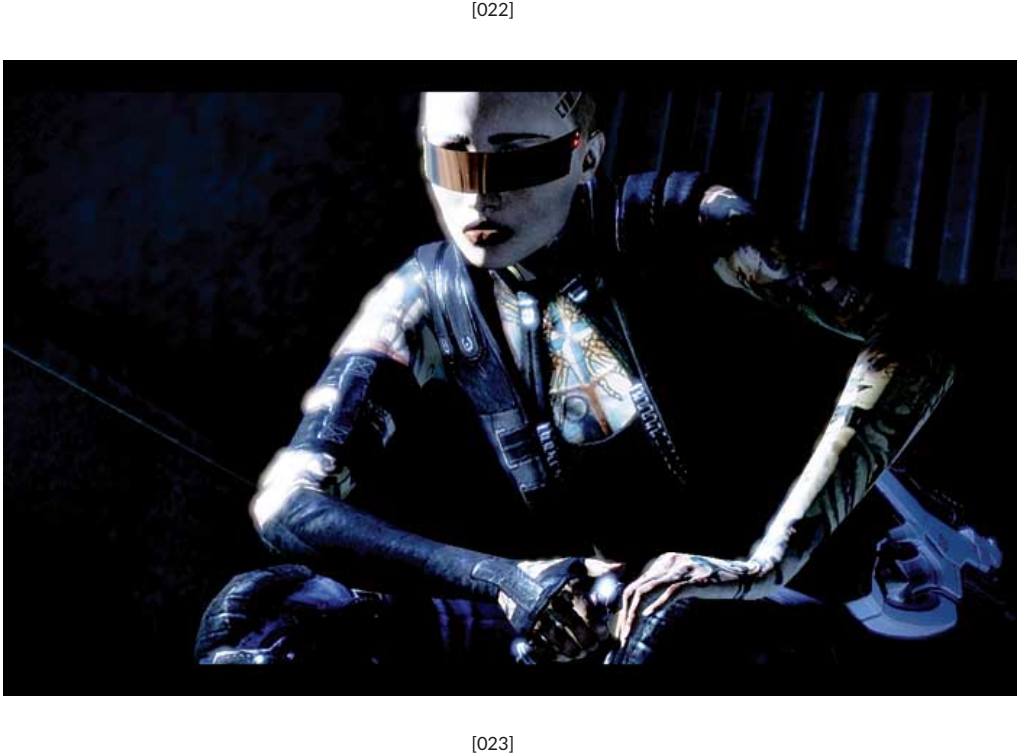
Part 3: Find Jack's Cell

Bad Memories

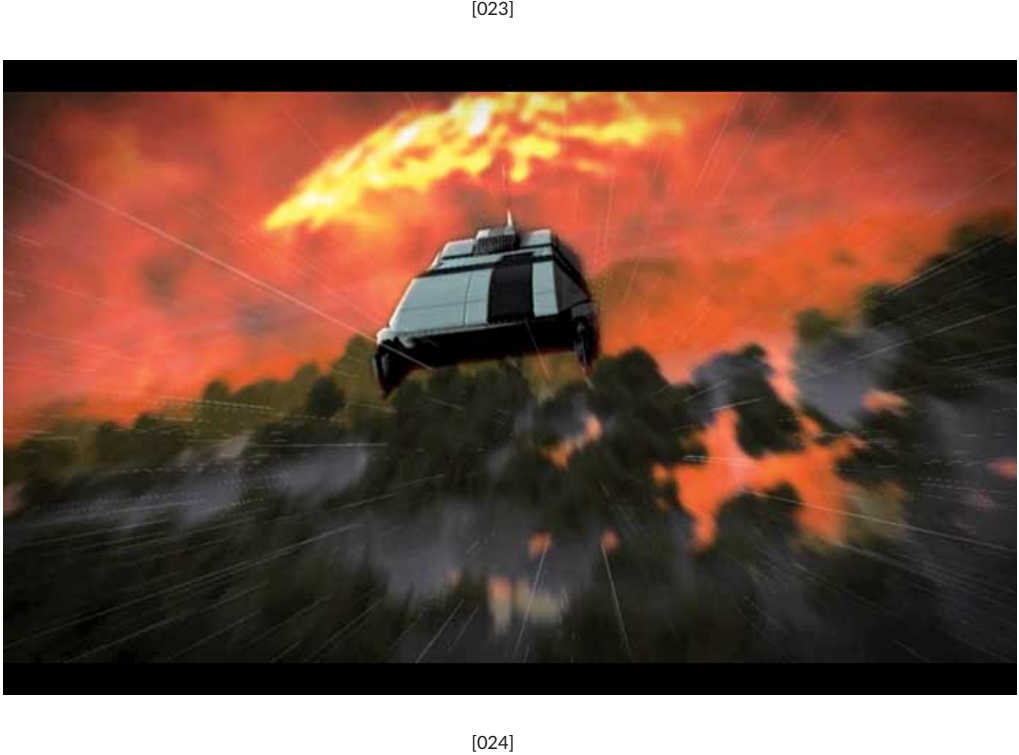
[020]

[021]

[022]



[023]



[024]

Jack's cell is just beyond the Blood Pack room. When you step through the door, you hear somebody else in the room. You give whoever it is a chance to come out peacefully. It's a former test subject named Aresh **[020]** .

He came back to pick up the pieces of his childhood and eventually restart the facility. Aresh wants to complete the research that was started on him. He refuses to believe that it was all for nothing.

Jack wants to kill Aresh for even suggesting reopening the facility **[021]** . It's up to you to stop her (or not). After the situation with Aresh has been resolved, you can look around the room with Jack **[022]** .

Inspect the window, the table, the bed, and the old blood smear in the hall. Jack has a story attached to each of them. After listening to Jack close this old wound, tell Jack that it's time to leave.

The shuttle takes off, leaving the facility in the distance. Jack fidgets with the detonator, unsure what to do **[023]** . Ultimately, she makes the decision to wipe her tortured childhood off the face of Pragia.

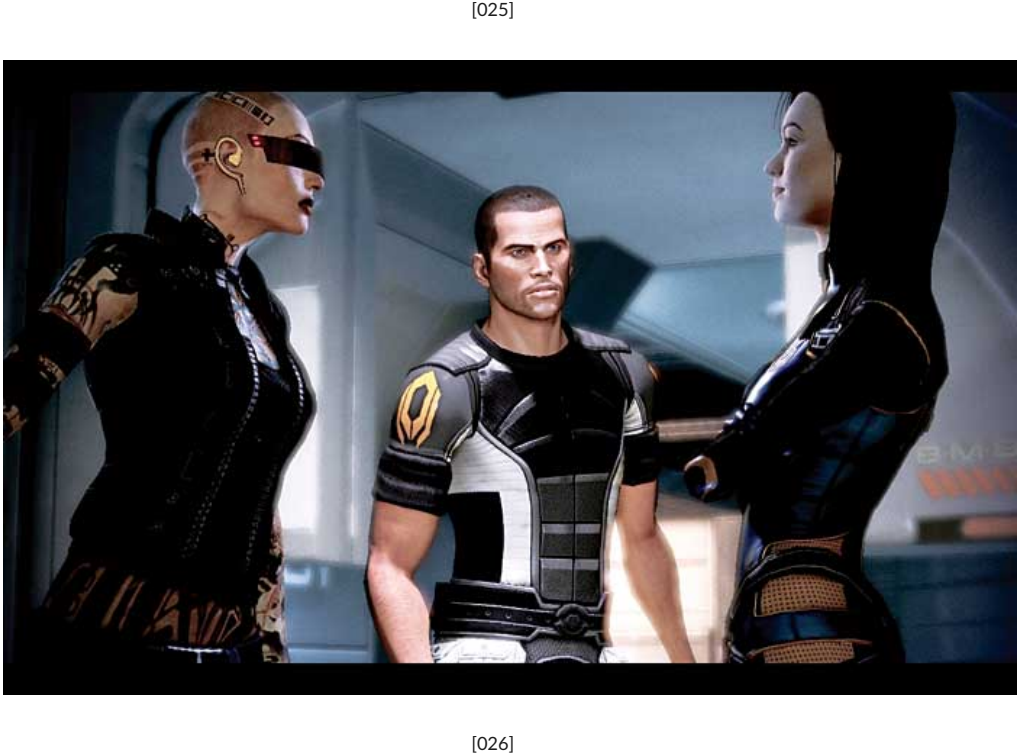
As the shuttle rises to dock with the *Normandy* , a mushroom cloud rises from the jungle **[024]** . Jack is now loyal to the team and has unlocked the Warp Ammo power.

Squad Members > Jack > Loyalty

Squad Members > Jack > Power > Warp Ammo

Dissension in the Ranks

[025]



[026]

Back on the *Normandy* , you discover Jack and Miranda locked in a biotic struggle in Miranda's office **[025]** . This occurs only after you finish both Miranda's and Jack's loyalty missions. You tell both of them to knock it off.

Jack is furious with Miranda for denying that Cerberus was behind the experiments at Pragia. You get between the two of them **[026]** .

If your Paragon or Renegade score is high enough (beyond the last bar), you can resolve this situation without alienating either crew member.

However, if you do not have the left dialog options available, you must make a tough choice right now. If you side with Miranda, you lose any chance of friendship (or more) with Jack. She shuts you out.

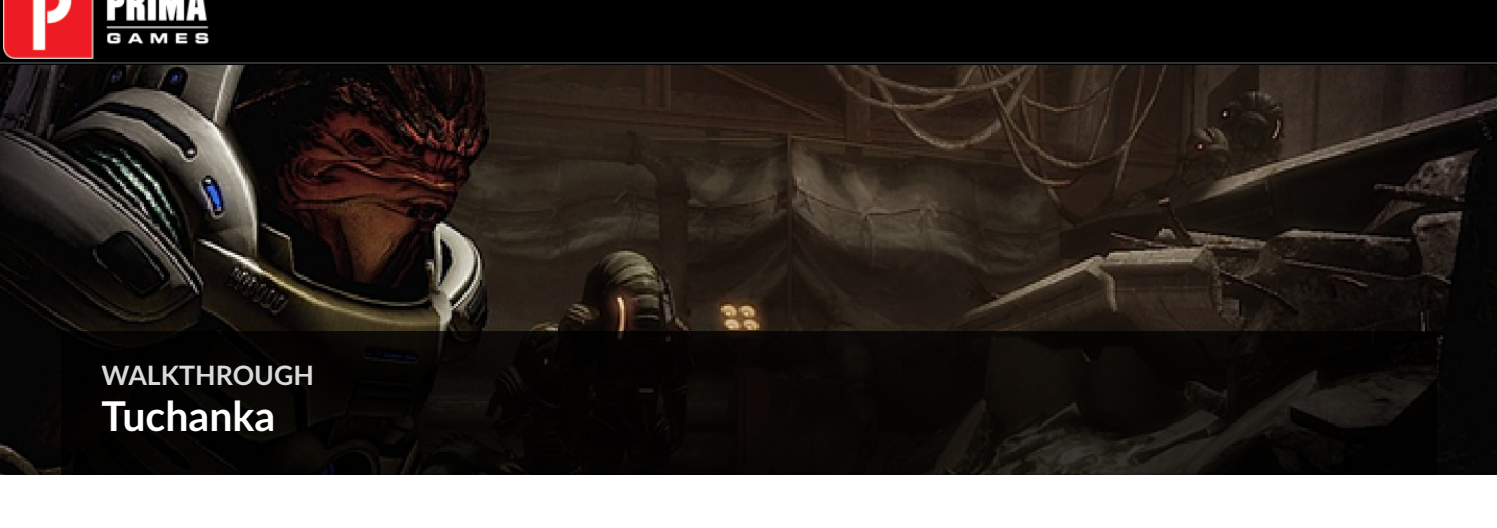
Taking Jack's side turns Miranda cold. While this decision may close down social avenues with either crew member, you can still use them on missions.

Note

Unless you can max out your Paragon or Renegade score before the final mission, and then speak to the squad member you've slighted, you cannot gain the loyalty of both of these crew members.

If you manage to get a high enough morality score on either end of the pendulum, you can make up with the offended crew member.

For this reason, you may wish to attempt Miranda's loyalty mission quite a bit sooner than Jack's, spreading them out.



WALKTHROUGH

Tuchanka

The krogan homeworld of Tuchanka bears the scars of war. Where once mighty forests stood and cities rose, now only ash and ruins remain.

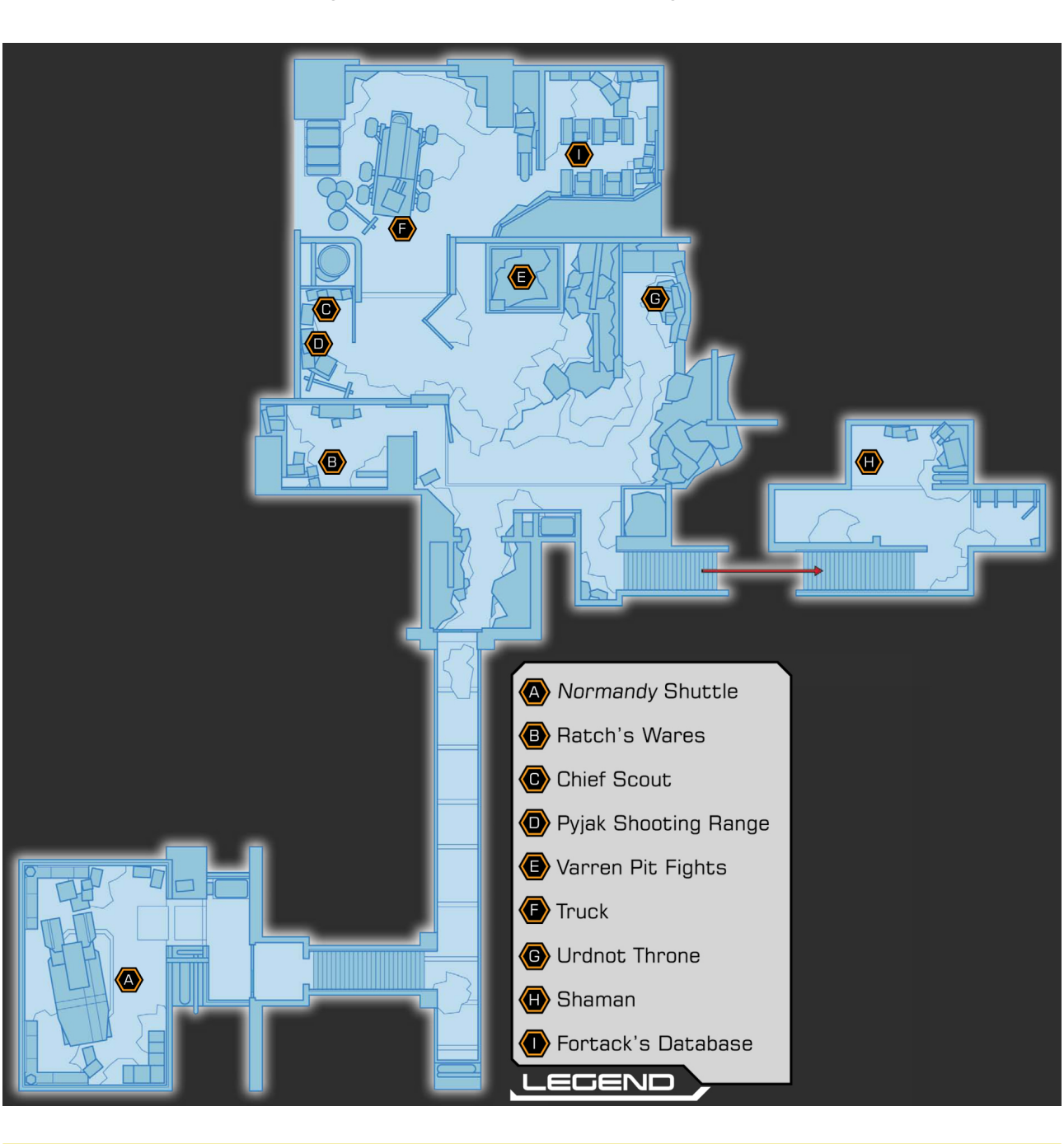
After the krogan almost destroyed Tuchanka and their own race in a nuclear civil war, the salarians relocated them to a toxin-free planet so they could rebuild their population and fight effectively in the Rachni Wars.

However, a krogan population explosion ensued, and the krogan began to rise up and threaten the rest of the galaxy.

Salarian scientists developed a genophage that controlled the krogan birthrate, causing the race to almost collapse but still retain some stability. The genophage is one of the galaxy's great morality questions.

The krogan had the strength and numbers to conquer the galaxy. But was the genophage really closer to genocide?

Tuchanka has become partially hospitable only within the last few centuries. Krogan clans have returned to Tuchanka to assert their dominance over the planet, making it one of the most violent places in the galaxy.



Mission Data

Location: Milky Way > Krogan DMZ > Aralakh > Tuchanka

Experience Available: —

Spoils of War > New Weapons and Upgrades

See the *City Guide* section

Intersecting Missions:

- Walkthrough > Tuchanka > Grunt's Loyalty: Rite of Passage
- Walkthrough > Tuchanka > Mordin's Loyalty: Old Blood
- Special Assignment > Illium > Blue Rose of Illium
- Special Assignment > Normandy > Serrice Ice Brandy
- Special Assignment > Tuchanka > Combustion Manifold (Mordin: Old Blood)
- Special Assignment > Tuchanka > Killing Pyjaks
- Special Assignment > Tuchanka > Missing Scout (Mordin: Old Blood)

Business to Attend to: Mordin and Grunt

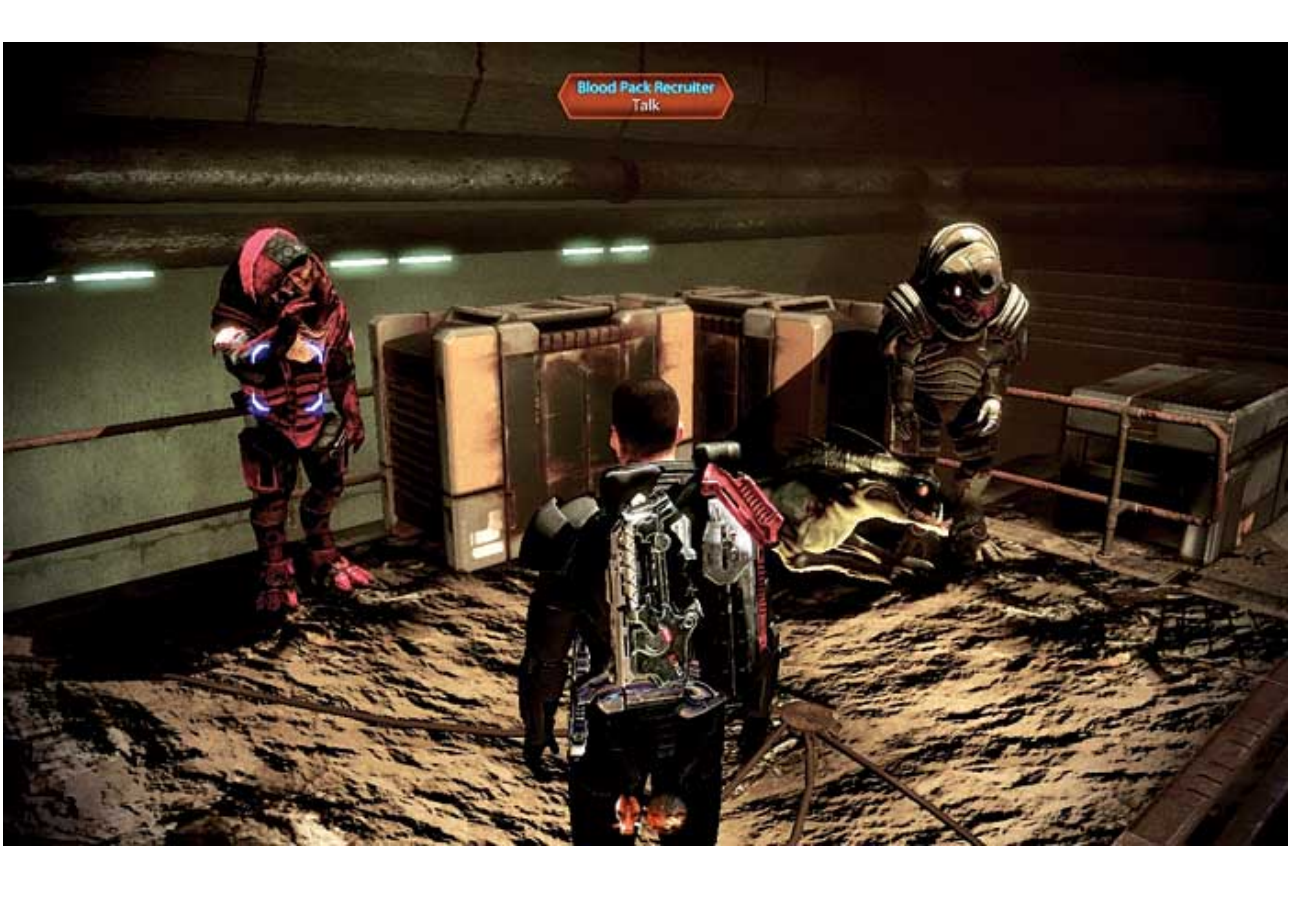
[001]

Two of the loyalty missions take place on the krogan world of Tuchanka, located in the Krogan DMZ **[001]** . Use the hub guide of Tuchanka (this section) for visiting the planet.

When you are ready to undertake the loyalty missions, skip to the sections *Mordin's Loyalty: Old Blood* and *Grunt's Loyalty: Rite of Passage* .

City Guide

Landing Zone



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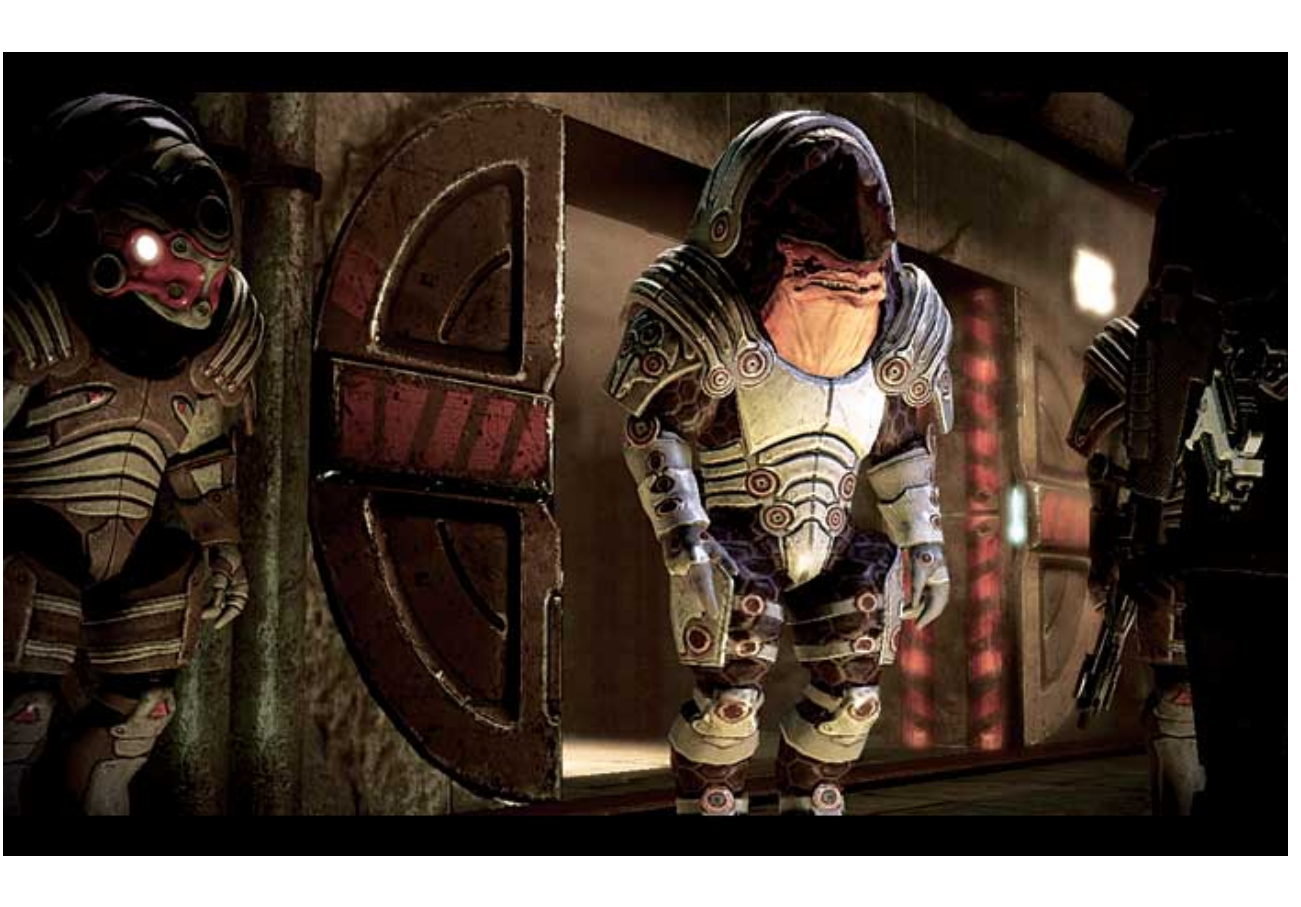

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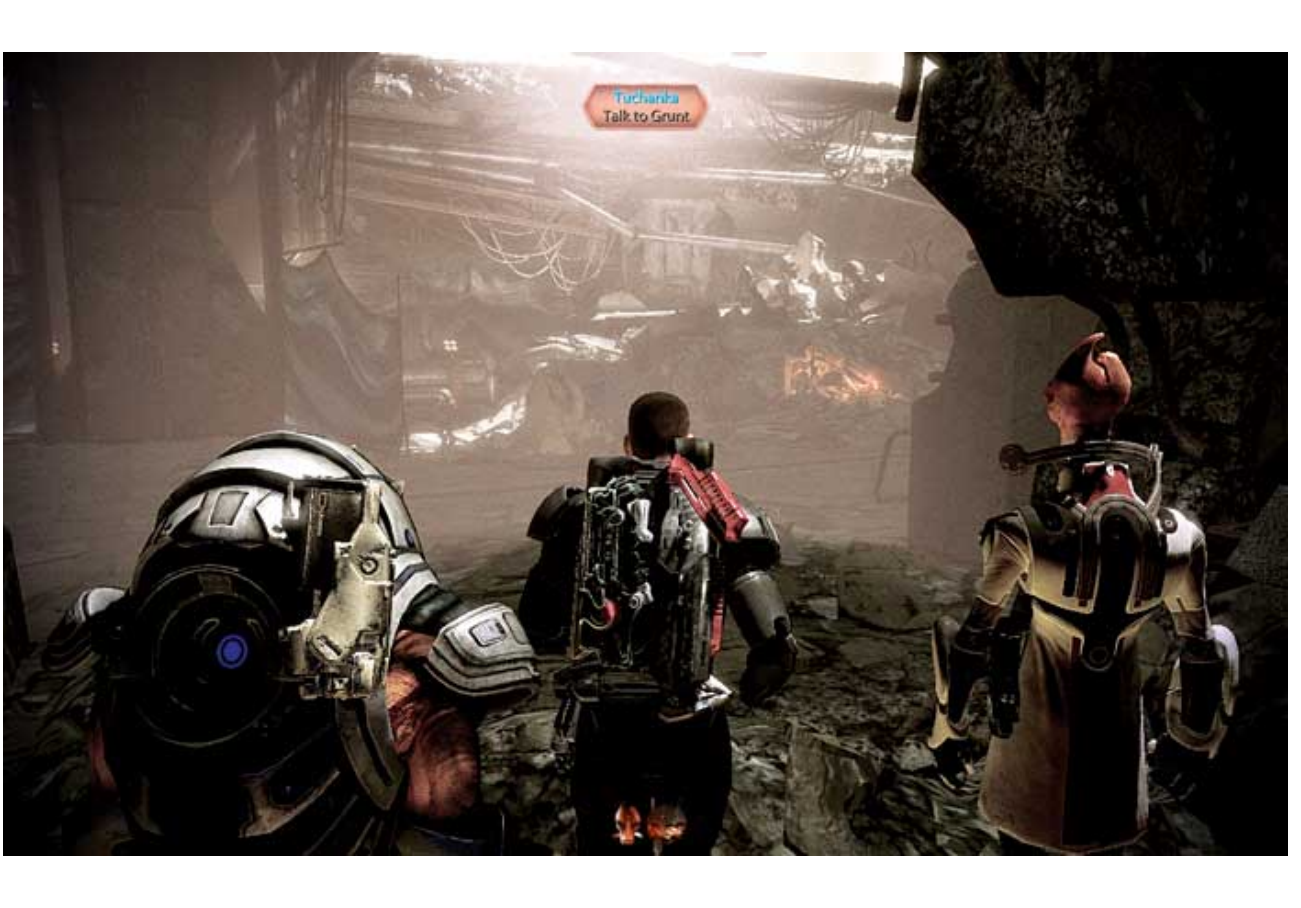


[004]

When you first arrive at Tuchanka, you see a small crowd of krogan, near which you can make small talk with a Blood Pack recruiter **[002]** .

If you completed the Blue Rose of Illium assignment with the Paragon interrupt, you can also listen in on Charr, a krogan repeating love poetry to a woman.

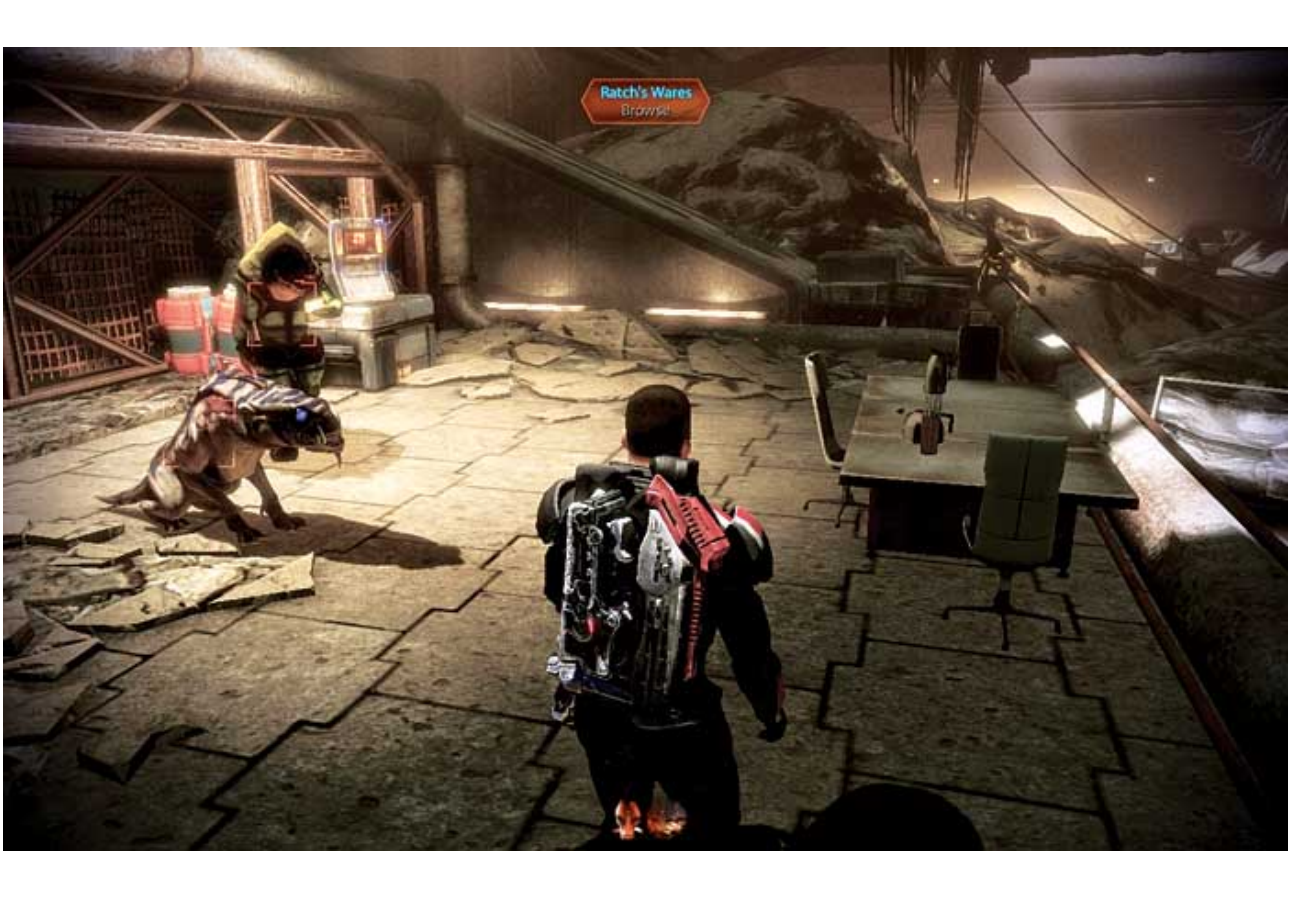
When you try to enter the city, a krogan over-captain stops you **[003]** and demands that you speak with the clan leader.

While it's not essential to do right away, speaking with the clan leader is necessary to gather more information on the clan structures of the krogan.

Move down the entrance corridor and step out into a rubble-filled shanty market **[004]** . You can speak to a squad member (usually Grunt) about the area.

Special Assignment > Illium > Blue Rose of Illium

Ratch's Wares



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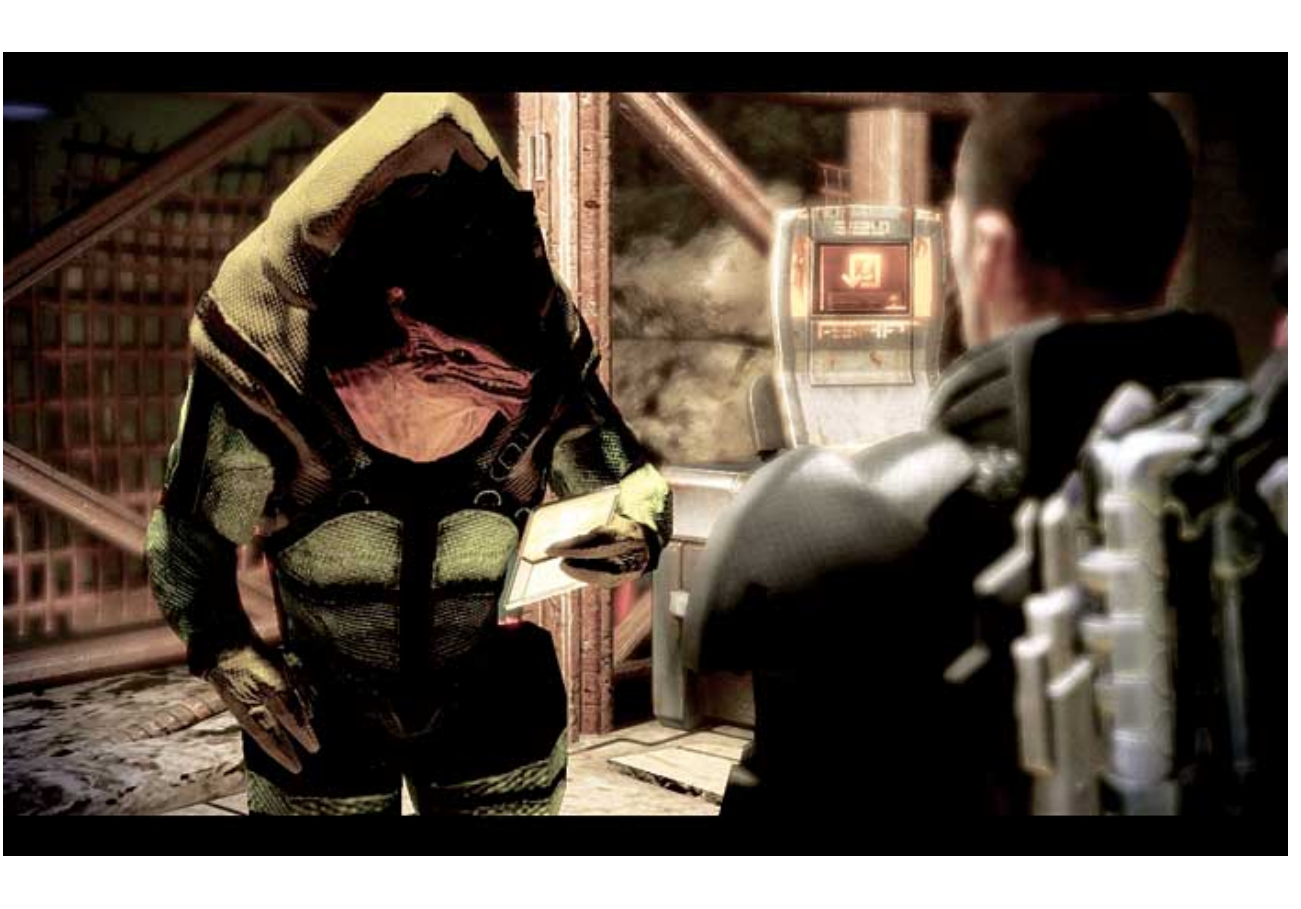
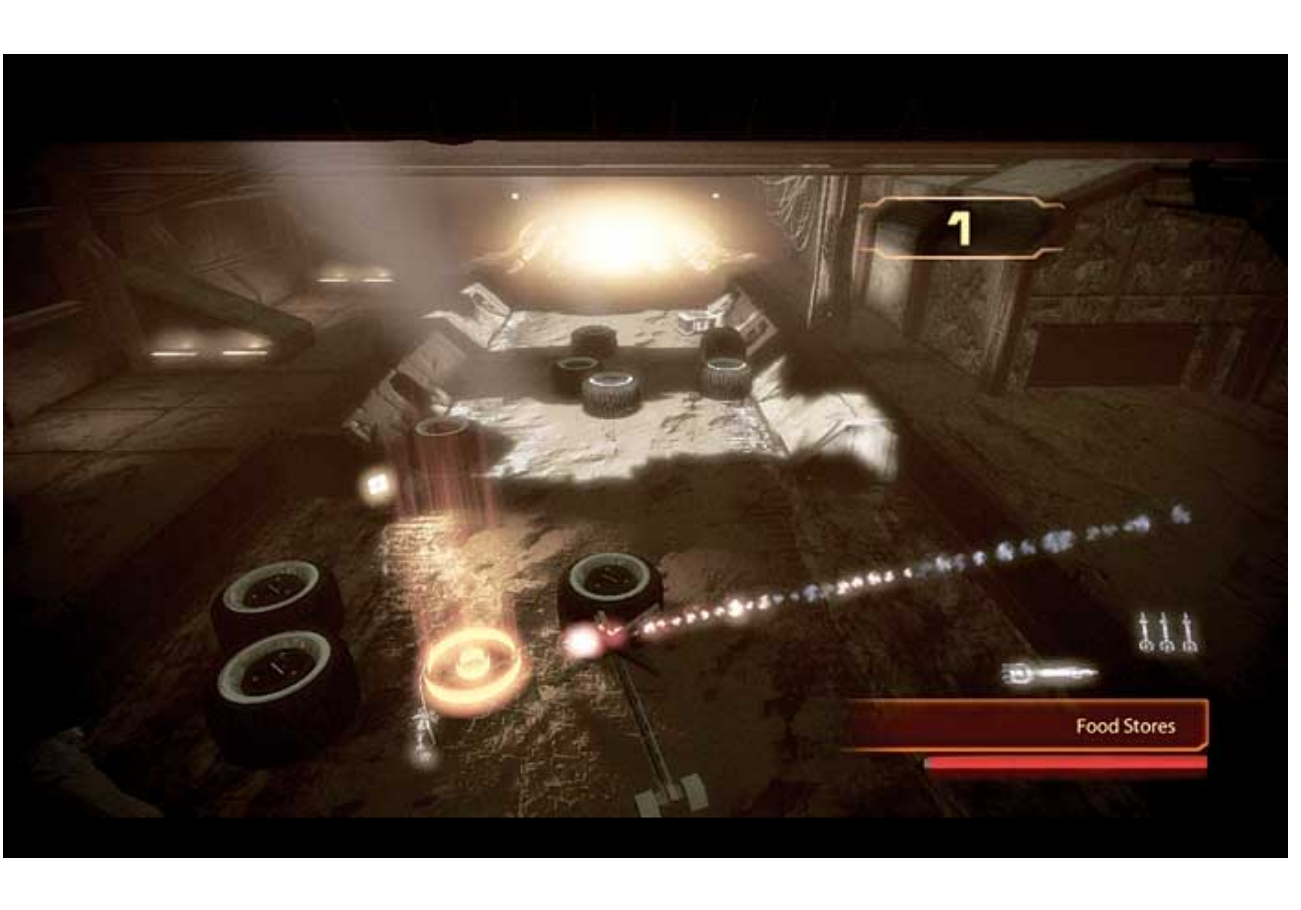


[006]

There is not much shopping in Tuchanka. The only proper store kiosk is just inside the city, although there is a science terminal you can purchase significant upgrades from deeper in Tuchanka.

The store **[005]** is run by Ratch **[006]** , a krogan with a surprisingly welcoming attitude toward non-krogan. Credits speak louder than loyalty.

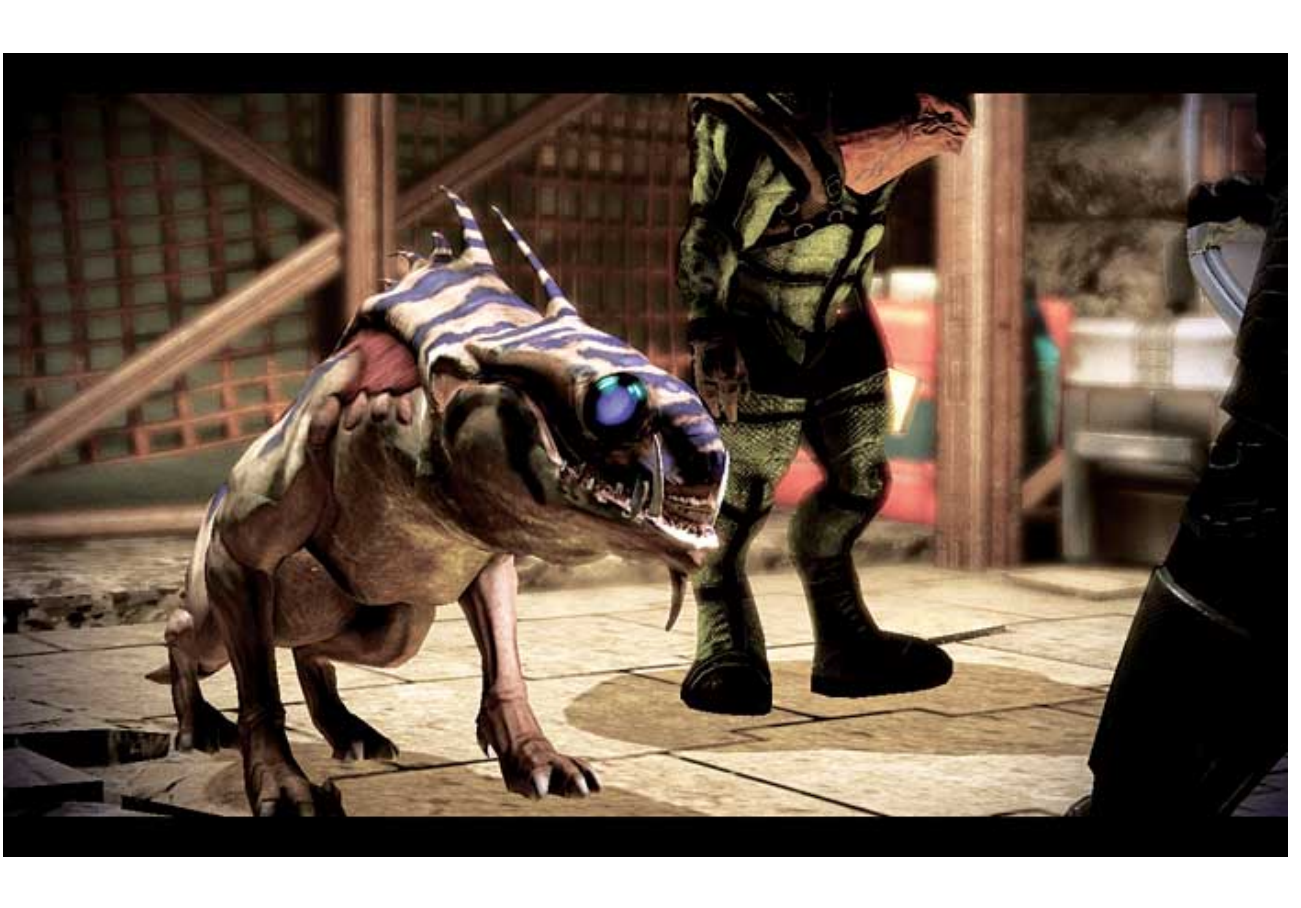


[007]

Ratch does not offer a discount like other retailers.

Instead of charming or intimidating him to shave a few credits off his prices, you must instead complete a small task for him: the special assignment Killing Pyjaks **[007]** .

When you return, Ratch offers the discount on his wares, such as Stabilizing Gauntlets, which increase shield strength, or a Microfusion Array, which increases heavy weapon ammo capacity.



[008]

Ratch has a pet varren with him named Urz **[008]** . The varren has been domesticated. You can actually pet it. If you buy some pyjak meat from Ratch's terminal after the hunt, feed it to the varren.

The varren will then follow you around Tuchanka. Making Urz your pet isn't just a nice thing to do; you can win extra credits from the varren pit fights using Urz.

Special Assignment > Tuchanka > Killing Pyjaks

Note

Want a discount at Ratch's shop? Then you need to hunt pyjaks, little beasts that annoy the krogan. Report to the gun range in the center of Tuchanka and step up to the left gun battery.

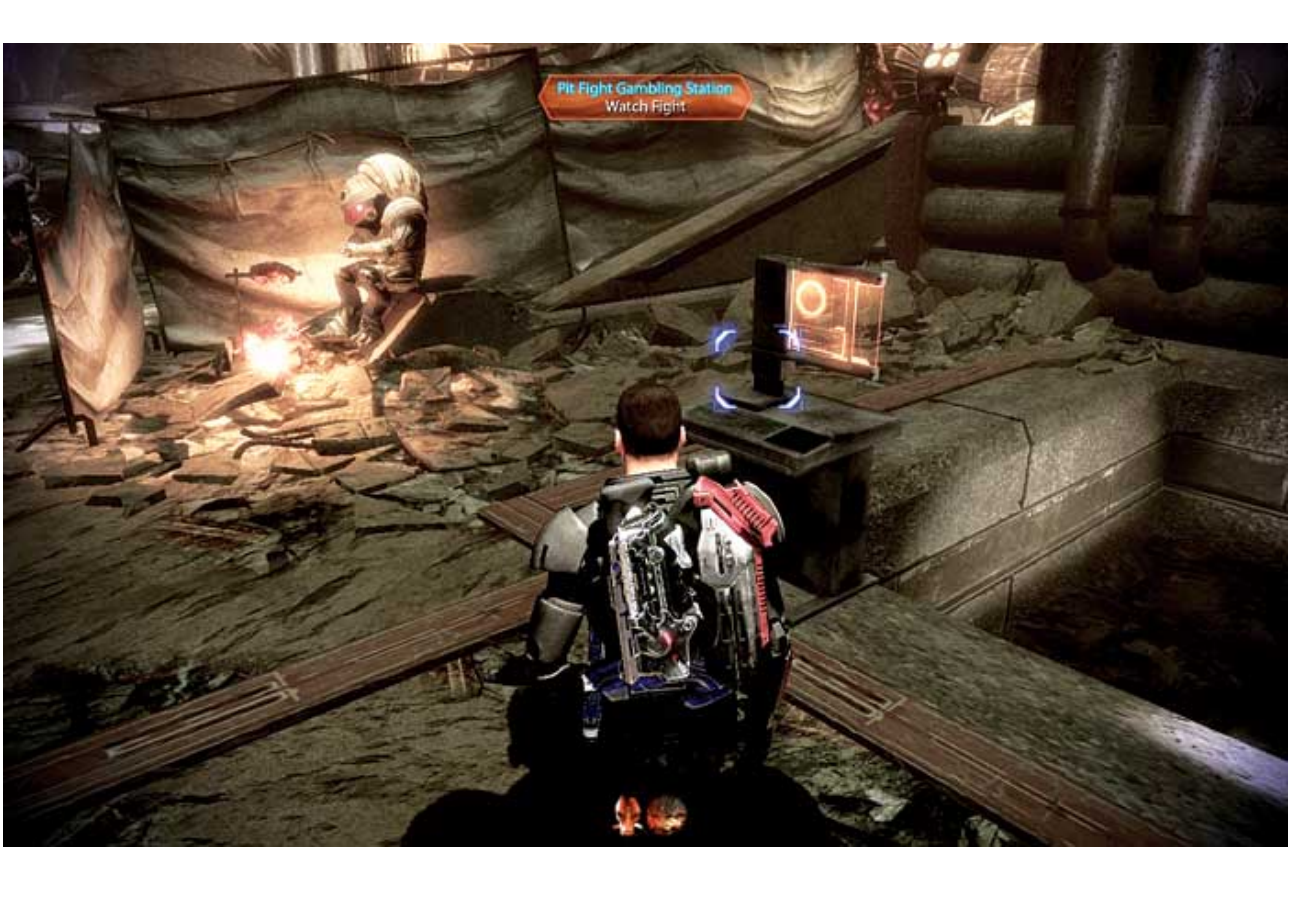
Tactics on completing this assignment are detailed in the *Special Assignments* chapter.

Item to Purchase	Price (c)	Price (c) with Discount
Heavy Weapon Ammo (Microfusion Array)	30000	25000
Stabilization Gauntlets (Heavy Damping Gauntlets)	4000	3333
Death Mask	8000	6667
Asymmetric Defense Layer †	8000	6667
Shield Harness †	8000	6667
Serrice Ice Brandy ‡	1000	—

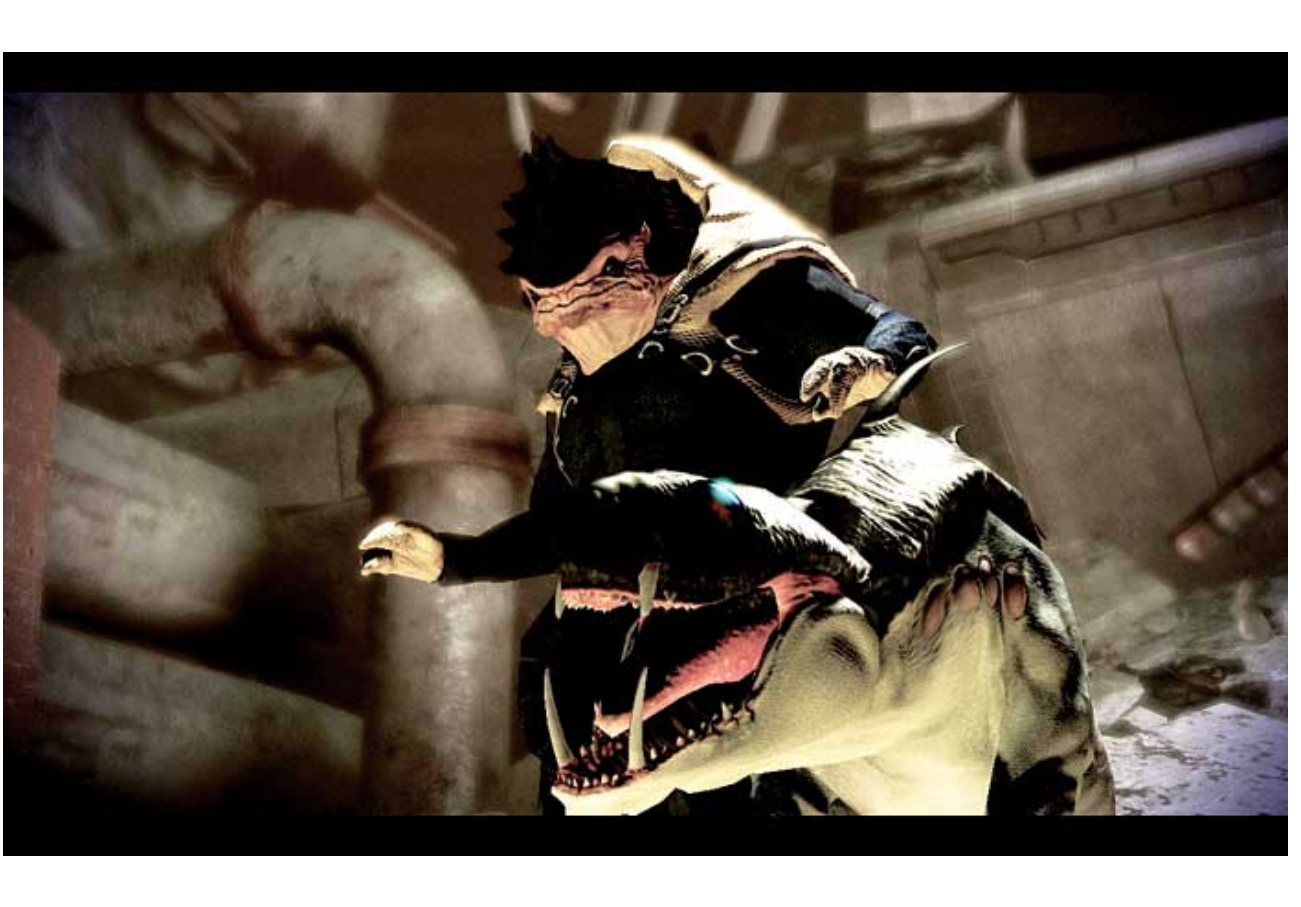
† Only available once Walkthrough > Collector Ship is complete

‡ Only available if not previously purchased for Serrice Ice Brandy special assignment

Varren Pit Fighting



[009]



[010]

The krogan love to wager credits over varren fights **[009]** . Use the terminal next to the pit to place a bet on the next varren fight. Pick your varren and then watch the fight **[010]** . The bet is 250 credits.

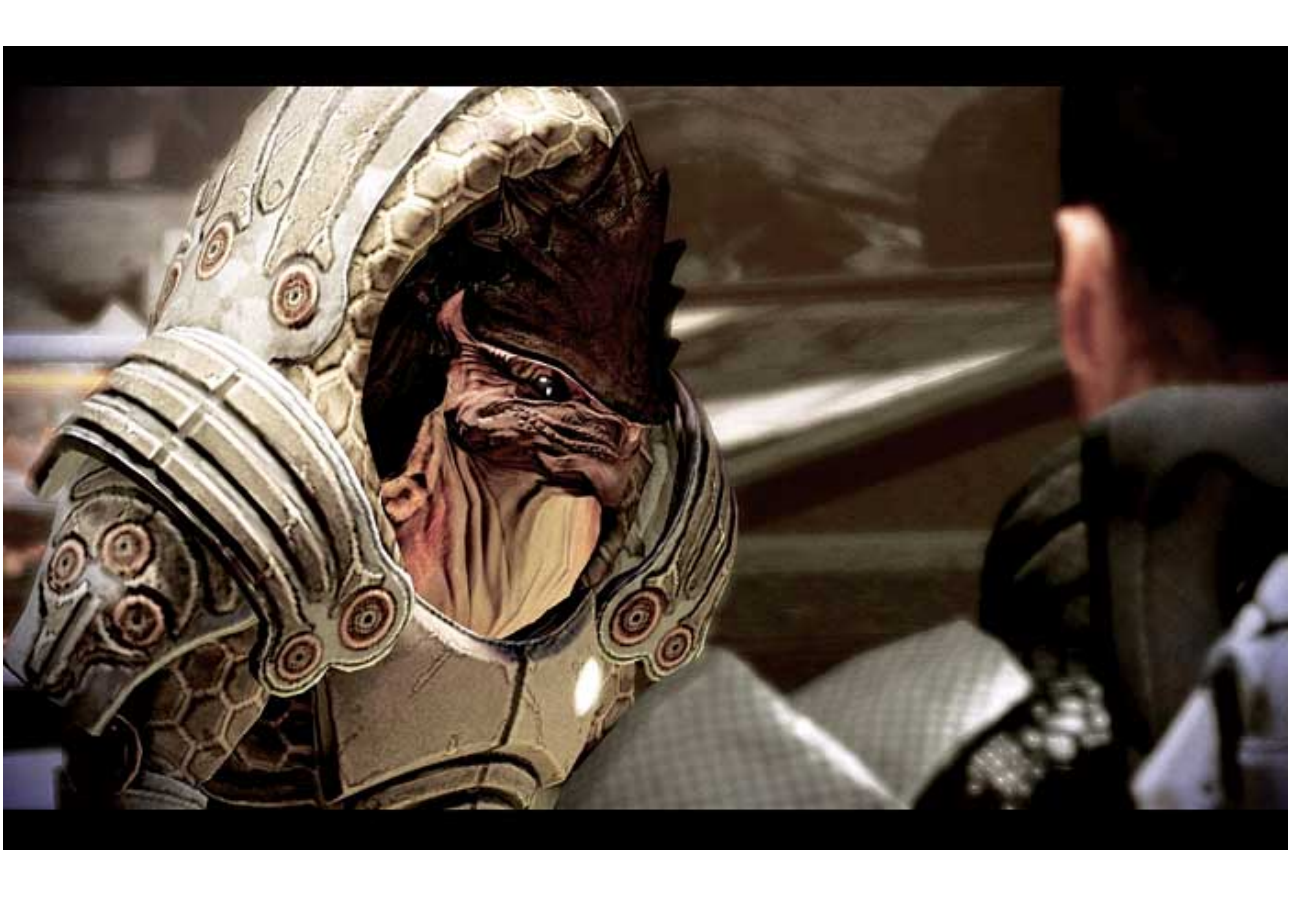
If your varren wins, you pocket 500 credits. There is no surefire way to tell which varren will win, so choose the varren that you like best and hope for victory.

Tip

You can feed Ratch's varren Urz with pyjak meat until it follows you, and then enter it into a pit fight. Urz is a vicious critter, and his bet is 500 credits instead of the usual 250.

However, your credits are safer if you use him to savage the other challengers. Should he lose, he'll be out of commission in the medical bay until you leave and return to Tuchanka.

Chief Scout



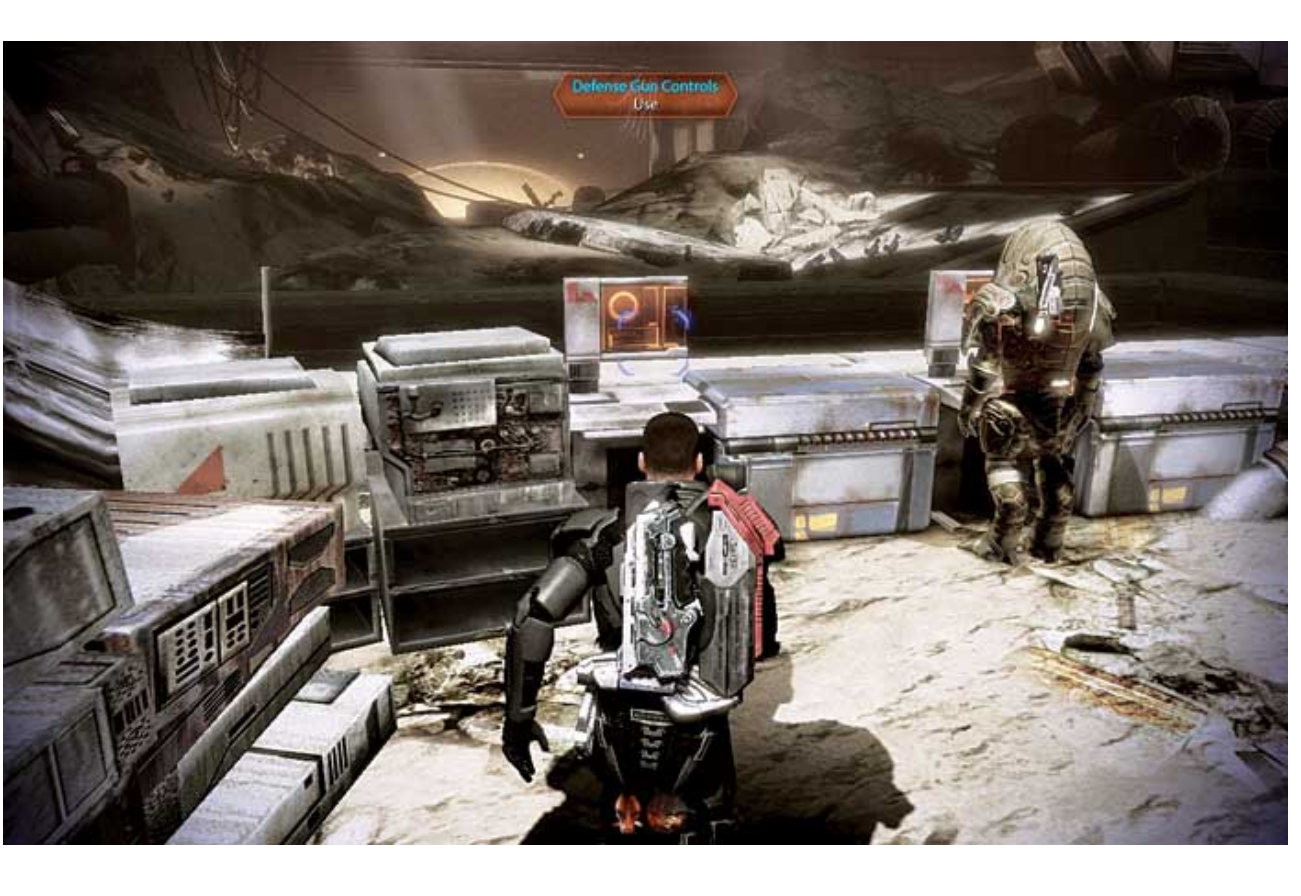
[011]

The chief scout **[011]** has recently lost a recon krogan after sending him into Weyrloc territory, and the scout has yet to return. Speak to him about this before beginning Mordin's loyalty mission.

This starts a special assignment. Note that if Mordin is with you, and you agree to take the nearby truck, the loyalty mission begins.

Special Assignment > Tuchanka > Missing Scout (Mordin: Old Blood)

Pyjak Shooting Range



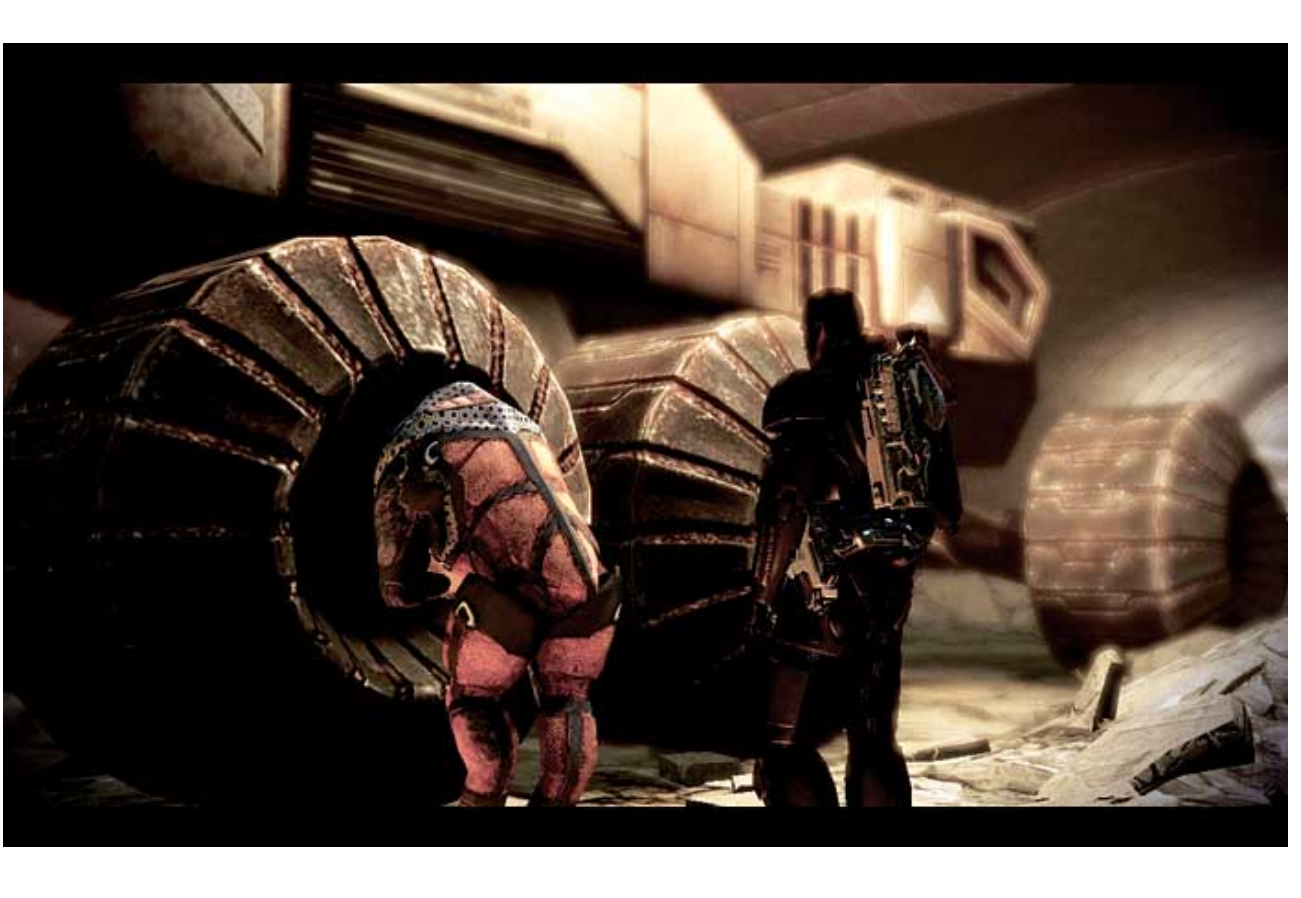
[012]

You must speak to Ratch before heading here **[012]** . Attempt to kill as many pyjaks as you can using the turrets the krogan have set up to keep these critters at bay.

Performing well at this challenge is part of Ratch's special assignment.

Special Assignment > Tuchanka > Killing Pyjaks

Krogan Mechanic



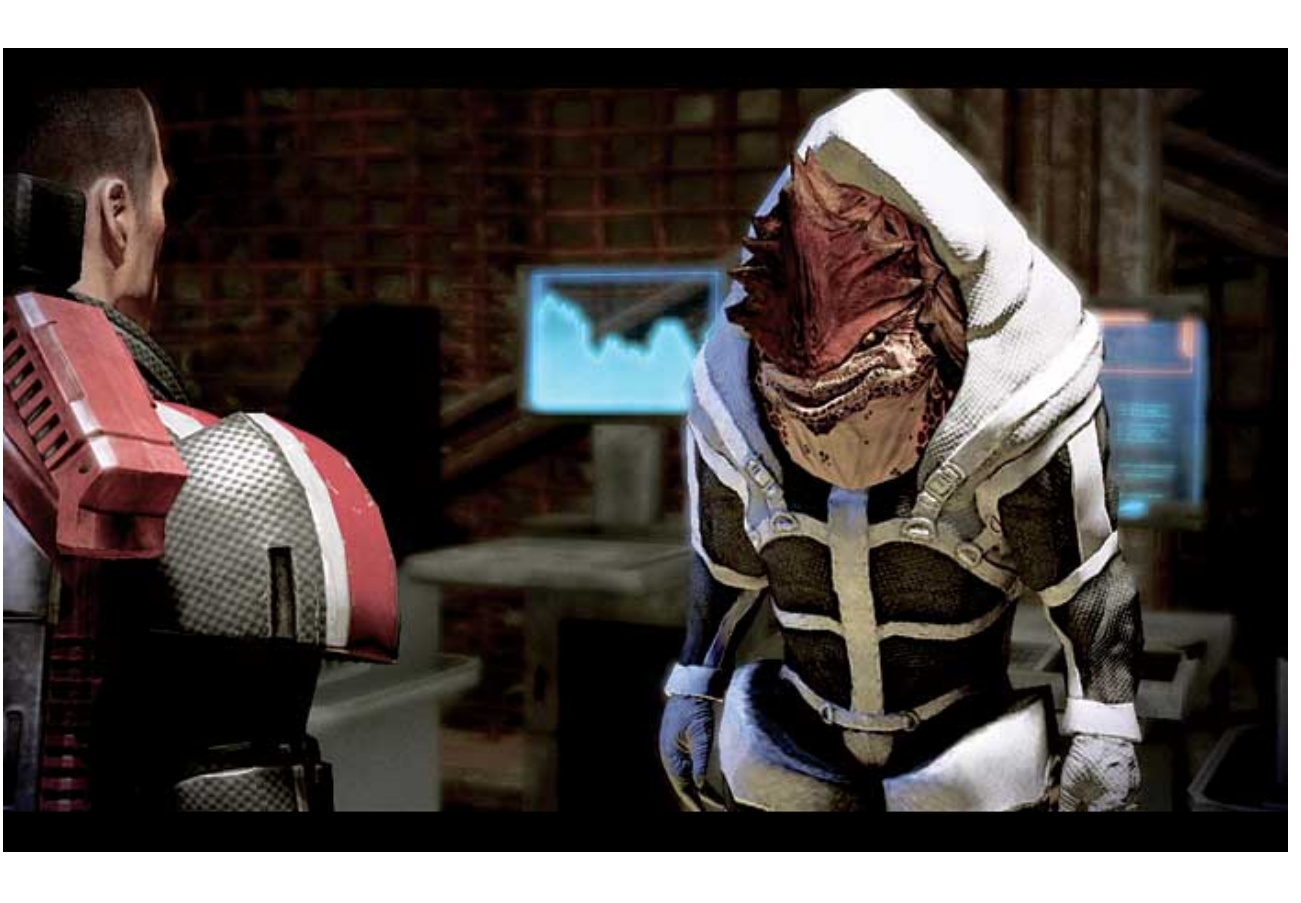
[013]

Attempting to fix an axle of a krogan truck is a mechanic **[013]** . Speak with him, and he explains that he requires a combustion manifold. This begins a special assignment.

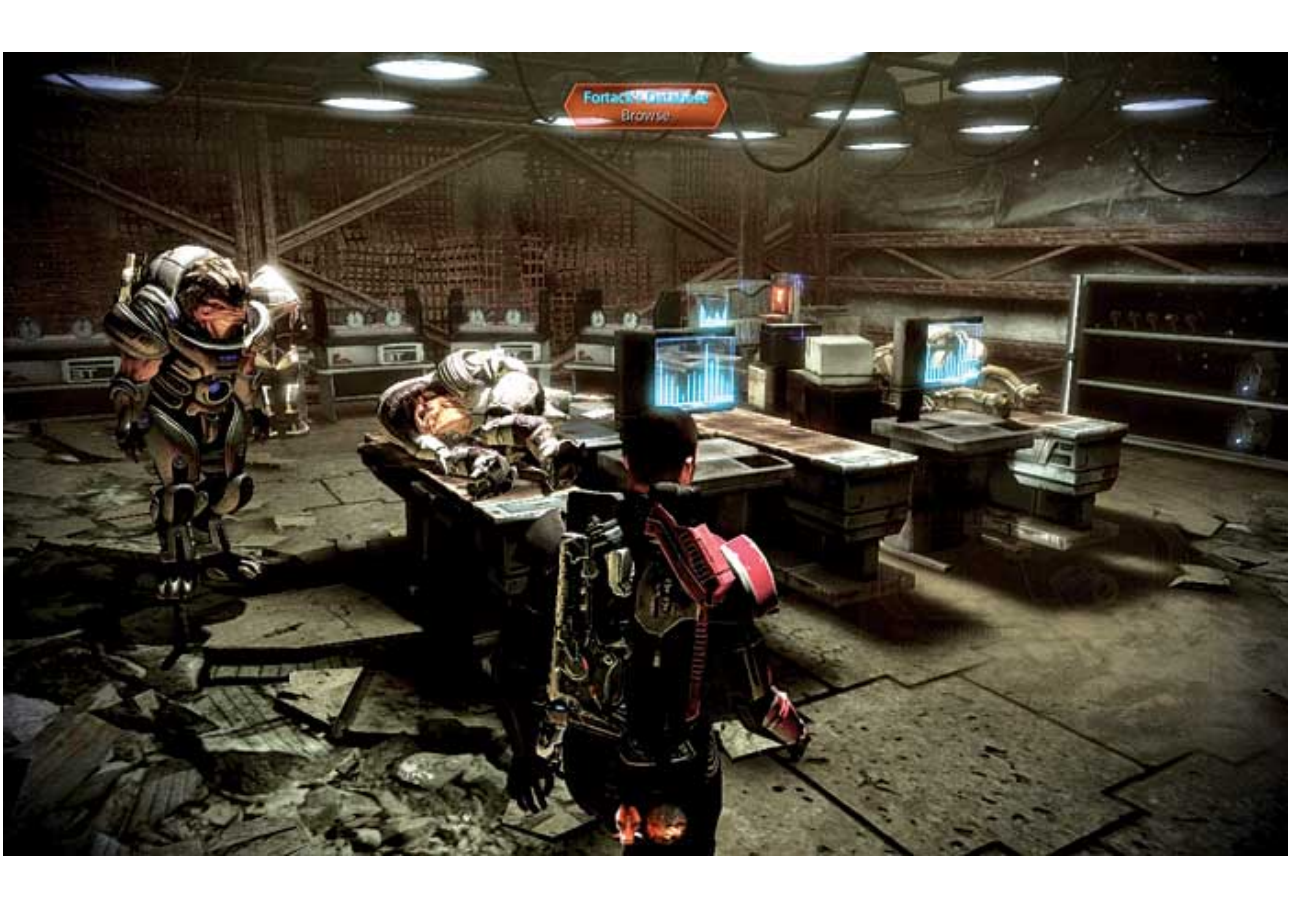
You can bring the manifold after finding it during Mordin's loyalty mission. This can be done before or after you speak to the mechanic.

Special Assignment > Tuchanka > Combustion Manifold (Mordin: Old Blood)

Fortack's Database



[014]



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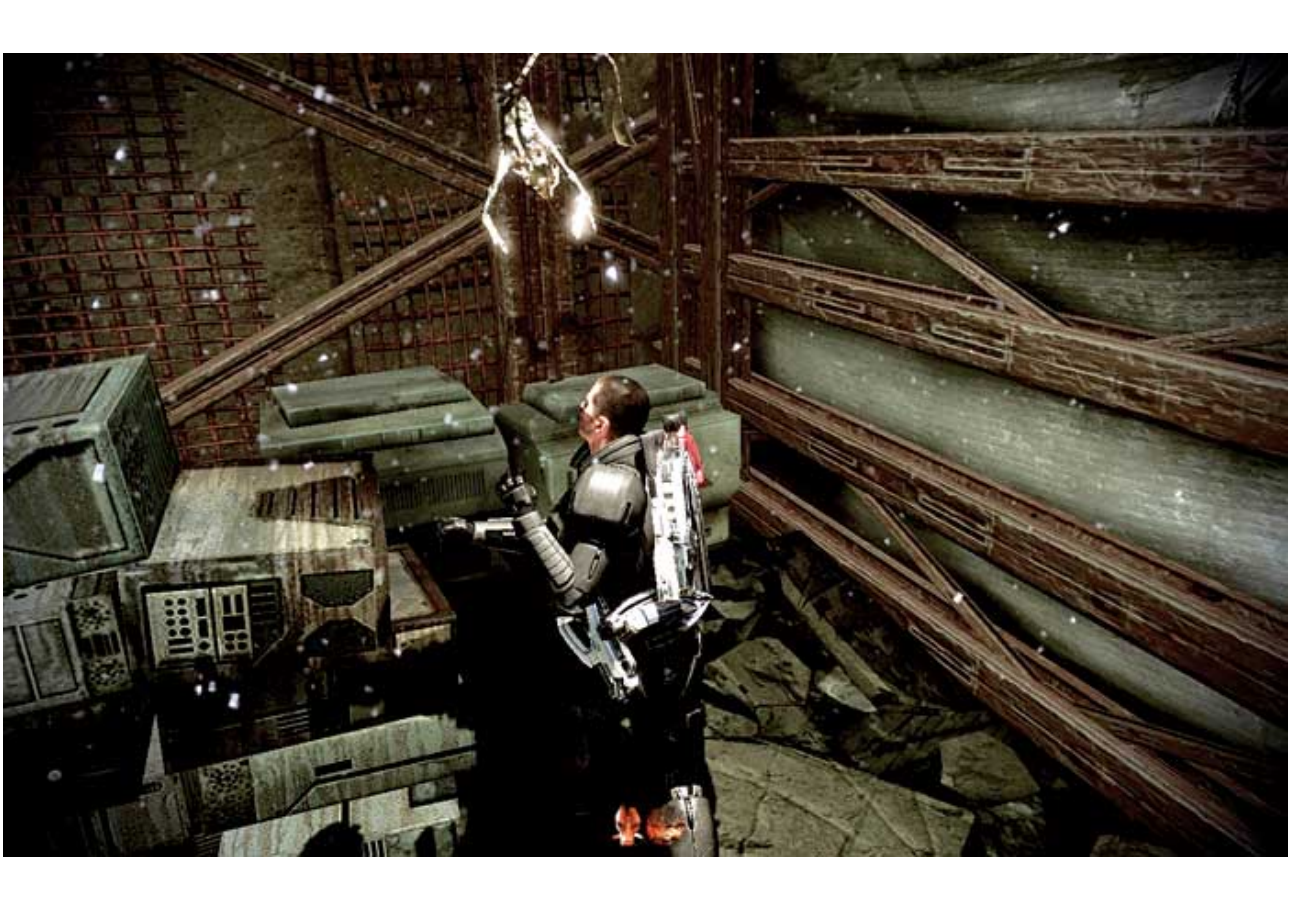


[016]

The krogan scientist Fortack **[014]** is busy inside his lab next to the giant truck **[015]** . Although Fortack will not interact to any great extent with you, you're able to purchase his database of weapon upgrades.

There are excellent damage upgrades in this shop, but they are very expensive. However, should you complete Grunt's loyalty mission (Rite of Passage) and then return here, a discount is offered.

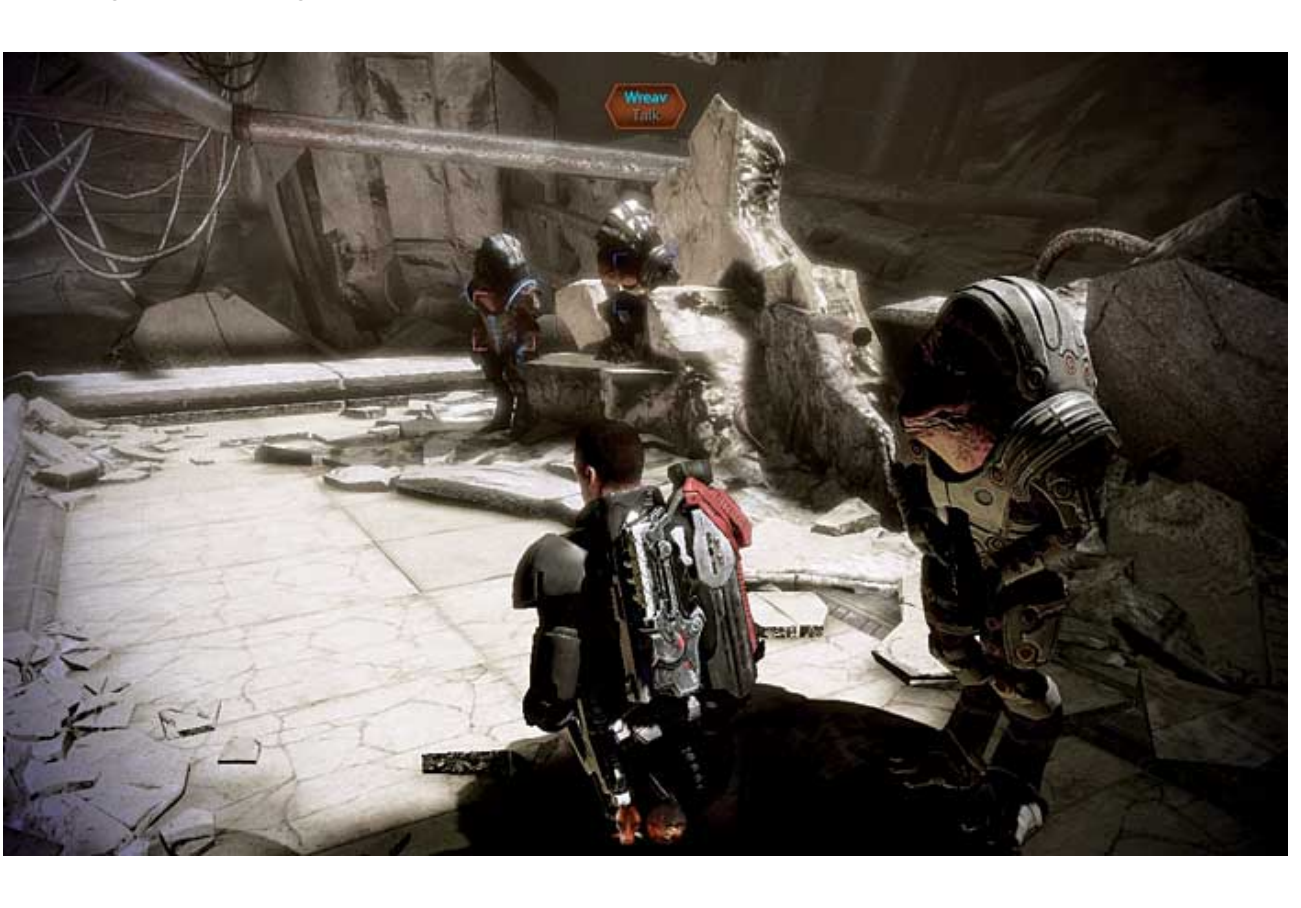
This is the time to buy; the upgrades are powerful, and many research projects require certain levels of upgrades, so spend your credits here. The investment in arms is well worth the lighter pocket.

Before you leave, be sure to speak to an injured krogan (who has a few choice grunts to say to Mordin, if he's with you), and pop the pyjak **[016]** standing in the corner for laughs.

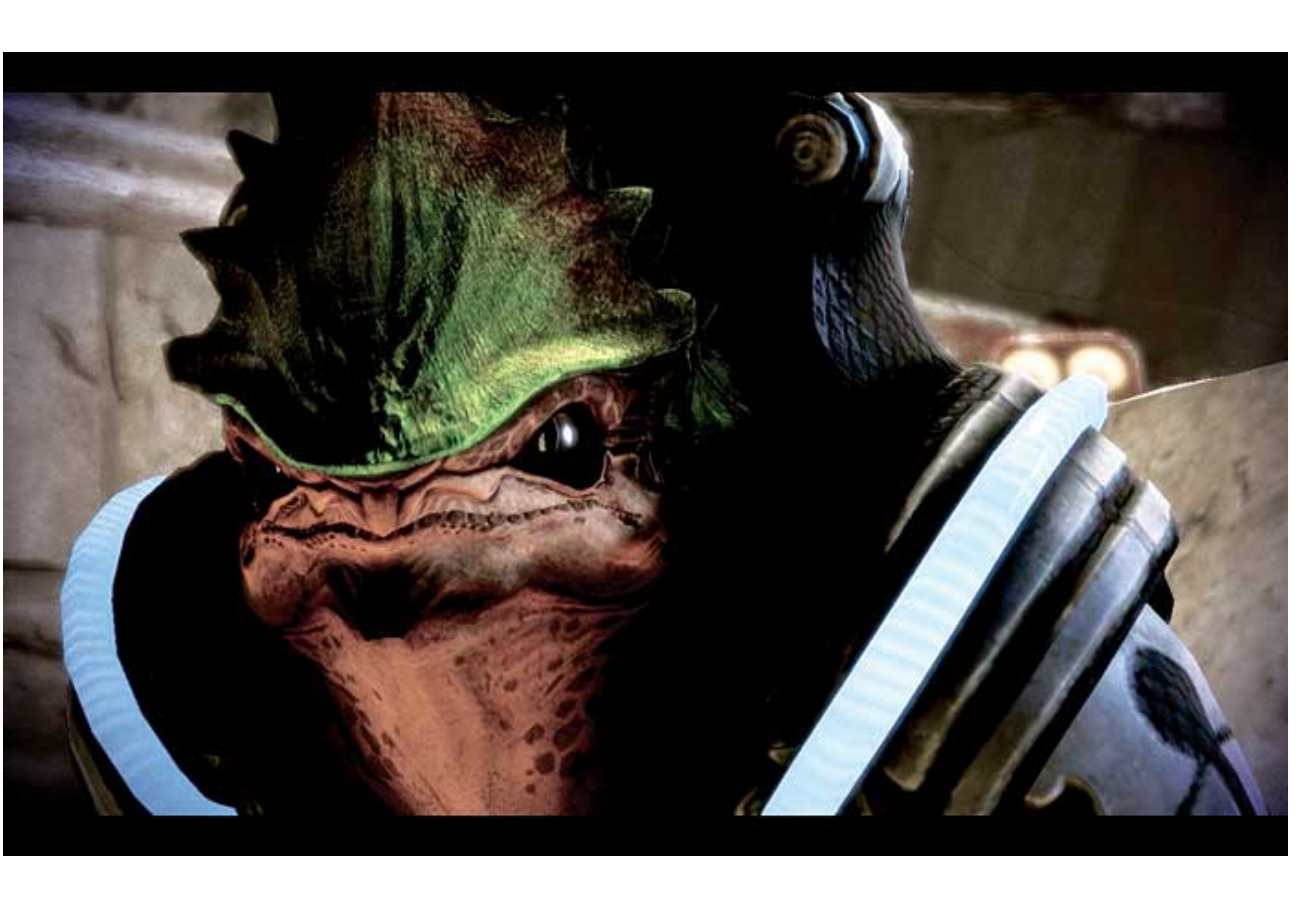
Item to Purchase	Price (c)	Price (c) with Discount
Assault Rifle Damage	60000	50000
Biotic Damage	90000	75000
Heavy Pistol Damage	60000	50000
Shotgun Damage	60000	50000

Clan Chief Urdnot Wreav

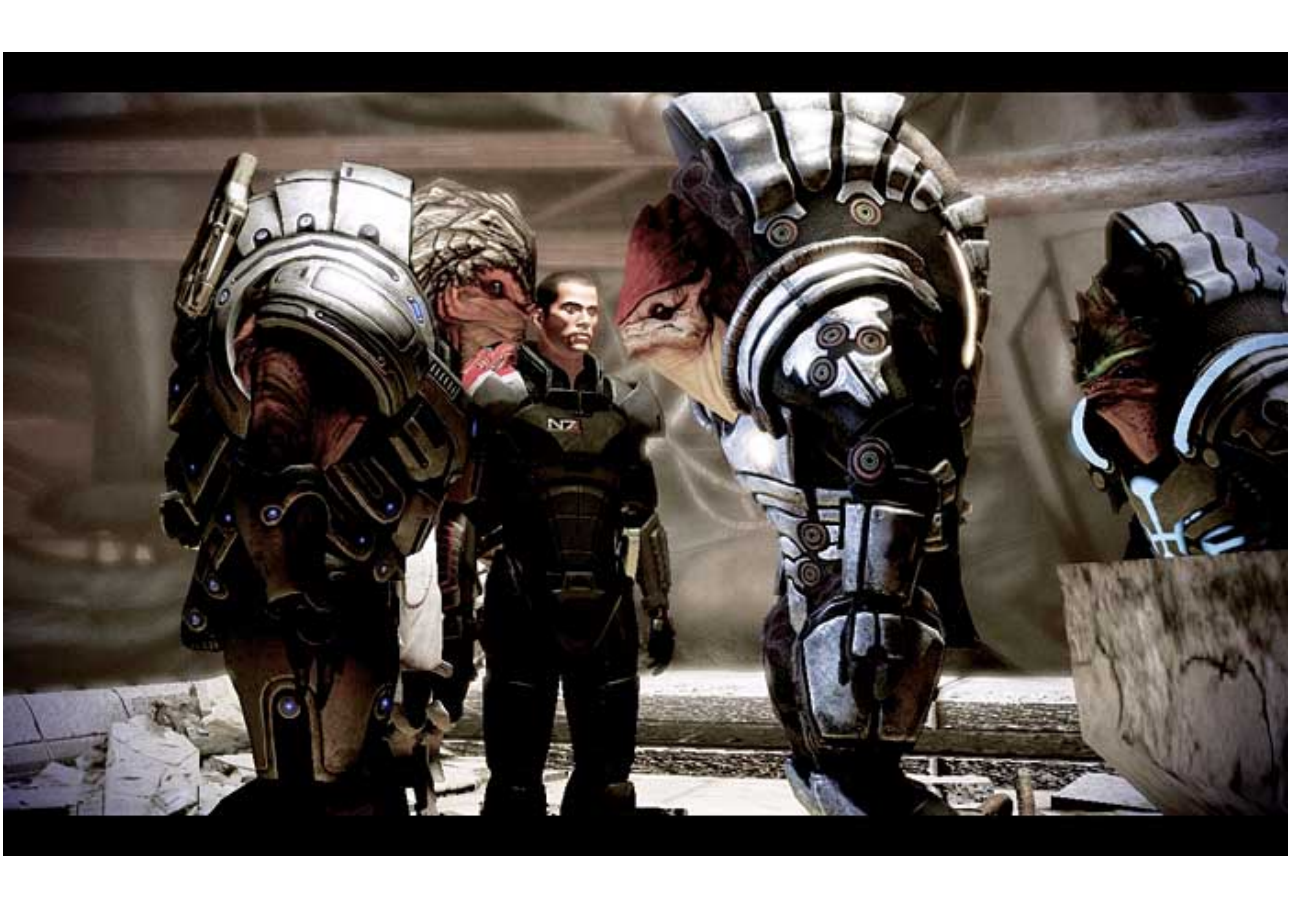
If Urdnot Wrex survived during the original *Mass Effect* , Wrex will be the clan leader that Shepard speaks with throughout the following section.



[017]



[018]



[019]

Speak to clan leader Wreav (on his rubble throne) for the official welcome to Tuchanka **[017]** . Wreav speaks to you about your victory against Saren as well as your decision regarding the genophage cure Saren was seeking.

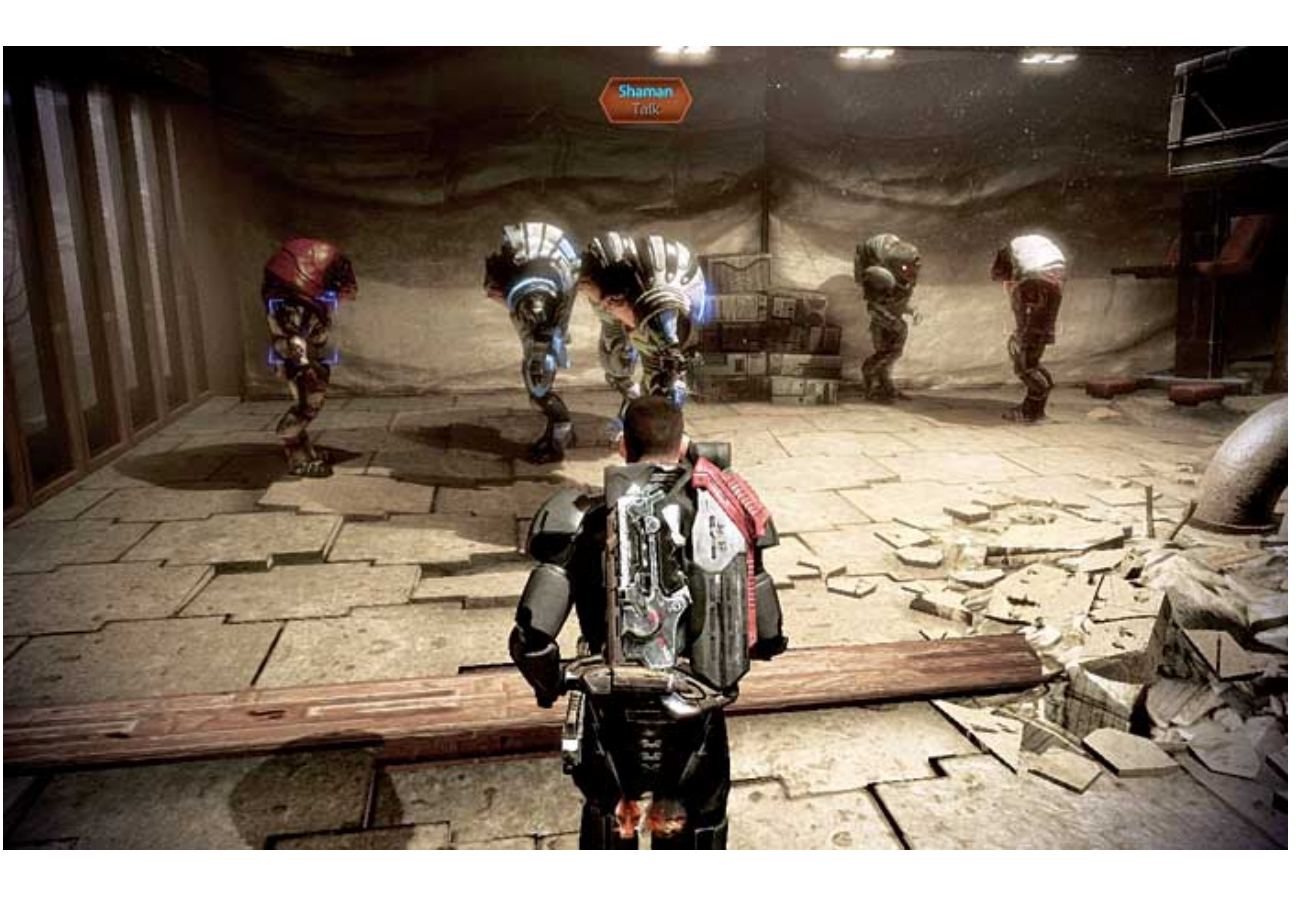
Wreav is also the leader of Urdnot Wrex's clan, the krogan in your original team (in *Mass Effect*). Wreav is flanked by Gatatog Uvenk **[018]** , an envoy from a rival clan.

Uvenk is decidedly less friendly than Wreav and speaks openly of a day when his clan will usurp clan Urdnot.

If you have come to Tuchanka for Mordin's loyalty mission, ask Wreav about the salarian the Blood Pack merc carried through here. Wreav has little regard for mercenaries.

He refers you instead to his chief scout, who was recently surveying Blood Pack operations. If you are here to help Grunt in his loyalty mission, Wreav gives Grunt a stare **[019]** and refers you to the shaman.

Clan Shaman and Natorth



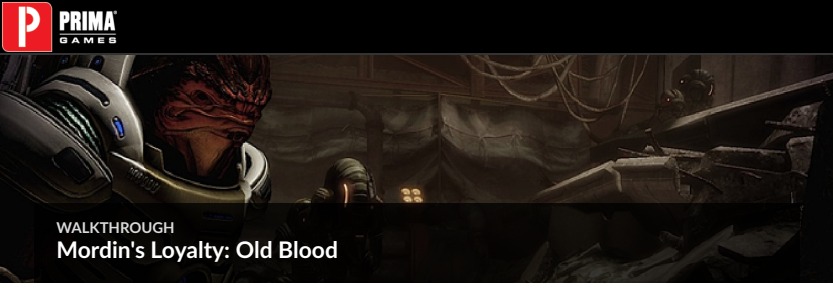
[020]

There is a krogan shaman upstairs from the main entrance **[020]** .

The shaman will not speak to you on your visit to Tuchanka unless you are pursuing Grunt's loyalty mission, in which case he grumbles about the "traditionalist" Urdnot Wreav.

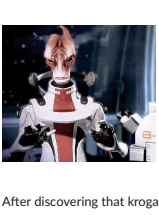
He inspects Grunt and agrees to prepare him for his rite of passage, against Uvenk's wishes. He agrees to the rites even if you display peaceful behavior.

Acting like a Renegade (head-butting Uvenk when prompted, for example) amuses the shaman greatly.



WALKTHROUGH

Mordin's Loyalty: Old Blood



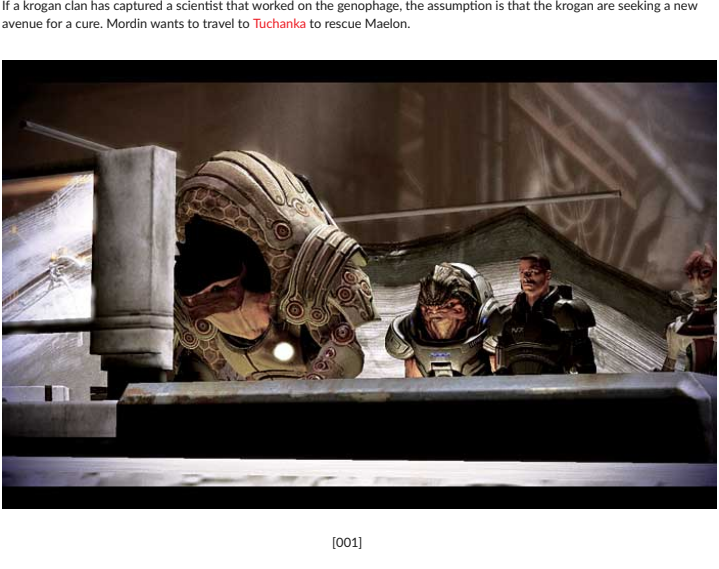
Mordin was a scientist working on the krogan genophage project.

After discovering that krogan population levels were rising following the initial deployment, Mordin was called back to help develop a modified genophage that would stabilize the krogan birthrate, making only one of every thousand krogan pregnancies viable.

Mordin has grappled with the morality of his participation in the genophage for years.

But the news that Maelon, Mordin's former assistant and protégé, has been captured by Blood Pack mercenaries on Tuchanka spurs the salarian into action.

If a krogan clan has captured a scientist that worked on the genophage, the assumption is that the krogan are seeking a new avenue for a cure. Mordin wants to travel to Tuchanka to rescue Maelon.

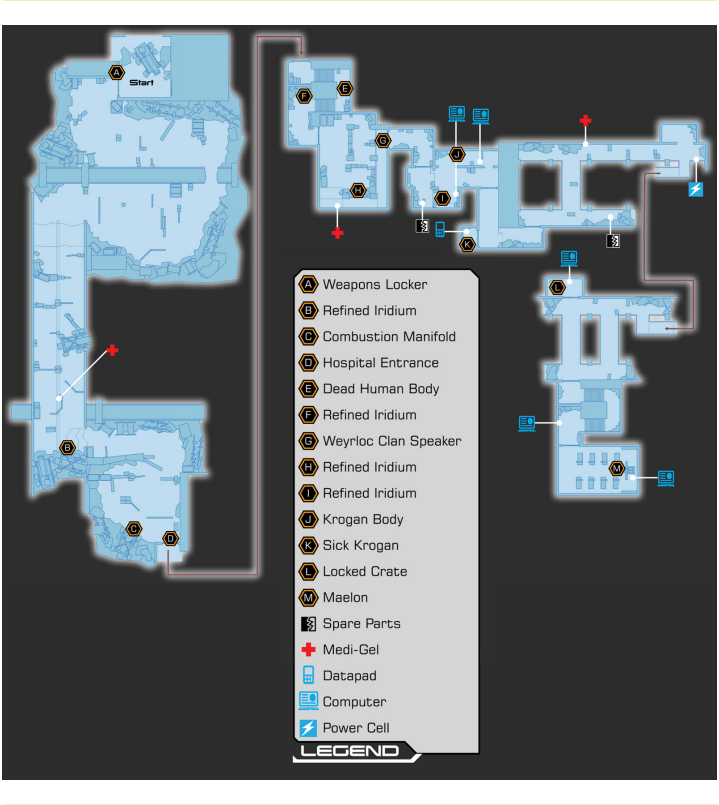


[001]

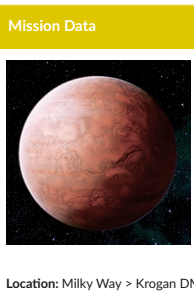
Once on Tuchanka, speak with the chief scout by the pyjak shooting range **[001]** . The krogan will tell you of a missing scout sent to investigate the Weyrloc clan.

Note

Mordin is a tech expert, so his defenses are quite able. He is not a strong weapon user, so if you are a biotic player, bring along a strong soldier. As you'll be helping Grunt too, he is a natural third squad member.



Mission Data



Location: Milky Way > Krogan DMZ > Aralakh > Tuchanka

Experience Available: 750

Entities Encountered > Enemies

- Blood Pack > Boom-Squad
- Blood Pack > Pyro
- Blood Pack > Trooper
- Blood Pack > Warrior
- Clan Weyrloc > Chief Weyrloc Guld
- Clan Weyrloc > Weyrloc Clanguard
- Clan Weyrloc > Weyrloc Clanspeaker
- Klixen
- Varren

Spoils of War > Total Credits: 30,000

- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades > Heavy Weapon Ammo (Microfusion Array)

Spoils of War > Upgrades > Krogan Vitality (Microfiber Weave)

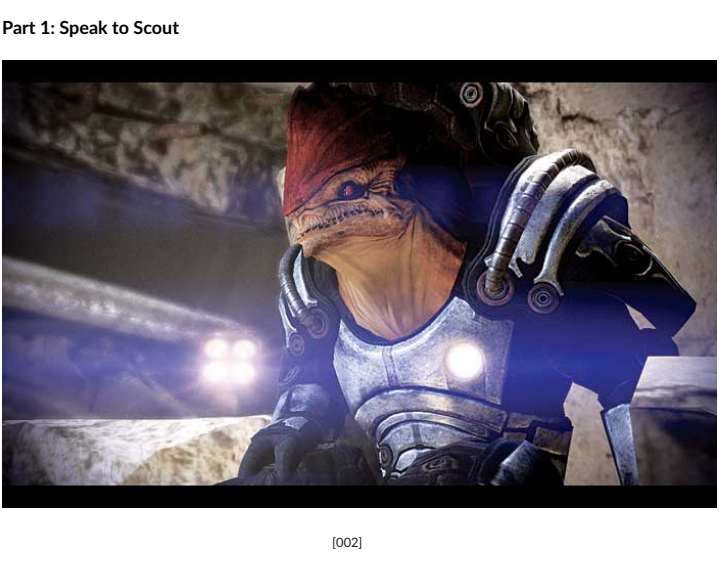
Spoils of War > Resources > Iridium: 2,000

New Power > Squad Member > Mordin > Neural Shock

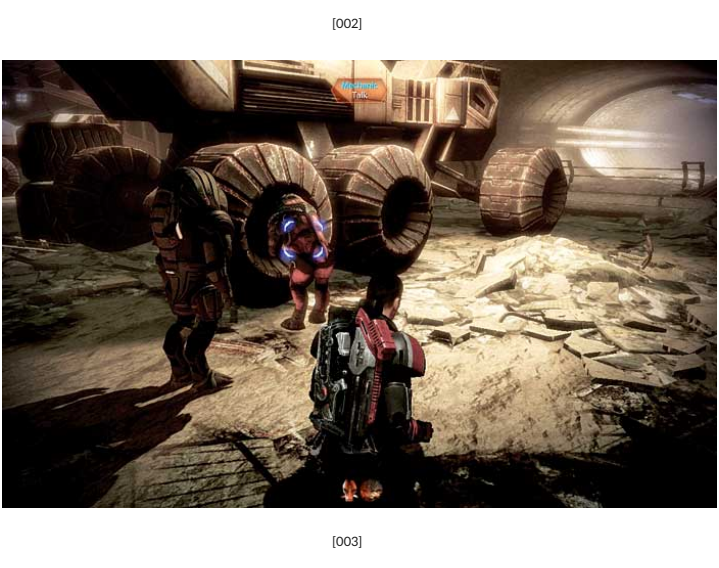
Intersecting Missions

- Special Assignment > Tuchanka > Combustion Manifold (Mordin: Old Blood)
- Special Assignment > Tuchanka > Missing Scout (Mordin: Old Blood)

Part 1: Speak to Scout



[002]



[003]

When you first arrive in Tuchanka for Mordin's loyalty mission, speak to the clan leader **[002]** . Wreav directs you to his chief scout over at the gun range.

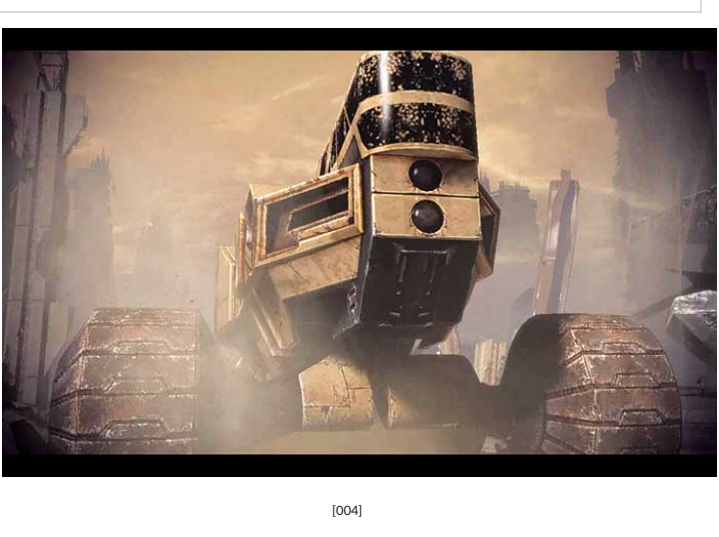
The chief scout is well aware of Maelon's situation: He sent a scout to check out what the Blood Pack mercenaries were doing with the salarian on Tuchanka, but that scout has gone missing.

The scout tells you to take a truck out to clan Weyrloc's base (close to the hospital) to check on the salarian yourself.

Before taking the truck, speak to the mechanic working on one of the land rovers **[003]** . The mechanic needs a combustion manifold. If you agree to look for one, this adds a special assignment to your log.

The combustion manifold is found near the Weyrloc base. This is the only way to complete the assignment, so don't leave the area without it!

Special Assignment > Tuchanka > Combustion Manifold (Mordin: Old Blood)



[004]

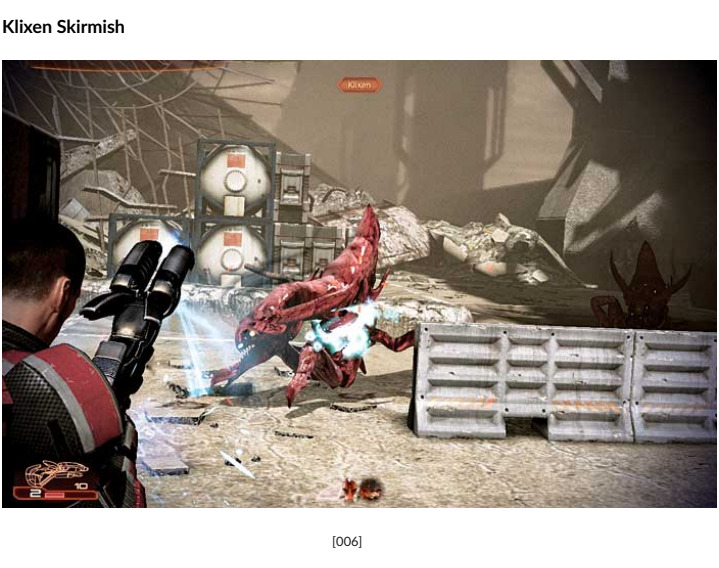
[005]

When you are ready to go, speak to the chief scout and tell him you want to take the truck. Load up and drive the truck out of the city **[004]** , closing in on the Weyrloc base. The truck stops at a wall.

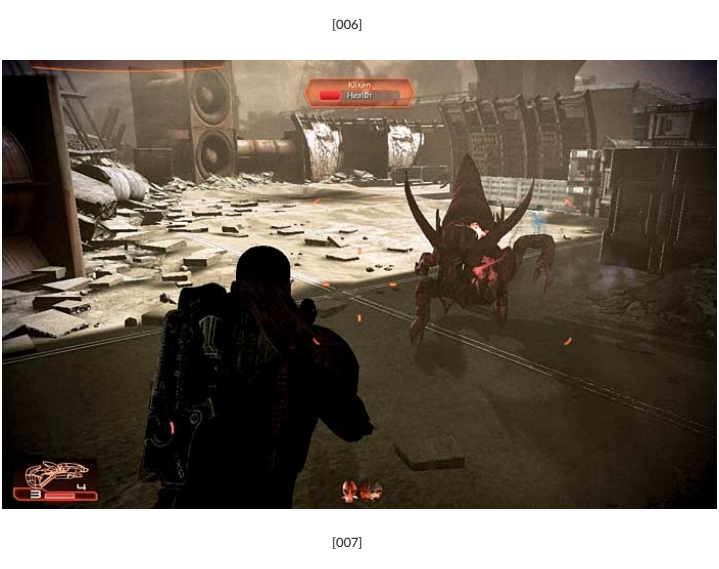
There is a weapons locker in front of the wall where you can change your loadout **[005]** . The base is crawling with Blood Pack mercs, so be sure you arm your squad with the best weapons you have in your arsenal.

Part 2: Find Weyrloc Base

Klixen Skirmish



[006]



[007]

Your first battle is not with Blood Pack. Klixen **[006]** scurry out from behind rubble to greet you. Keep back from the klixen. Not only do they try to spit fiery venom at you, but when you kill them, they explode.

Since the klixen do not have armor, use biotics like Pull or Throw on them. While the klixen are tumbling through the air, they cannot fire on you.

When you pass through the narrow opening in the wall, another klixen attacks **[007]** . It's joined by varren. Fall back and cut them off at the chokepoint.

Enemy Profile: Klixen

Classification: Elite

Powers: Death Blast

Defenses: --

Weapons: Fire Spit

Notes and Tactics: Klixen are dangerous creatures without any sense of fear or self-preservation. They often travel in packs. Klixen skitter right at their targets, lobbing gobs of burning spit at them.

The don't have armor, so it is easy to battle a klixen, but make sure you don't do it at close range. When the klixen's saliva is exposed to air, it reacts violently. The explosion can cause serious damage.

Blood Pack

[008]

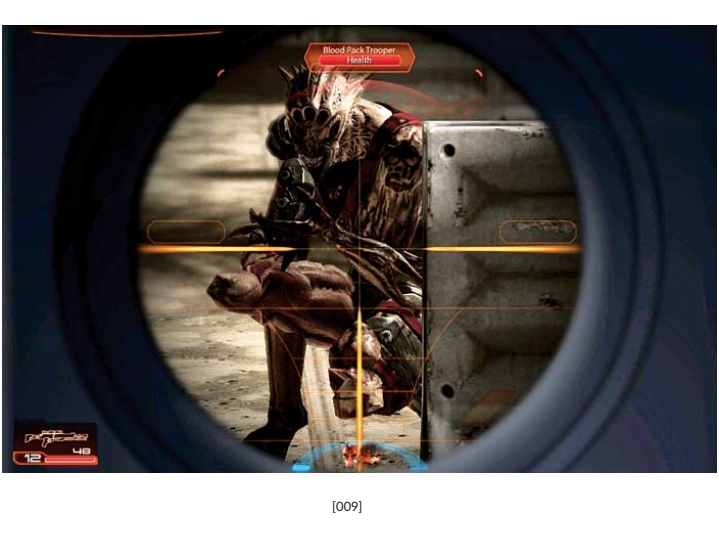
Don't advance too far into the next area after taking down the klixen and varren. Blood Pack boom-squads are hiding behind a barricade on the far side of the area **[008]** .

Duck behind the concrete barricade near the narrow opening to hide from rocket attacks.

The boom-squads linger out of cover for a few seconds before and after launching a rocket, giving you plenty of chances to return fire.

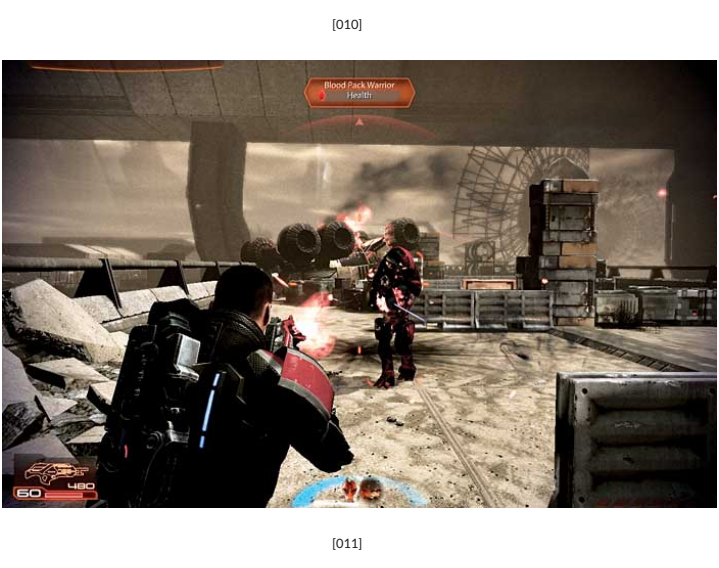
Tip

Arc a biotic attack around the barricade to sweep the boom-squad off their feet. They have no armor or shields to protect them from biotics.



[009]

[010]



[011]

Blood Pack troopers wait for you at the top of the ramp beyond the boom-squad **[009]** . Use the barricades for cover as you advance along the road.

The troopers have no armor either, making them vulnerable to most biotic attacks **[010]** . Go for headshots whenever possible to do extra damage.

A Blood Pack warrior on the far side of the road comes out of hiding only after you take down several of the troopers.

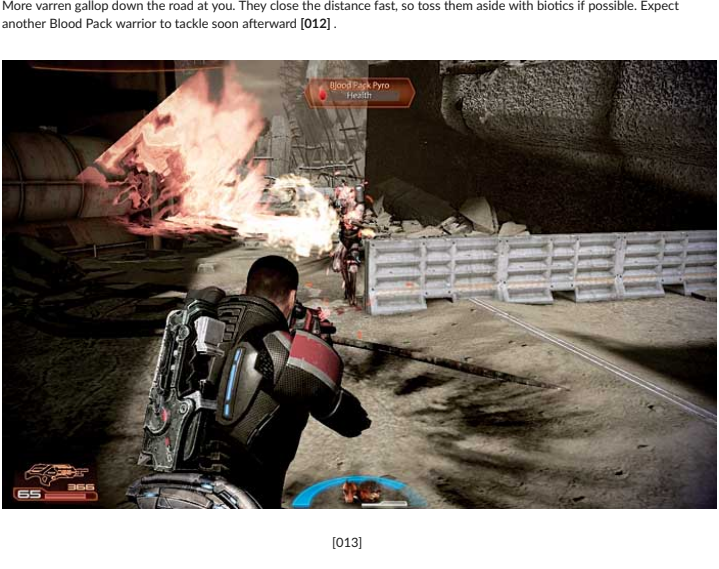
The warrior is armored **[011]** , but you have enough distance between you and it to pick apart the protection before it becomes a real threat.

Tip

Blood Pack thugs are vorcha and krogan. Use incendiary ammo to do additional damage and prevent the Blood Pack from using their regenerative powers.

[012]

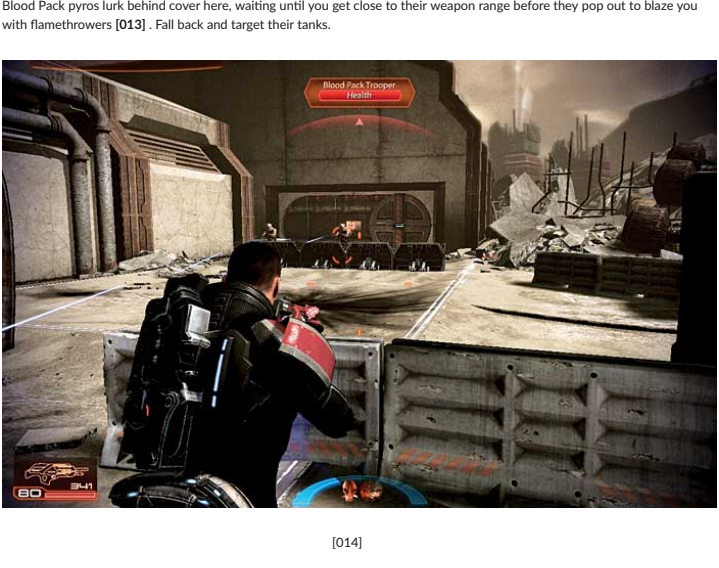
More varren gallop down the road at you. They close the distance fast, so toss them aside with biotics if possible. Expect another Blood Pack warrior to tackle soon afterward **[012]** .



[013]

Then continue forward; there is medi-gel and a crate of refined iridium at the far end of the road.

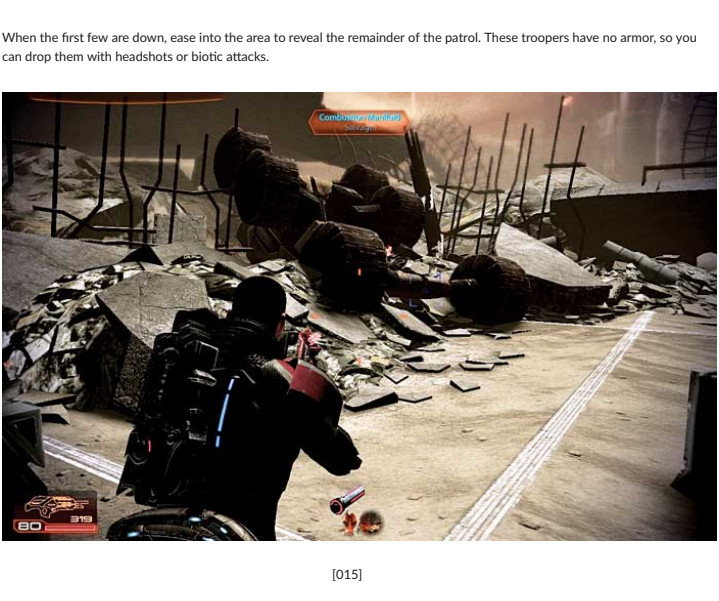
Blood Pack pyros lurk behind cover here, waiting until you get close to their weapon range before they pop out to blaze you with flamethrowers **[013]** . Fall back and target their tanks.



[014]

When you reach the hospital exterior, more Blood Pack thugs fall in line to defend the base. Stay back and plug the troopers you see when first approaching the door **[014]** .

When the first few are down, ease into the area to reveal the remainder of the patrol. These troopers have no armor, so you can drop them with headshots or biotic attacks.



[015]

Tip

Looking for the combustion manifold for the krogan mechanic? It's located on the overturned truck next to the hospital **[015]** .

Med Kit > +1 Medi-gel > 100 Credits

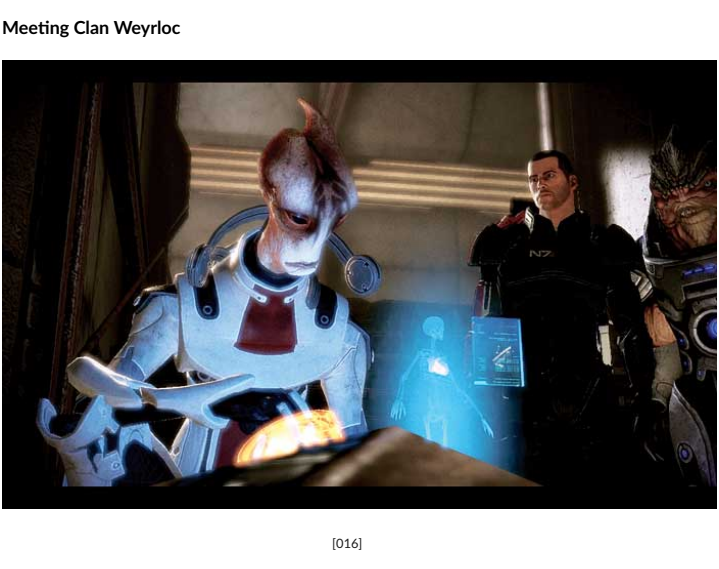
Spoils of War > Resources > Refined Iridium > Open > 800 Iridium

Journal Updated > Combustion Manifold > Salvage

Special Assignment > Tuchanka > Combustion Manifold (Mordin: Old Blood)

Part 3: Enter the Hospital

Meeting Clan Weyrloc



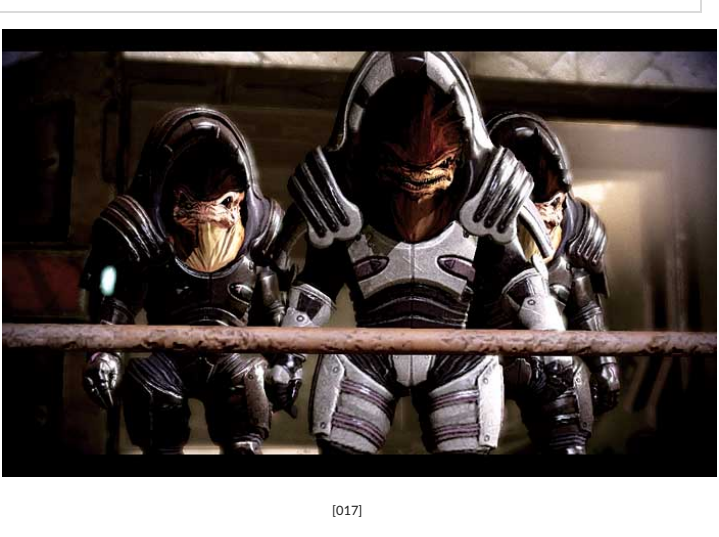
[016]

The hospital is quiet. There is a human body at the bottom of the stairs just inside the entry **[016]** . Inspect the body to discover that somebody is using humans as test subjects to locate a genophage cure.

The genetic makeup of humans is so diverse that they make excellent test subjects when seeking cures or trying out new chemical/biological weapons.

Continue down the stairs to probe deeper into the base and locate a crate of refined iridium.

Spoils of War > Resources > Refined Iridium > Open > 600 Iridium



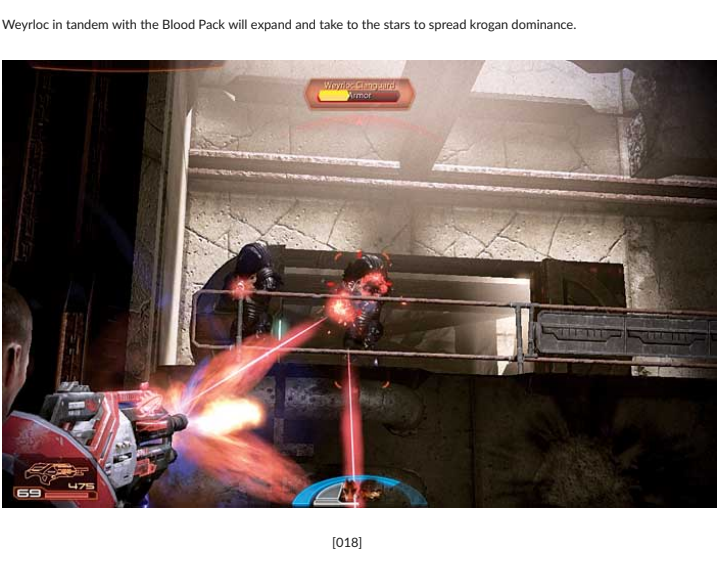
[017]

In the next room, the speaker for clan Weyrloc addresses you from the opposite side of the room **[017]** .

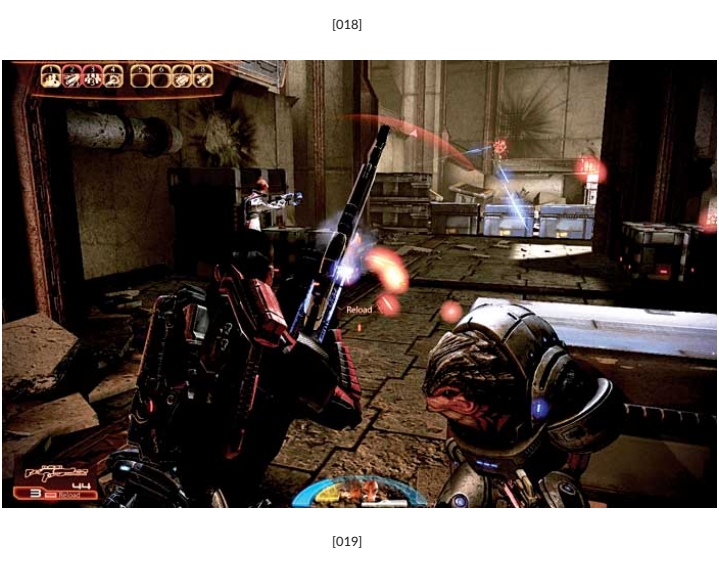
The krogan tells you that you should be dead already, but the clan leader has instead decided you should be allowed to flee and spread word of the rise of clan Weyrloc.

The speaker talks too much, though, revealing that the salarian scientist they kidnapped is working on the genophage cure.

Weyrloc in tandem with the Blood Pack will expand and take to the stars to spread krogan dominance.



[018]



[019]

While the speaker boasts, you have a Renegade interrupt opportunity. You will have to fight these krogan no matter what, but if you take the interrupt, you shoot the gas tank beneath the speaker.

The explosion eliminates the krogan you would have had to fight in this battle, but you take on Renegade points.

No matter how the battle begins **[018]** , you need to take cover as soon as the krogan attack. The krogan are armored, but the Blood Pack troopers that join them are not.

As soon as the troopers file down the stairs **[019]** , clean them out with headshots and biotics. The krogan are tougher targets. They try to get in close and charge you.

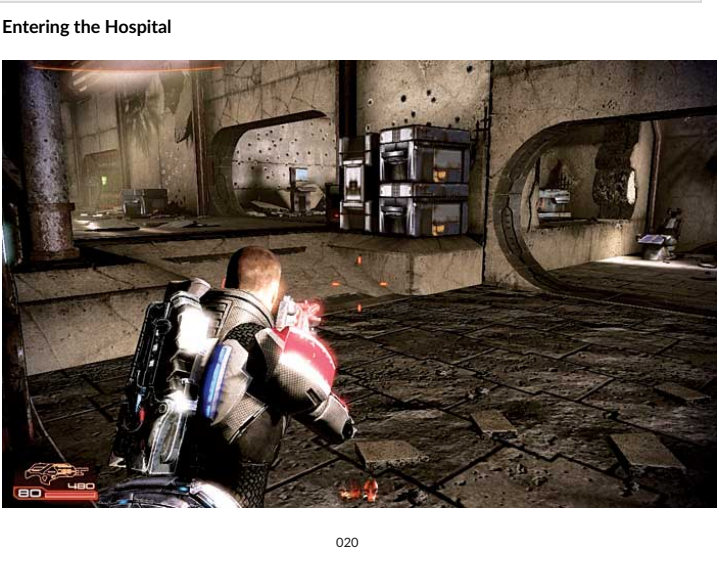
Sidestep the charge attack and then chip their armor away. If you have a biotic on the squad, you can fling unarmored krogan into the air to render them helpless.

You may wish to employ Cryo attacks as this is very effective once the armor has been removed. After the battle ends, scour the room to pick up more iridium and a medi-gel.

Spoils of War > Resources > Refined Iridium > Open > 300 Iridium

Medical Station > Open > Med Kit > 100 Credits

Entering the Hospital



020

021

Go through the door behind the krogan clan speaker to locate the medical bays of the hospital **[020]** . There are no enemies inside.

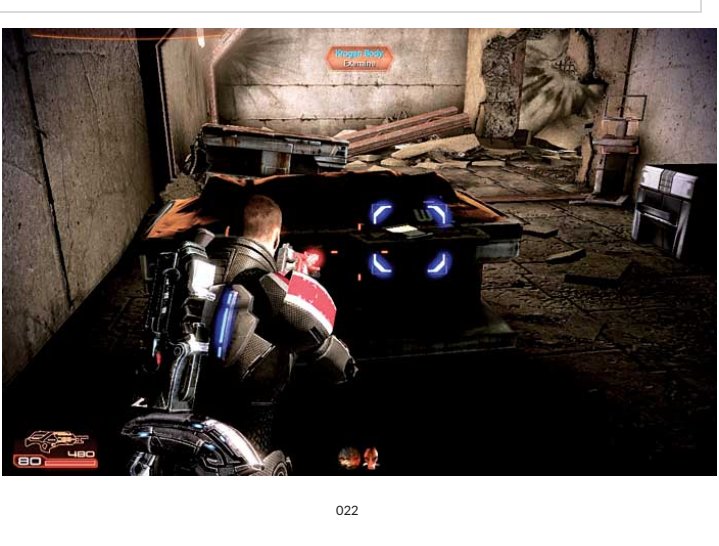
Search the rooms to find spare parts you can salvage for credits, more iridium, and computer terminals. Look at the files at the terminals to learn more about Maelon's role in the Weyrloc genophage project.

Speak to Mordin about the genophage while looking at terminal files **[021]** .

Spoils of War > Circuit Boards > Salvage > 3,000 Credits

Spoils of War > Resources > Refined Iridium > Open > 300 Iridium

Journal Updated > Computer Terminal > Access Files



022

023

In another room, you locate the body of a rare female krogan **[022]** . The krogan allowed herself to be experimented on in order to find a cure for the genophage.

This particular sight deeply affects Mordin. Talk to him about the ramifications of the genophage.

The body moves Mordin to question his previous assumptions about the genophage, even seeking rationale (and comfort) in spirituality **[023]** . This is a new side of Mordin and one that greatly humanizes the salarian.

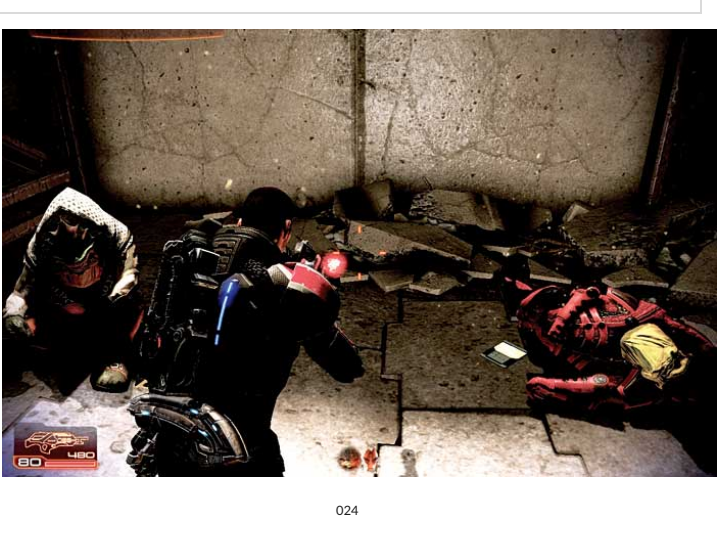
Note

Your dialog choices in this conversation earn you either Paragon or Renegade points depending on how sympathetic you are to Mordin.

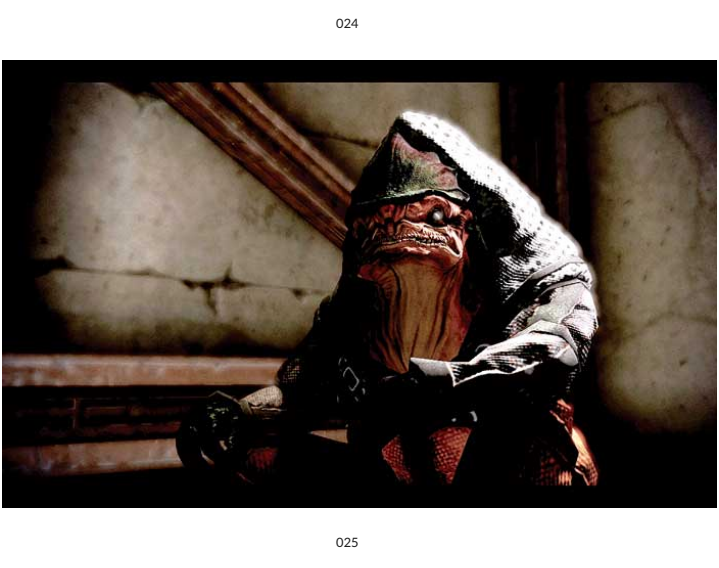
Tip

Either before or after this talk, hack the research terminal near the krogan body to earn the Microfiber Weave upgrade. After research, it increases Grunt's health.

Upgrade > Research Terminal > Hack > Krogan Vitality



024



025

At the end of the hall leading away from the medical labs, you can either open a door to your immediate right or continue down a corridor to the left.

Open the door to the right to discover the Urdnot scout **[024]** and a datapad to hack. The krogan has been experimented on and his spirit is broken. He wishes to remain at the base and die.

You can either let him sit there and rot or encourage him to return to his clan as a warrior. Tell the krogan that the genophage project is only to help clan Weyrloc multiply, not all krogan **[025]** .

If you have enough charm or intimidation, you can rouse that krogan to his feet and send him on his way. This results in Paragon or Renegade points, depending on your actions.

Note

Finding this scout ties into the Missing Scout special assignment from the chief scout back in the city. Consult the Special Assignments chapter for more information.

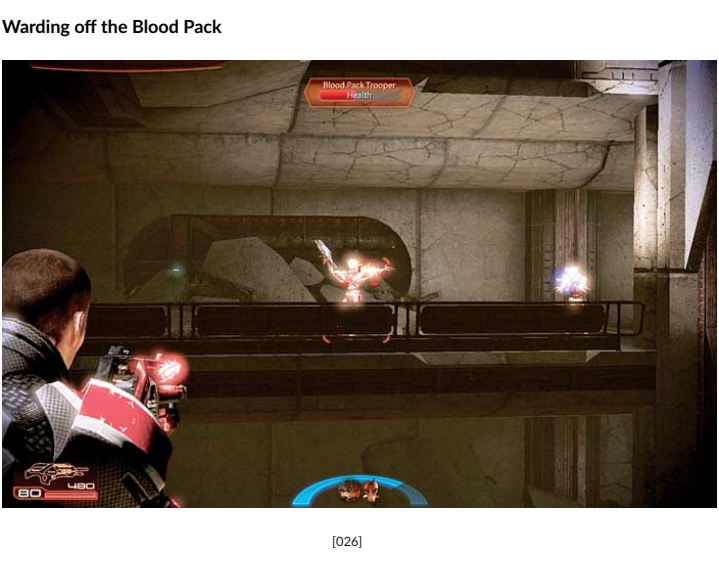
Special Assignment > Tuchanka > Missing Scout (Mordin: Old Blood)

Spoils of War > Datapad > Hack > 1,500 Credits

Caution

You cannot return to this area (and complete this special assignment) once you enter the door that leads into the following section. Be sure you've done everything you need to before continuing.

Warding off the Blood Pack



[026]

[027]

The next area is heavily guarded. EDI warns you that there are a lot of explosive containers, but Mordin sees them as potential bombs. Use them to shatter krogan armor.

When you first enter, the Blood Pack mercs do not see you. Target the troopers across the courtyard to get their attention **[026]** . After you drop one of the troopers, the courtyard fills with Blood Pack.

The opening in the center of the courtyard **[027]** is perfect for dropping enemies into via biotic attacks. Don't venture too close to the Blood Pack warriors though, unless you deftly circle-strafe the krogan's charge.

Tip

On higher difficulty levels: Let the Blood Pack troops cross the bridge in the center of the courtyard. Shoot the explosive crate to send them flying.

You may also find the Cryo power helpful in defeating krogan throughout this mission, once their armor has been removed.

[028]

[029]

Salvage the circuit boards on your side of the courtyard for credits before crossing to the opposite side to pick up medi-gel and trigger the next wave of enemies: Varren precede the Blood Pack foes.

The varren sprint through the courtyard **[028]** . Fall back and cut down the varren before they overwhelm you. Then, concentrate on the Blood Pack warriors filtering through the door on the far end of the courtyard **[029]** .

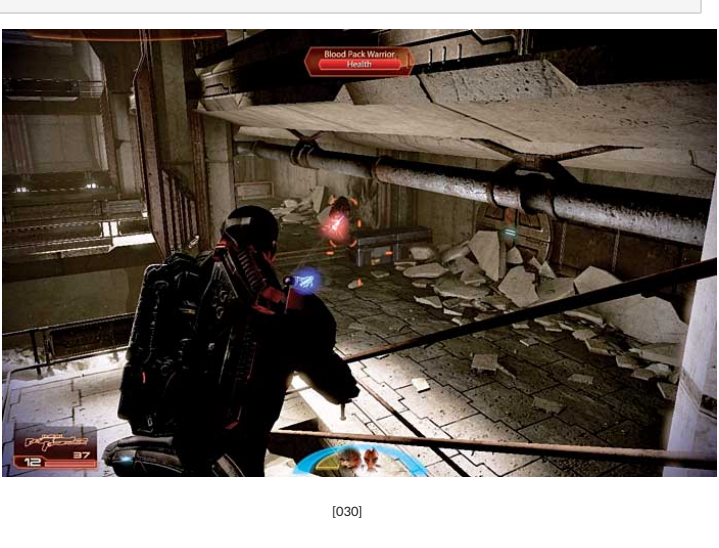
You can use explosive crates along the walkway as bombs to weaken the krogan.

Caution

Watch out for your squad members. If they move too close to an explosive crate, order them to a new location so they are not caught in a blast.

Spoils of War > Circuit Boards > Salvage > 4,500 Credits

Medical Station > Open > Med Kit > 100 Credits



[030]

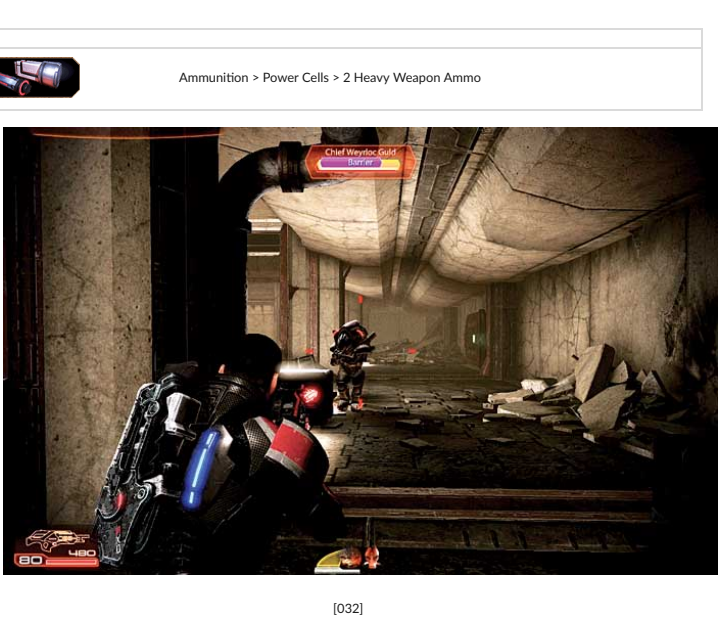
[031]

Pick up the power cells near the stairs and then drop to the lower level to confront more Blood Pack forces.

Warriors rush toward you. Use heavy weapons to keep them at bay, or retreat back up the steps to cover and edge down to fire on the foes **[030]** until you have room to push downward and onward.

Don't neglect Mordin's tech powers, like Incinerate. It's quite effective against Blood Pack scum. Look out for more varren to rush the lower courtyard **[031]** . Take them down before they cross the central bridge.

Ammunition > Power Cells > 2 Heavy Weapon Ammo



[032]

[033]

Multiple Blood Pack warriors follow behind the varren, but the real target is Weyrloc clan leader Guld **[032]** . Guld is a battle-ready krogan, decked out in a barrier as well as armor.

You cannot hammer him with biotics until these defenses have been lowered. Heavy weapons will shatter the barrier and the armor, but it will take a lot of hits to make Guld vulnerable **[033]** .

Don't ignore the warriors, although it is useful to let your squadmates concentrate on them while you tackle Guld.

Guld is armed with a combat shotgun and tries to get close to effectively use it. There is no shame in falling back. You want to keep Guld at medium range so he cannot charge or hit you with the full force of his shotgun.

Keep wearing him down with heavy weapons. If heavy weapons run dry, use everything else to keep picking apart his armor until he is left with only his health.

Once Guld is exposed, biotics will keep the krogan off his feet while you finish him off.

Tip

The biotic attack Charge is useful against tough targets like Guld. You can knock him down and then unload an entire clip in him as he struggles to his feet.

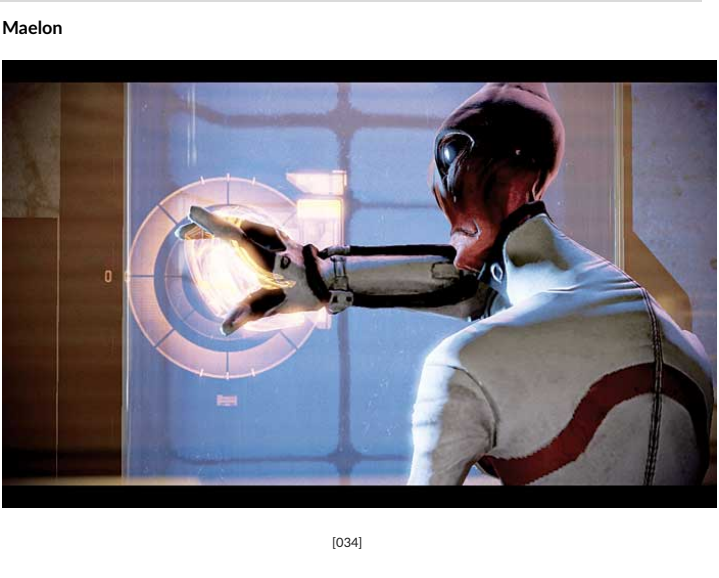
Before going downstairs to find Maelon, open the door that Guld stormed through. Hack the locked crate inside to bank some credits.

Hack the research terminal at the bottom of the stairs to pick up another Microfusion Array upgrade, which increases heavy weapon ammo capacity.

Spoils of War > Locked Crate > Bypass > 3,000 Credits

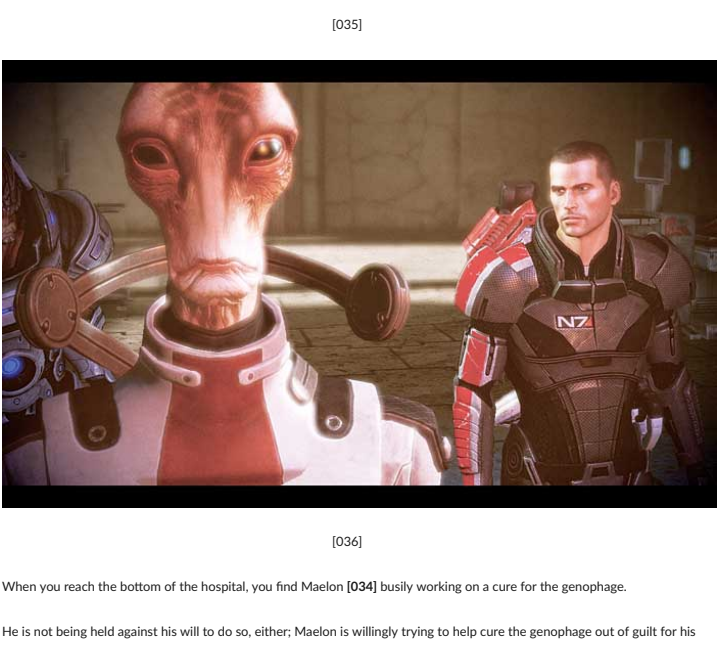
Upgrade > Research Terminal > Hack > Heavy Weapon Ammo

Maelon



[034]

[035]



[036]

When you reach the bottom of the hospital, you find Maelon **[034]** busily working on a cure for the genophage.

He is not being held against his will to do so, either; Maelon is willingly trying to help cure the genophage out of guilt for his previous involvement.

He justifies his methods—live test subjects—as just more blood on already bloody hands.

Maelon does not see a galaxy with controlled krogan populations as any less violent than it is now with batarian piracy, rogue Spectres, and geth attacks.

It's up to Mordin to deal with this situation **[035]** , but you can influence him. When Mordin raises his weapon to Maelon, you can use a Paragon interrupt to stop him.

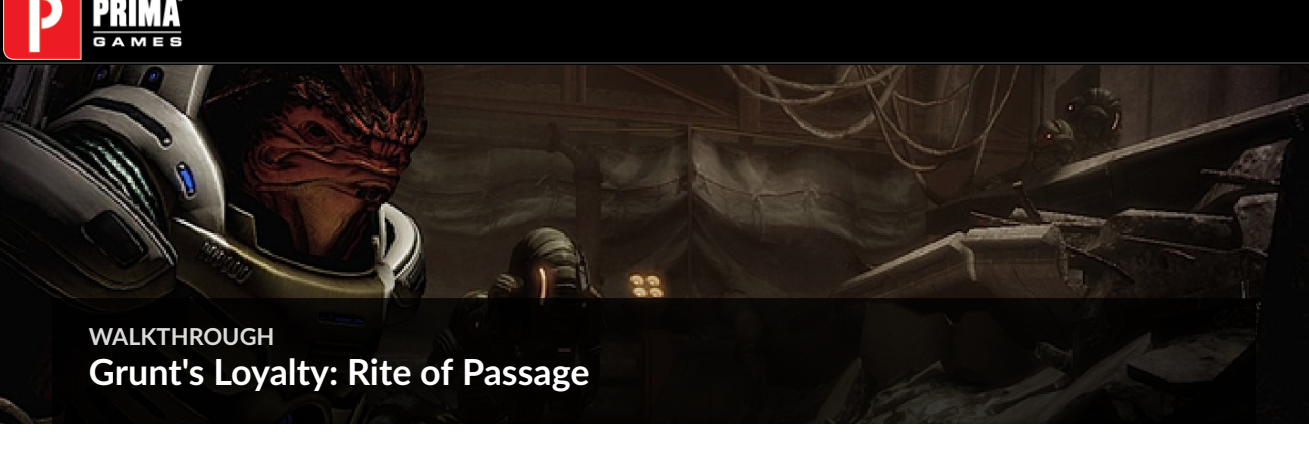
If you do, you can then convince him to let Maelon go. However, he leaves all his data. You can either opt to destroy it all or keep it. Keeping the data is a Renegade option, while ruining it is a Paragon choice.

Once the choice has been made **[036]** , this mission ends. Mordin is now loyal to the team, and his Neural Shock power is unlocked. Before leaving the lab, hack the larger wall computer terminal for credits.

Spoils of War > Wall Computer > Hack > 3,000 Credits

Squad Members > Mordin > Loyalty

Squad Members > Mordin > Power > Neural Shock

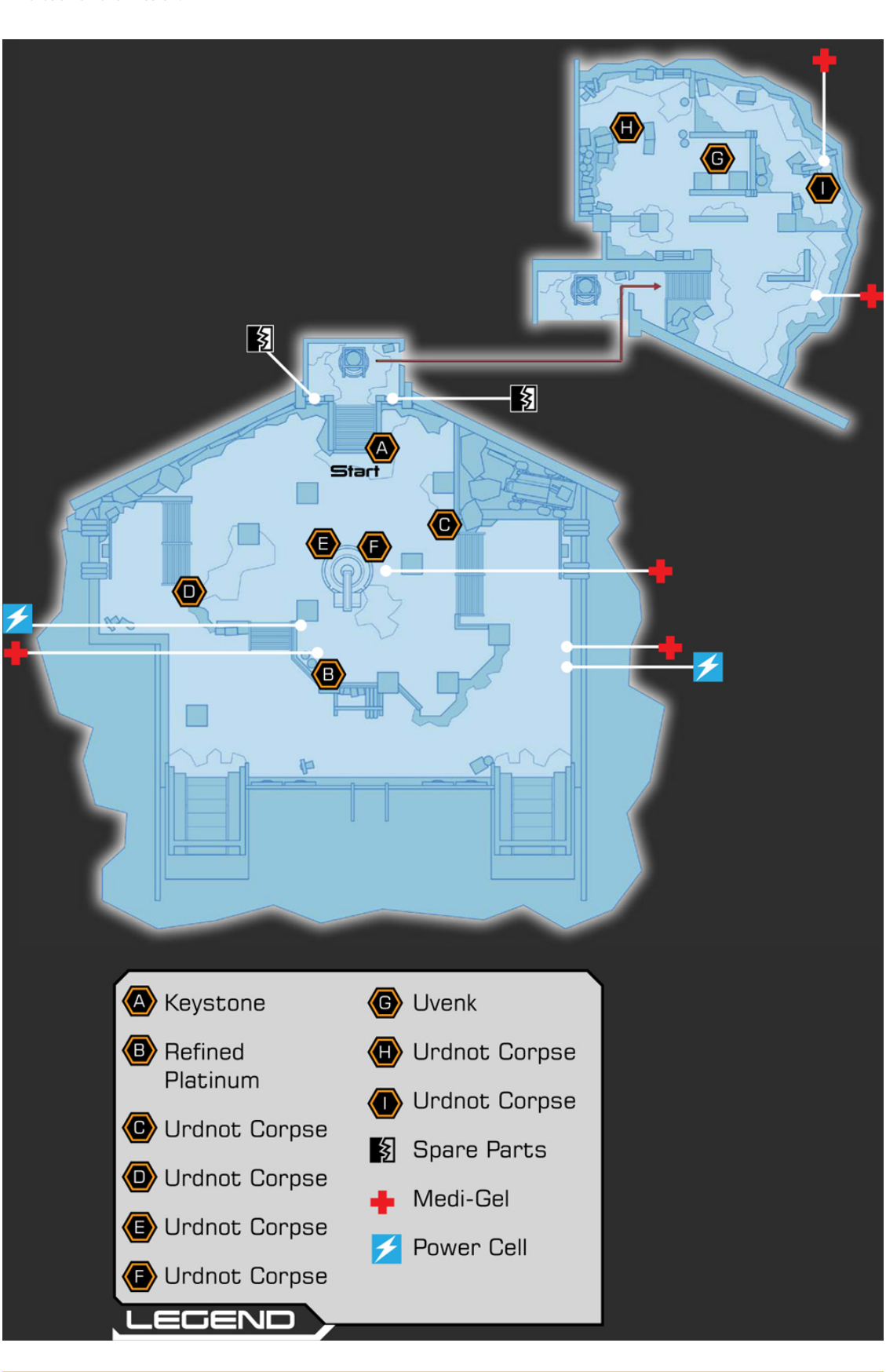


WALKTHROUGH

Grunt's Loyalty: Rite of Passage

Grunt is having serious problems down in the cargo hold. Something is happening to him, something he cannot explain. He just feels...violent. Grunt believes the answers for what ails him are located on Tuchanka.

Chart a course to the krogan homeworld and take Grunt before the Urdnot clan leader to discover what Grunt needs to get his mind back on the mission.



Mission Data

Location: Milky Way > Krogan DMZ > Aralakh > Tuchanka

Experience Available: 750

Entities Encountered > Enemies

- Clan Gatatog > Gatatog Uvenk
- Clan Gatatog > Gatatog Warrior
- Klixen
- Varren
- Thresher Maw

Spoils of War > Total Credits: 30,000

- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades > Shotgun Damage (Synchronized Pulsar)

Spoils of War > Resources > Platinum: 2,000

New Power > Squad Member > Grunt > Fortification

Part 1: Speak with the Clan Leader

[001]

Once back on Tuchanka, report to clan leader Wreav **[001]** in the center of the city. Ask Wreav about Grunt's problem.

The clan leader only needs to look into the young krogan's eyes to diagnose the problem: He is a juvenile not trained in the ways of the krogan by a proper clan.

When you explain to Wreav that Grunt was tank-bred by Okeer, the rival clan leader, Uvenk **[002]** , dismisses Grunt as not worthy to even walk on Tuchanka.

[002]

Wreav, on the other hand, thinks Grunt has potential and should undertake the krogan Rite of Passage so that he may become an adult krogan and be tied to a clan.

To begin the Rite of Passage, you must speak to the shaman upstairs.

[003]

Upstairs, Uvenk is already speaking to the shaman in hopes of keeping Grunt from taking the Rite of Passage, but the shaman **[003]** believes Grunt should be allowed his chance as long as Wreav gives his permission.

The shaman says that Grunt needs his krantt—his allies—to join him in this battle.

Note

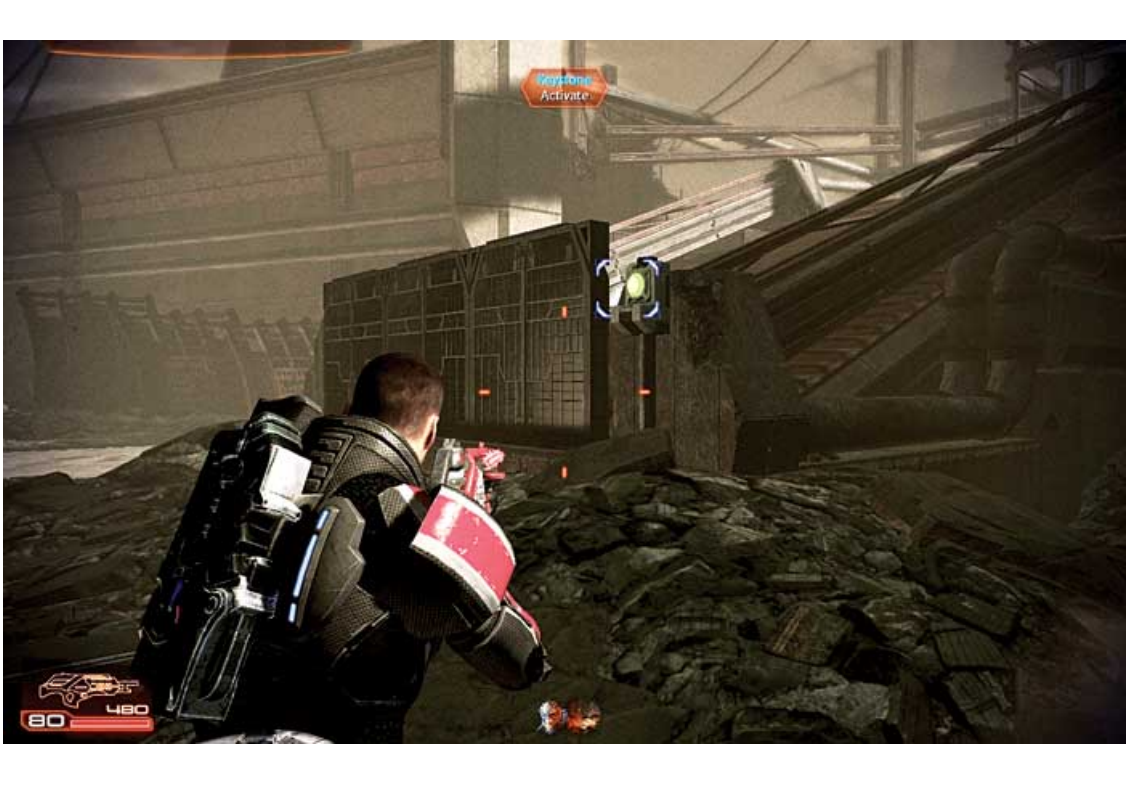
Uvenk keeps talking trash about Grunt. You have a Renegade interrupt that shuts his mouth. If you use it, the shaman takes an immediate liking to you.

[004]

Once you accept the Rite of Passage from the shaman, you are automatically transported out to an arena **[004]** . A keystone in the middle of the arena releases several waves of creatures to challenge you.

You must defeat each wave to survive the rite and make Grunt a loyal member of the team.

Part 2: Survive!



[005]

Each time you press the keystone **[005]** , another wave of creatures enters the arena.

There are multiple medi-gel crates in the arena, as well as Urdnot corpses with credits to pilfer, clips, and heavy weapon ammo boxes.

Do not burn through these right away—especially the medi-gel and the heavy weapon ammo. Save that ammo for the third wave of the rite—you will need it.

You should also pick up the crate of refined platinum sometime during the trials.

Caution

Remember! If you have full medi-gel or heavy weapon ammo, you receive 100 credits, not the health or ammo you need!

Therefore, access these items only when you need them or can't fight without them. Do this before the end of the third bout (with the thresher maw) though; you cannot return for them after that point.

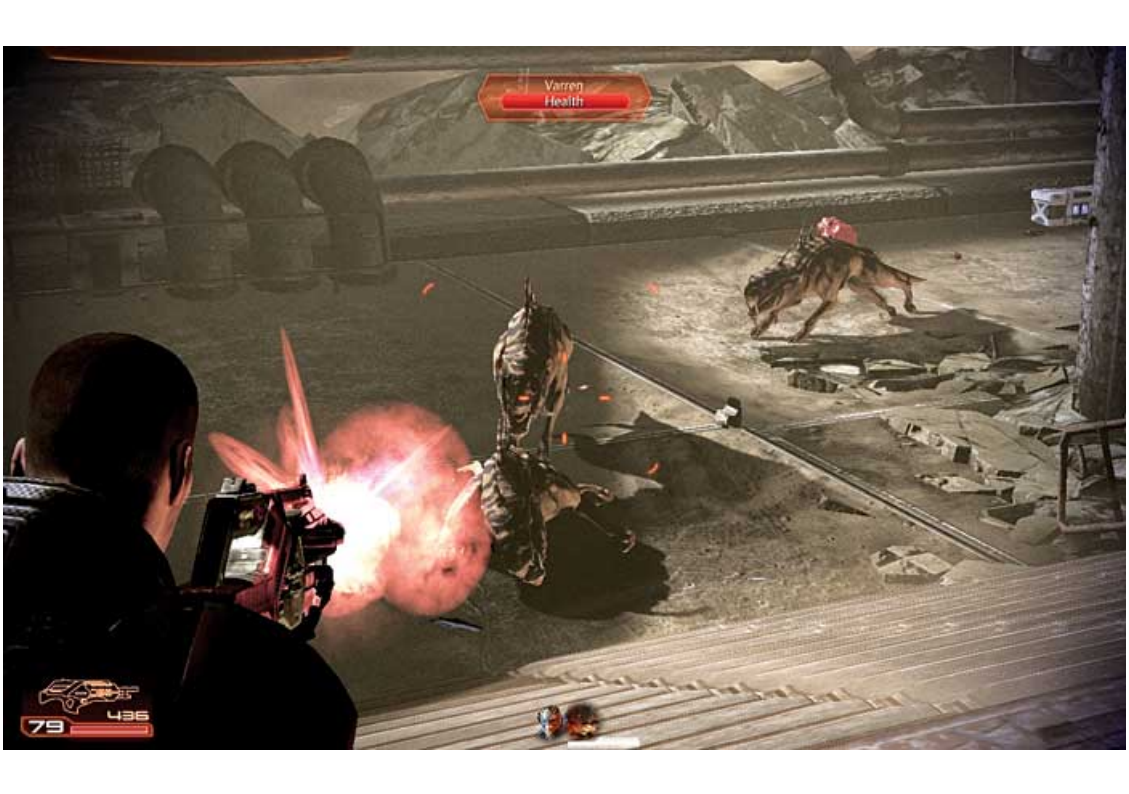
Tip

Don't forget to search for thermal clips, scattered by debris and near to the following items:

Spoils of War > Turbine Parts > Bypass > 3,600 Credits
Spoils of War > Turbine Parts > Bypass > 3,300 Credits
Spoils of War > Urdnot Corpse > Search > 1,200 Credits
Spoils of War > Urdnot Corpse > Search > 1,500 Credits
Spoils of War > Urdnot Corpse > Search > 1,500 Credits
Spoils of War > Urdnot Corpse > Search > 1,800 Credits
Med Kit > +1 Medi-gel > 100 Credits
Med Kit > +1 Medi-gel > 100 Credits
Med Kit > +1 Medi-gel > 100 Credits
Med Kit > +1 Medi-gel > 100 Credits
Ammunition > Power Cells > 2 Heavy Weapon Ammo
Ammunition > Power Cells > 2 Heavy Weapon Ammo
Spoils of War > Resources > Refined Platinum > Open > 2,000 Platinum

First Wave: Varren

[006]



[007]

[008]

Because the arena is limited on space, the varren have an advantage. They move much faster than you and are able to corner you effectively, especially when they pair up.

Never stop moving when fighting the varren **[006]** . If you stop, the varren will converge on you **[007]** . Use close-quarters weapons to blast the varren in half, and rely on biotics to fling them around like rag dolls.

If you have cryo or incendiary ammo, use it. Freezing or burning the varren makes them easier to manage.

Finally, you may wish to keep a squad member close to ward off flanking attacks and train a longer-ranged weapon at the entrance where the varren appear **[008]** .

Tip

On higher difficulty levels: Stand back near the keystone (get as high as you can, and position your squad members in front of you), and watch the entrances where the varren spring from.

Tag them with sniper rifle fire as they close, switching to shotguns or powers if they get past your team.

Tip

After the action subsides, salvage the turbine parts to collect extra credits if you didn't already do so. When you are ready for the next wave, activate the keystone again.

Second Wave: Klixen

[009]

[010]

[011]

The second wave of the rite begins with a giant creature flying overhead, known as a harvester **[009]** . It drops klixen into the arena **[010]** .

Because klixen explode when killed, you need to keep your distance from these creatures while hunting them. Klixen also spit fire at you when you get too close **[011]** .

Use longer-range weapons to manage the klixen, and don't shy away from biotic attacks. Even if the biotic attack does not destroy the klixen, toppling it with something like Charge at least keeps it from following you.

You can fall back and safely finish it off outside the blast radius.

Tip

On higher difficulty levels: If you wish to know where the nearest klixen is, your squad members will be looking at it, so follow their gaze. The Concussive Shot ability helps you unload more projectiles into the klixen, too.

Also choose armor-piercing ammo, the Reave power, or warp ammo (and definitely not any fire-based attacks) when slaughtering klixen.

Third Wave: Thresher Maw

[012]

[013]

[014]

The goal of the final wave of the Rite of Passage is to survive a thresher maw attack. If you can live through five minutes of a thresher maw attack, you complete the rite.

The thresher maw is a massive insect-like creature **[012]** that bursts out of the ground and attacks with a venom strike **[013]** . You cannot survive many direct hits from this attack.

The thresher maw can move around the outskirts of the arena, so you cannot just camp behind a pillar.

While the trial can be finished by just surviving the thresher maw's attacks, you can actually bring it down in around half the time (two and a half minutes).

Use heavy weapons or your sniper rifle to target the thresher maw when it bursts out of the ground **[014]** . Wait for its venom to pass and then step out of cover, or sidestep early to avoid being struck.

Deliver a few good shells or blasts to its flat head and then seek cover again. Refill your heavy weapon with the power cells littered around the arena—this is why you didn't want to use them in the early parts of the rite.

Tip

On higher difficulty levels: Aiming for the tongue, using the arc projector, and stepping behind the more solid stone cover (such as the pillars or walls, rather than the mangled metal coverings) helps whittle down the thresher maw considerably.

Attacking with other weapons offers limited help, although armor-piercing ammunition (or weapons, like the Widow) and incendiary attacks are recommended; this includes Mordin's Incinerate attack, as well as a loyal Zaeed's Inferno Grenade.

Sniper attacks (ideally from you and a squad member continuously) are another excellent plan; switch to your heavy weapons when needed.

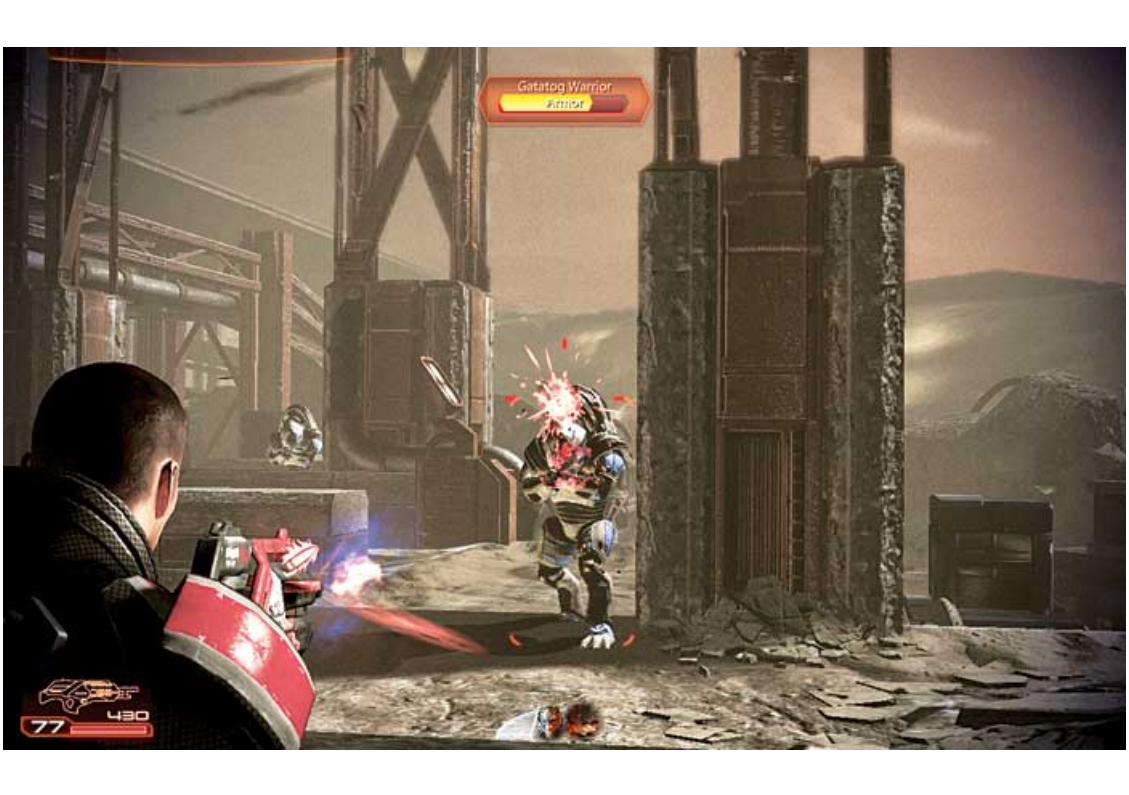
An Unhappy Uvenk

[015]

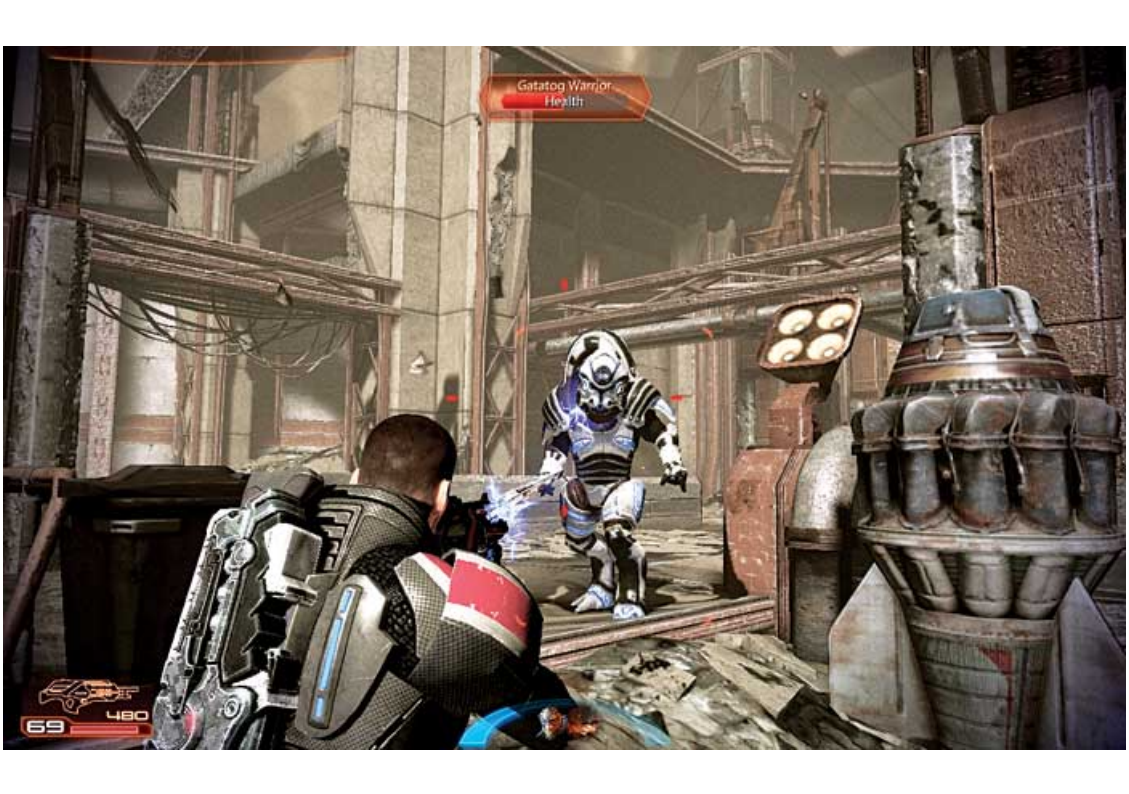
[016]

After seeing you survive (or defeat) the thresher maw, Uvenk greets you at the arena **[015]** . He respects Grunt's strength and believes he can tip the balance of the clans on Tuchanka.

But Grunt sees through Uvenk **[016]** , knowing Uvenk only wants Grunt as a trophy. And Grunt is nobody's trophy.



[017]



[018]

Uvenk is flanked by multiple krogan warriors **[017]** . They have the same strengths and weapons as Blood Pack warriors. You must strip them of their armor in order to finish them off with headshots or biotics.

Uvenk hangs in the rear of the battlefield, hoping his warriors will soften you up for the kill **[018]** . Push through the warriors so they do not attack you when you try to bring down Uvenk.

Tip

If you get a moment (you won't once Uvenk has been dispatched), scan the Urdnot corpses in the battlefield to pick up some credits.

[019]

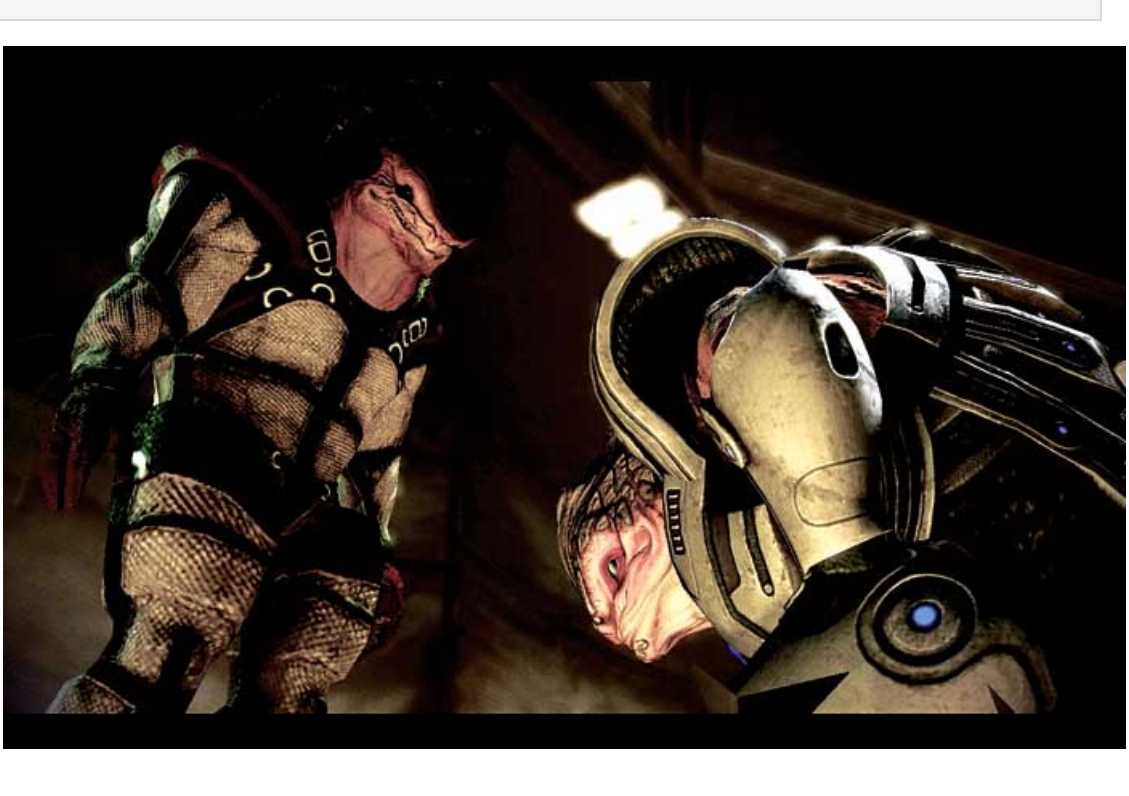
[020]

Surround Uvenk with your squad so he cannot easily pick a target. Uvenk will desperately attempt to choose one of you to charge, so stay back and let him fret **[019]** .

Use special ammo like cryo or incendiary to do extra damage to Uvenk. Or better yet, pulverize him and his crew using the arc projector (this shortens combat considerably).

Once you drop his barrier and armor, you can finish him off with biotics or close-quarters attacks **[020]** , ideally with shotguns.

Spoils of War > Urdnot Corpse > Search > 1,200 Credits
Spoils of War > Urdnot Corpse > Search > 900 Credits
Med Kit > +1 Medi-gel > 100 Credits
Med Kit > +1 Medi-gel > 100 Credits



[021]

[022]

As soon as Uvenk falls, the shaman arrives in the arena to congratulate you **[021]** .

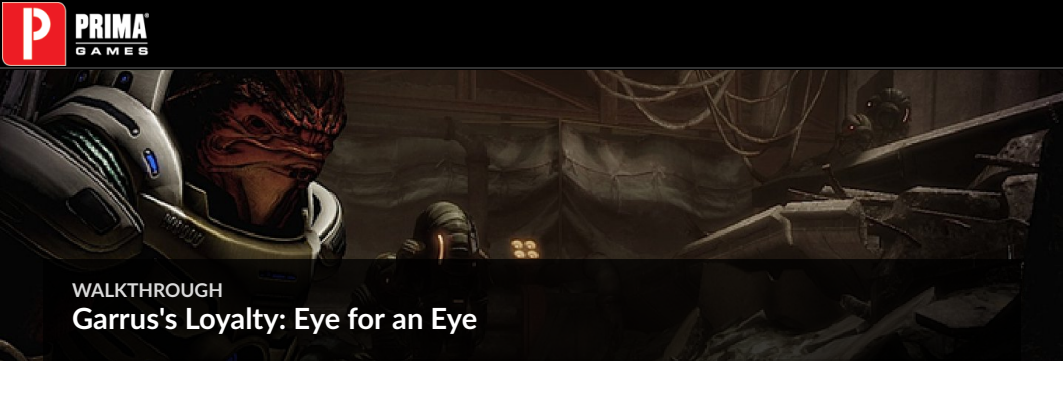
You are automatically awarded an upgrade to your shotgun damage (the Synchronized Pulsar), and Grunt is welcomed into the Urdnot clan, but he chooses you as his battlemaster **[022]** . It's an honor.

Grunt is now loyal to the squad, and his Fortification power is unlocked.

Tip

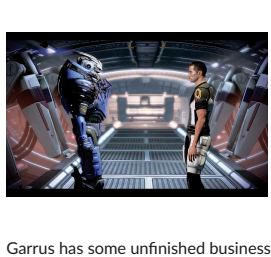
Head back to Fortack's store on Tuchanka; you can purchase items at a discount now.

Squad Members > Grunt > Loyalty
Squad Members > Grunt > Power > Fortification



WALKTHROUGH

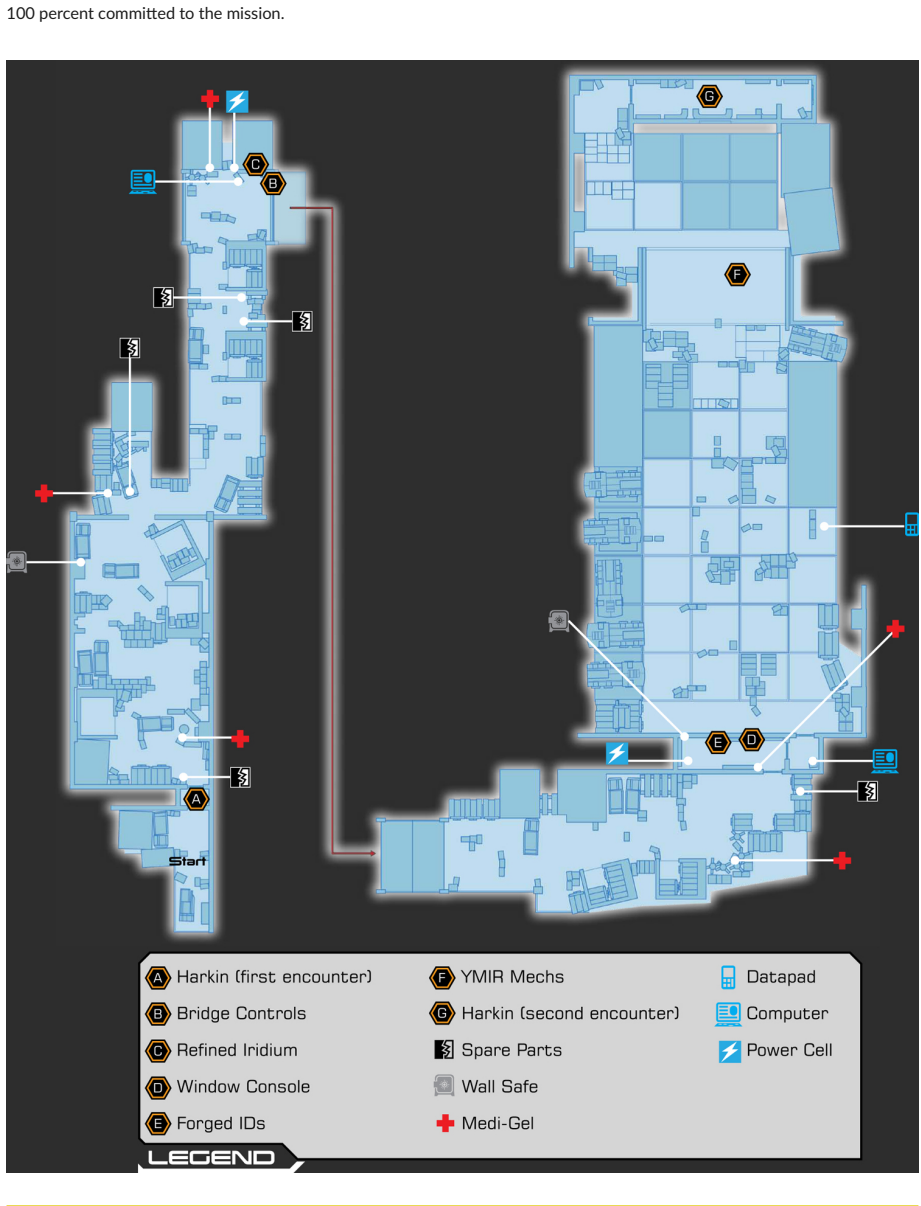
Garrus's Loyalty: Eye for an Eye



Garrus has some unfinished business on the Citadel he would like to see to before you head for the Omega 4 relay. The turian has located his former partner from Omega, Sidonis, who betrayed his team and got a lot of good men killed.

Sidonis is currently keeping company with Fade, a forger who specializes in making people disappear. Garrus wants his revenge.

Travel to the Citadel and seek out this Fade to discover Sidonis's hiding place and give Garrus the peace of mind he needs to be 100 percent committed to the mission.



Mission Data

Location: Milky Way > Serpent Nebula > Widow > Citadel

Experience Available: 750

Entities Encountered > Enemies

- Blue Suns > Commander
- Blue Suns > Heavy
- Blue Suns > Legionnaire
- Blue Suns > Trooper
- Harkin
- LOKI Mech
- Sidonis
- YMIR Mech

Spoils of War > Total Credits: 28,800

- Cerberus Funding: 15,000
- Credits: 13,800

Spoils of War > Upgrades > Sniper Rifle Damage (Scram Pulsar)

Spoils of War > Resources > Iridium: 2,000

New Power > Squad Member > Garrus > Armor Piercing Ammo

Intersecting Missions

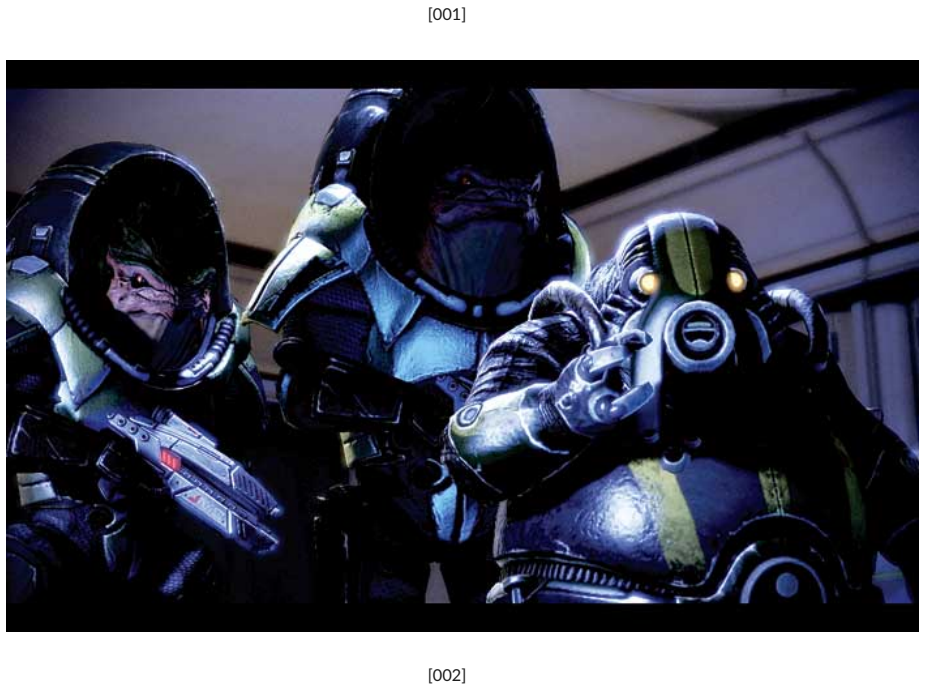
- Special Assignment > Citadel > Found Forged ID (Eye for an Eye)

Part 1: Finding Fade

When you reach the Citadel, you need to locate Fade in a warehouse near the Neon Markets in Zakera Ward. If this is your first visit to the Citadel, be sure to check out the *Citadel* section of this walkthrough for a tour guide.

Fade

[001]

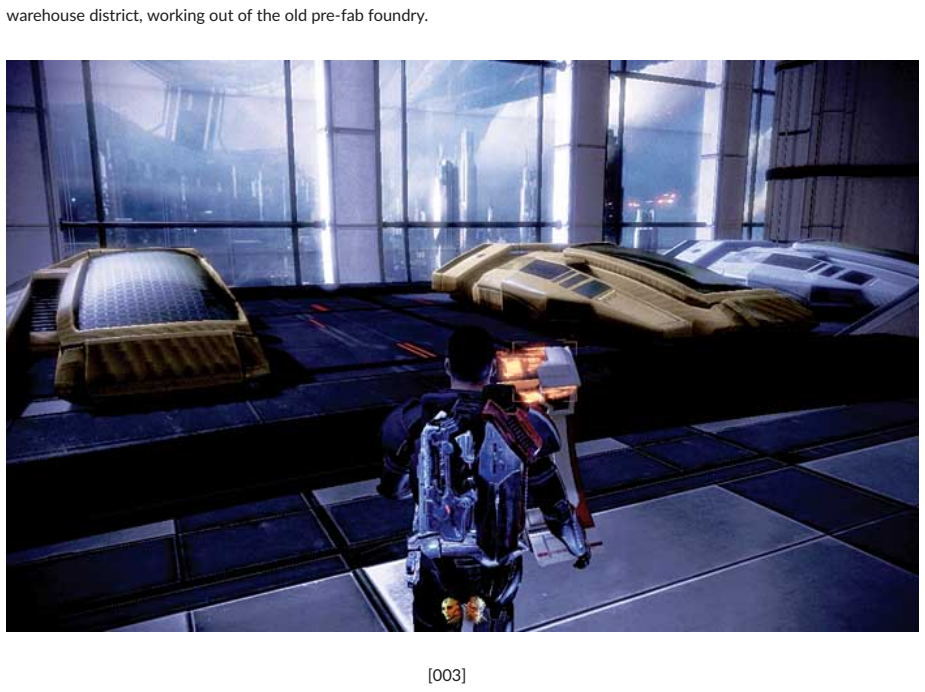


[002]

Fade is located at the entrance to the shipping warehouses on level 26 of the Zakera Ward. The volus steps out to greet you when you enter the warehouse at the bottom of the stairs **[001]** .

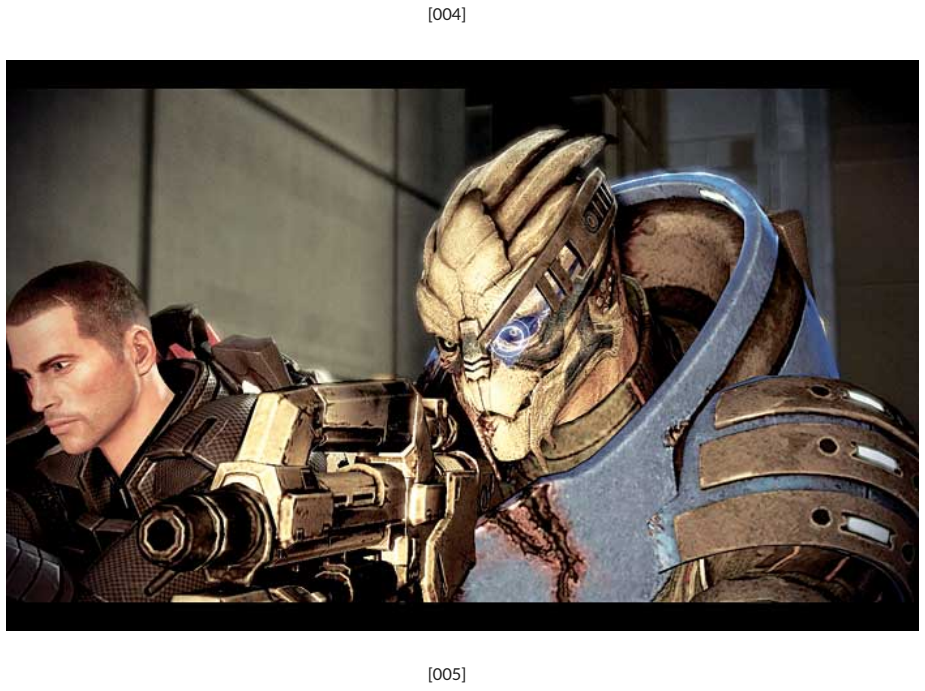
The volus is flanked by some krogan warriors **[002]** . When Fade refuses to help you find Sidonis, you can use a Renegade interrupt to take down the krogan and convince Fade to see things your way.

After you convince the guards to leave, the volus is quick to confess that he actually is not Fade. Fade is down in the warehouse district, working out of the old pre-fab foundry.



[003]

[004]



[005]

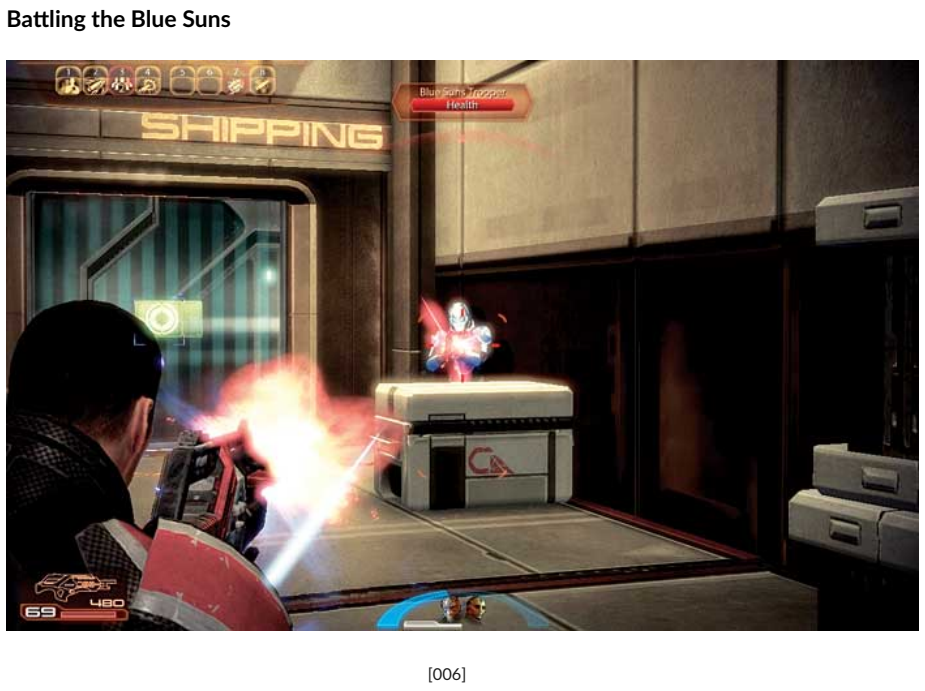
The volus warns you that Fade is surrounded by Blue Suns. It turns out that Fade is actually Harkin, a former C-Sec officer that Garrus used to work with in the old days before the Saren strike.

To reach the warehouse district now, head to a Rapid Transit terminal **[003]** and select the desired destination. When you arrive at the warehouse, you immediately run into Harkin.

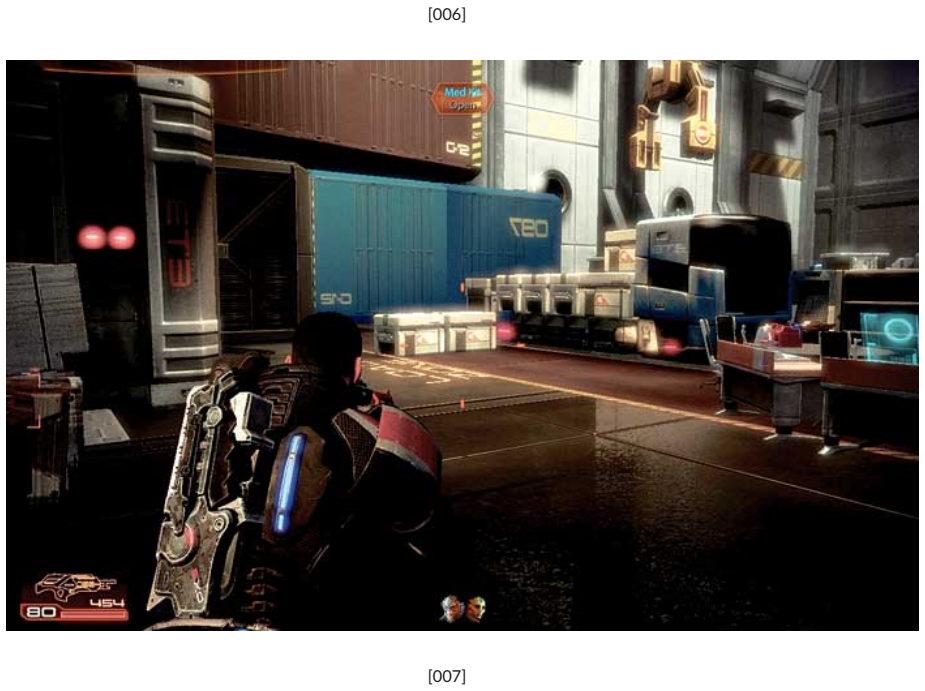
He is surprised to see you **[004]** —both of you **[005]** . Harkin orders his Blue Suns mercs to attack and keep you busy while he flees.

Part 2: Confront Harkin

Battling the Blue Suns



[006]



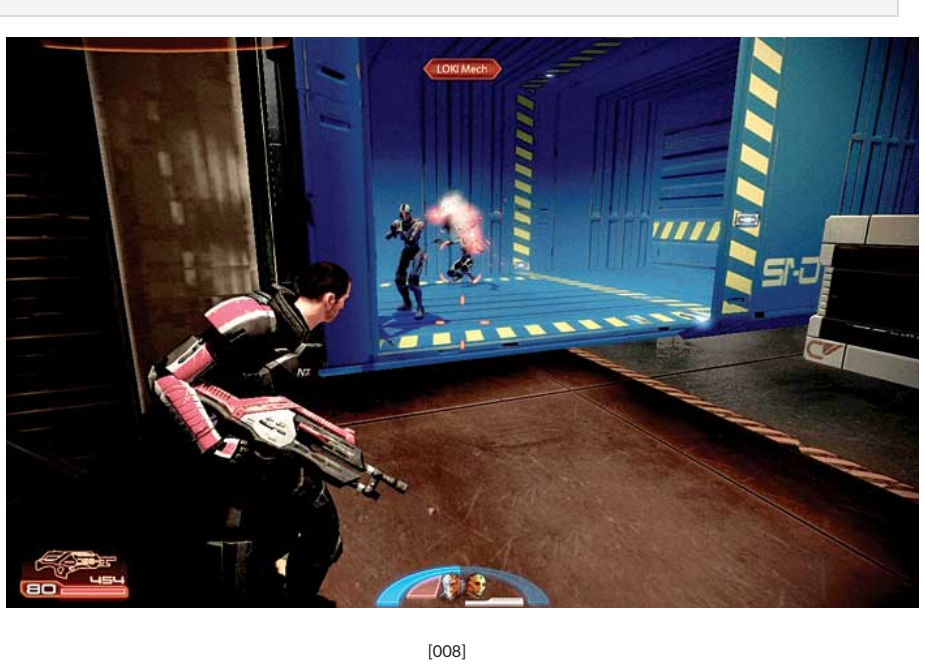
[007]

Harkin leaves just a handful of Blue Suns troopers behind at the gates of the warehouse to hold you back **[006]** . The troopers are easy targets. Using the crates for cover, duck from the troopers as they fire on you.

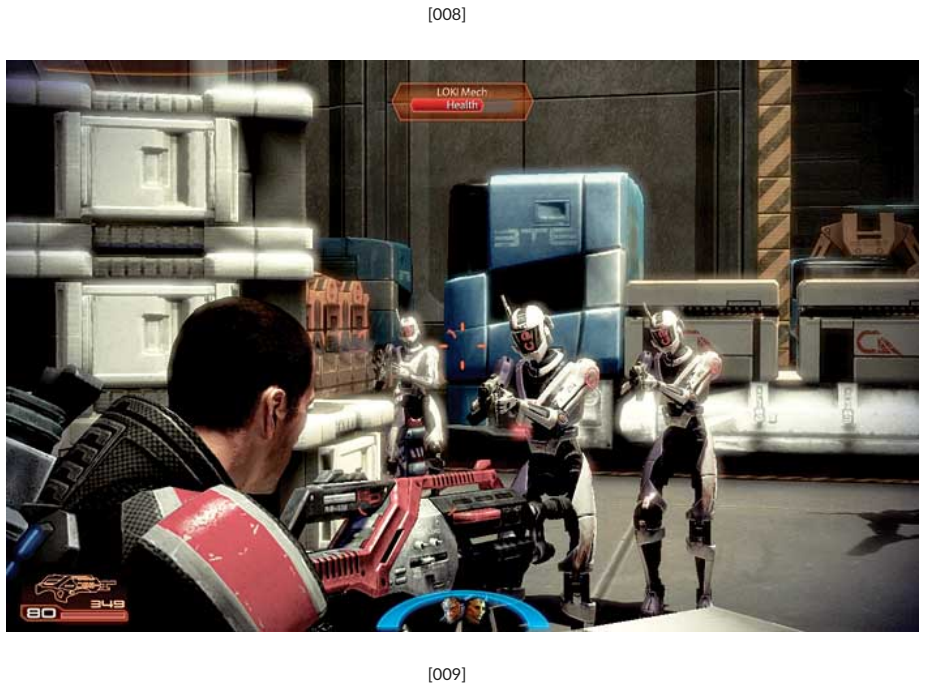
When they reload, pop up and return fire. On easier difficulties, the troopers have no armor, so biotics are useful. When the initial combat is over, check the trash inside the warehouse office **[007]** to salvage some credits and medi-gel.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Trash > Open > 600 Credits



[008]



[009]

[010]

LOKI mechs attack from a nearby cargo container and from the crate-lined path away from the office **[008]** . Follow the path to push through a second wave of LOKI mechs **[009]** and a couple of Blue Suns troopers **[010]** .

Use the crates as cover. The mechs and troopers keep coming, but without any armor, they are pushovers (don't expect this to last...).

Caution

Make sure the coast is clear before attempting to crack the wall safe in the warehouse. If you are attacked while hacking the safe, you cannot try again.

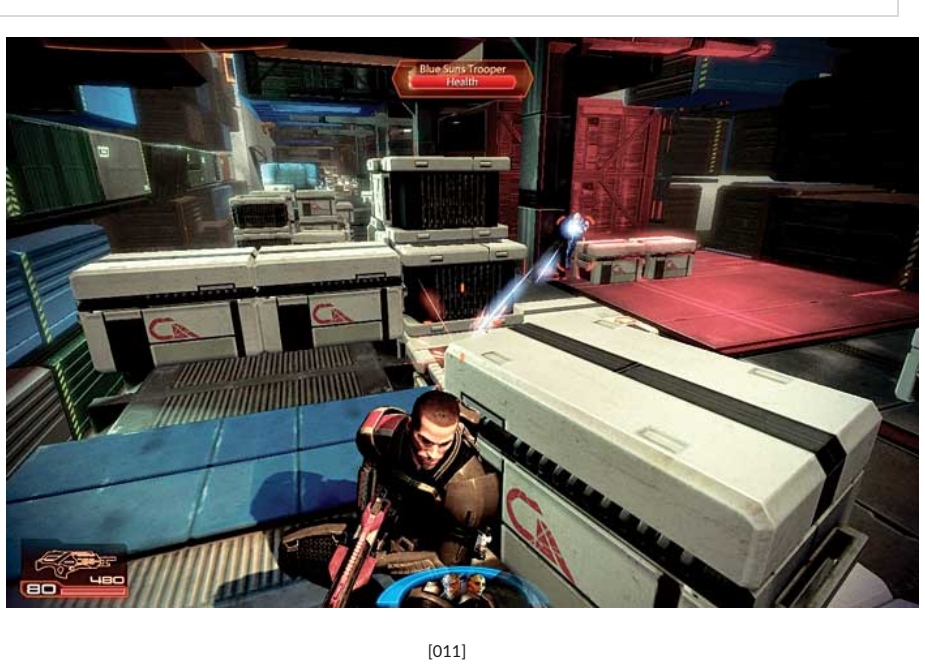
Tip

Pick up the medi-gel and bypass circuit boards next to the power lifter and large hole in the floor.

Spoils of War > Wall Safe > Bypass > 1,500 Credits

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Circuit Boards > Bypass > 900 Credits



[011]

[012]

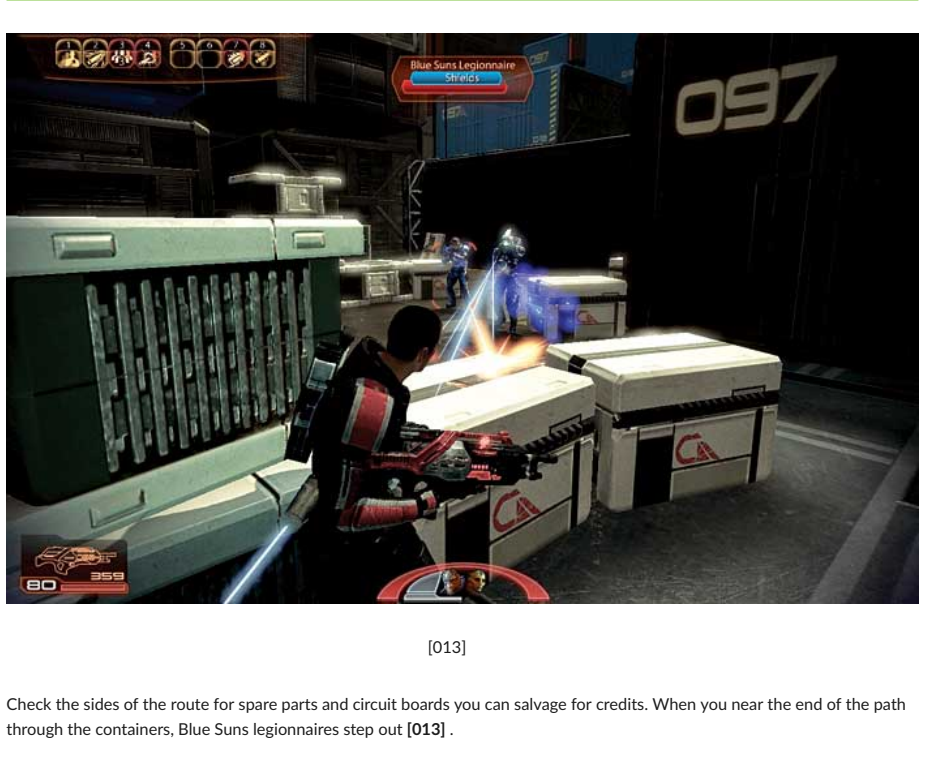
Methodically move through the shipping containers on the right side of the hole in the floor. There are multiple LOKI mechs and Blue Suns troopers hiding among the crates **[011]** . Look for LOKI mechs in open containers **[012]** .

The mechs are dormant until you close in, but if you rush the containers before the mechs unfold into active positions, you can cut them down before they fire a single shot. The troopers, of course, are already active and on the hunt.

They work in groups, so try to thin their numbers right away with biotics or sniper fire from a distance. Take cover on the raised areas, where the slight height advantage allows you to pinpoint foes a little more easily.

Tip

Use the explosive containers along the path as bombs.



[013]

Check the sides of the route for spare parts and circuit boards you can salvage for credits. When you near the end of the path through the containers, Blue Suns legionnaires step out **[013]** .

These enemies sport shields and should be targeted first. Remember: you can retreat and snipe if combat isn't going as well as planned. Collect medi-gel, heavy weapon ammo, and iridium at the far end of the shipping containers.

Hack the computer next to the iridium for credits. Then activate the bridge control panel.

Spoils of War > Circuit Boards > Bypass > 900 Credits

Spoils of War > Circuit Boards > Bypass > 900 Credits

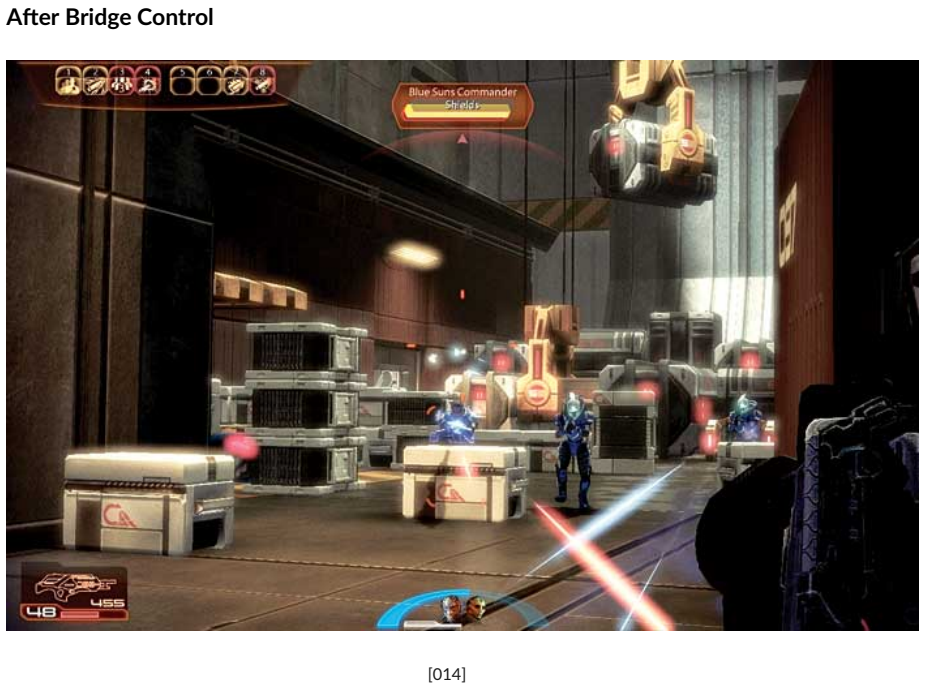
Spoils of War > Resources > Refined Iridium > Open > 2,000 Iridium

Ammunition > Power Cells > 4 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Laptop > Hack > 4,500 Credits

After Bridge Control



[014]

[015]

Use the control panel near the iridium to lower a bridge, and start moving up the opposite side of the shipping containers. You have a long line of sight, so use it to snipe any targets early.

You need to clear out lesser targets like troopers so you can concentrate on the two main enemies along this path: a Blue Suns Commando **[014]** and a YMIR mech **[015]** . Unload your heavy weapon into the YMIR mech.

The path between the shipping containers is narrow, which is advantageous for the mech. Its miniguns and rockets are hard to dodge in close quarters.

Once the two main threats are dealt with, mop up any remaining troopers and grab any thermal clips you can.

Tip

While you zero in on the YMIR, direct your squad to attack the commando—or vice versa. You need to work over these enemies together since both are powerful.

[016]

[017]

The door beyond the YMIR mech leads to Harkin's office. Check the lifting equipment and crates for a med kit and a circuit board to hack before entering. There is a wall safe to hack inside as well as heavy weapon ammo to collect.

Swipe the forged IDs off the desk **[016]** to start a special assignment within the Citadel: Found Forged ID. After collecting all of the goods, open the windows. You take a peek at Harkin **[017]** . He's cornered.

Harkin is prepping a small army of LOKI and YMIR mechs to stop you from reaching him on the far side of the next area. Open the window at the console and talk to Garrus about the plan to bring down Harkin.

After the conversation, open the door and hack the terminal for a sniper rifle damage upgrade before making a big push toward Harkin.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Circuit Boards > Bypass > 1,200 Credits

Medical Station > Open > Med Kit > 100 Credits

Ammunition > Power Cells > 2 Heavy Weapon Ammo

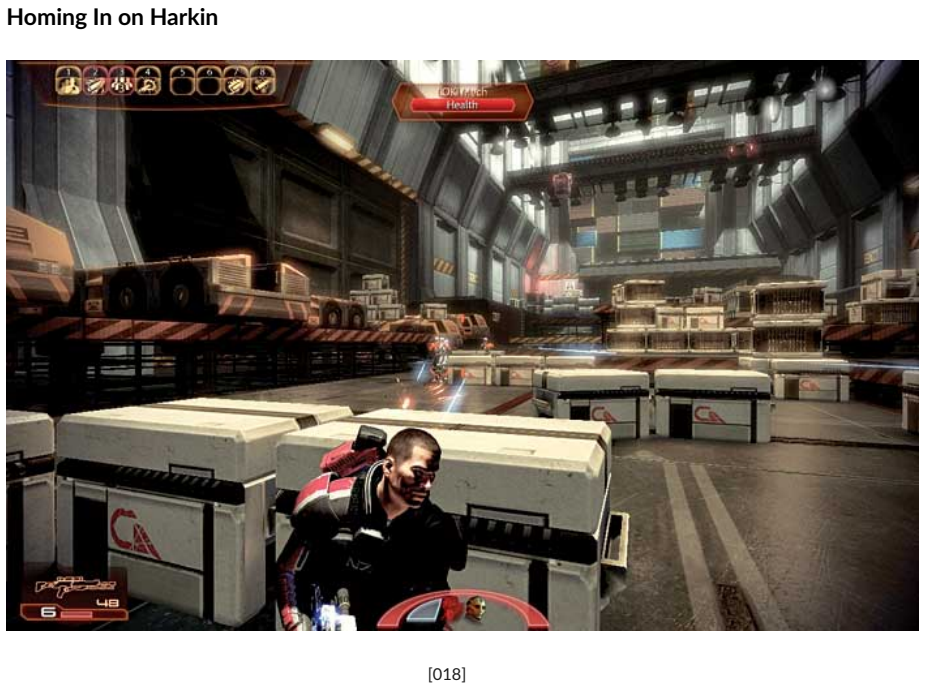
Spoils of War > Wall Safe > Bypass > 2,100 Credits

Journal Updated > Forged IDs > Take

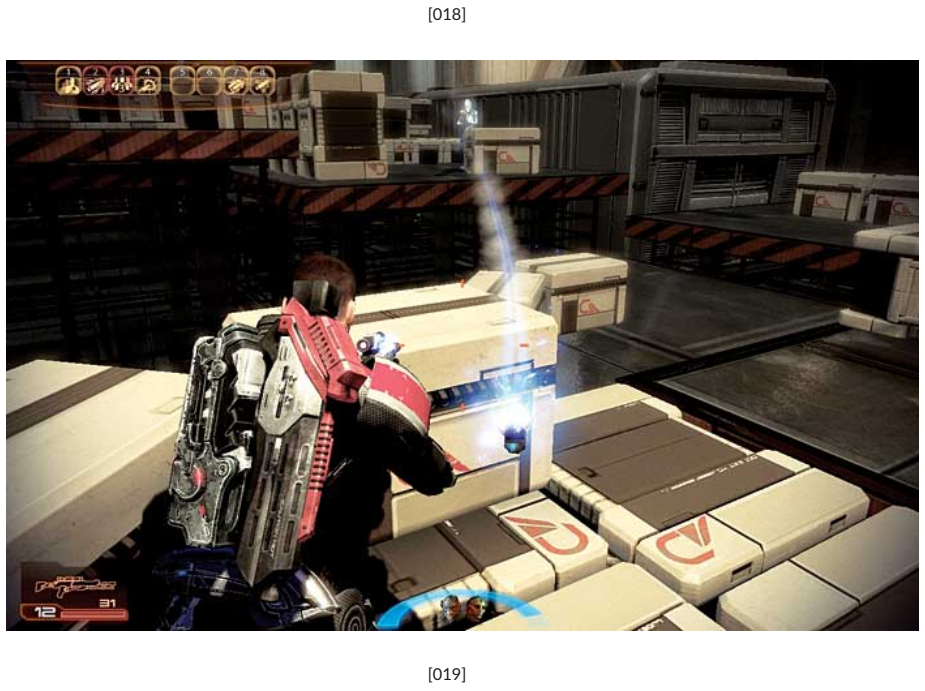
Upgrade > Terminal > Hack > Sniper Rifle Damage

Special Assignment > Citadel > Found Forged ID (Eye for an Eye)

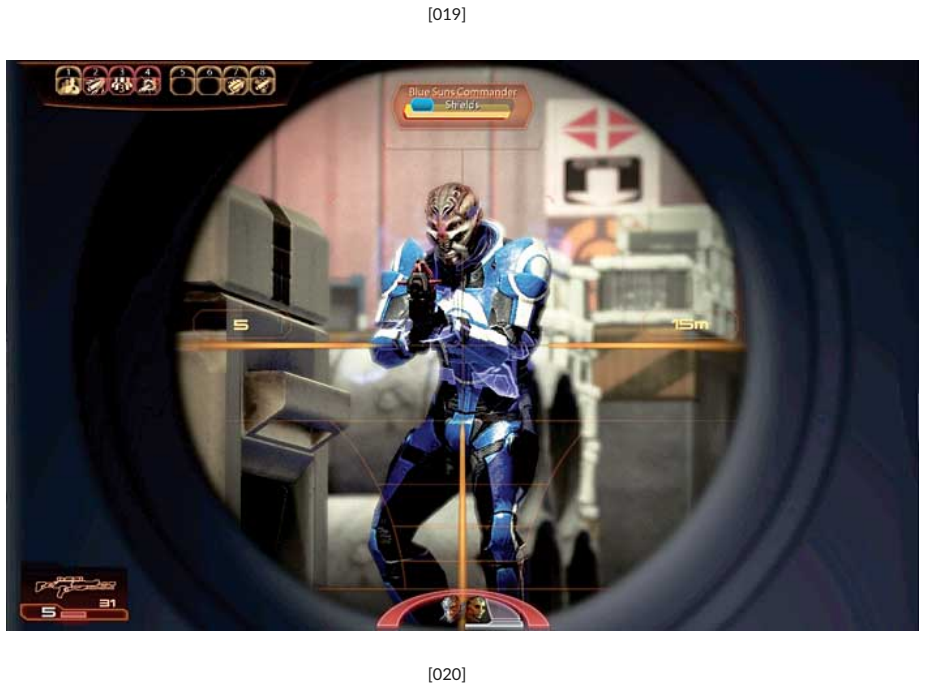
Homing In on Harkin



[018]



[019]



[020]

As you enter the large automated warehouse, you should be able to spot two YMIR mechs near Harkin's hiding spot on the far side of the room. The LOKI mechs are easy kills as you move across the room **[018]** .

Blue Suns troopers shouldn't pose any more of a threat than before, and a sniper rifle can easily tag them.

However, when you reach the raised platforms, expect heavy troopers with rocket ordnance **[019]** and a commander **[020]** to pose a more serious problem.

Order your team to fan out, and catch the commander in the crossfire, rapidly removing his defenses.

Drop any remaining LOKI mechs, clamber between the crates on the right side to locate a datapad (loaded with credits), and then make a play for Harkin.

Spoils of War > Datapad > Hack > 1,200 Credits

[021]

[022]

The two YMIR mechs that guard Harkin roar to life as you close in **[021]** . Stick to the platforms loaded with crates to battle these mechs. You need the cover to protect yourself and your squad from the miniguns and rockets.

The YMIRs are slow, so you have plenty of time to dismantle one of them from a distance before they both cross the open area of the room. However, once one of the YMIRs reaches the crates **[022]** , you need to switch positions.

Let the mech get caught up in the crates—it is not easy for the YMIR to maneuver among the boxes. In the open area, you can zigzag to avoid any incoming attacks while the mech is all tripped up.

Tip

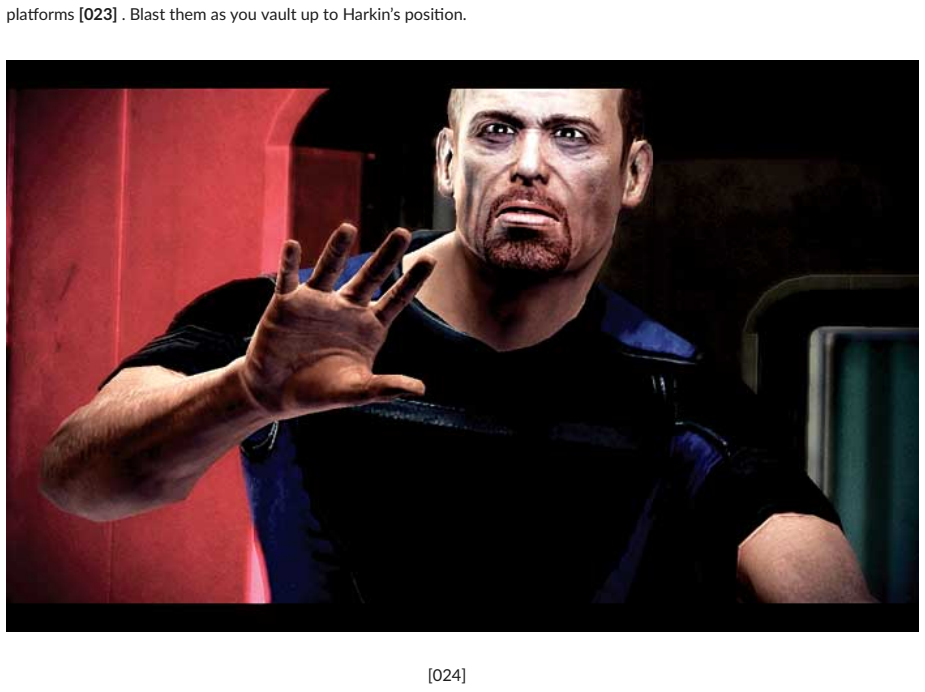
On higher difficulty levels: Your squad members become more important, and the mechs usually target you, allowing you to split your team up and have them attack from the left and right.

If one of your team has AI Hacking, once the armor is removed, you can force one mech to attack the other.

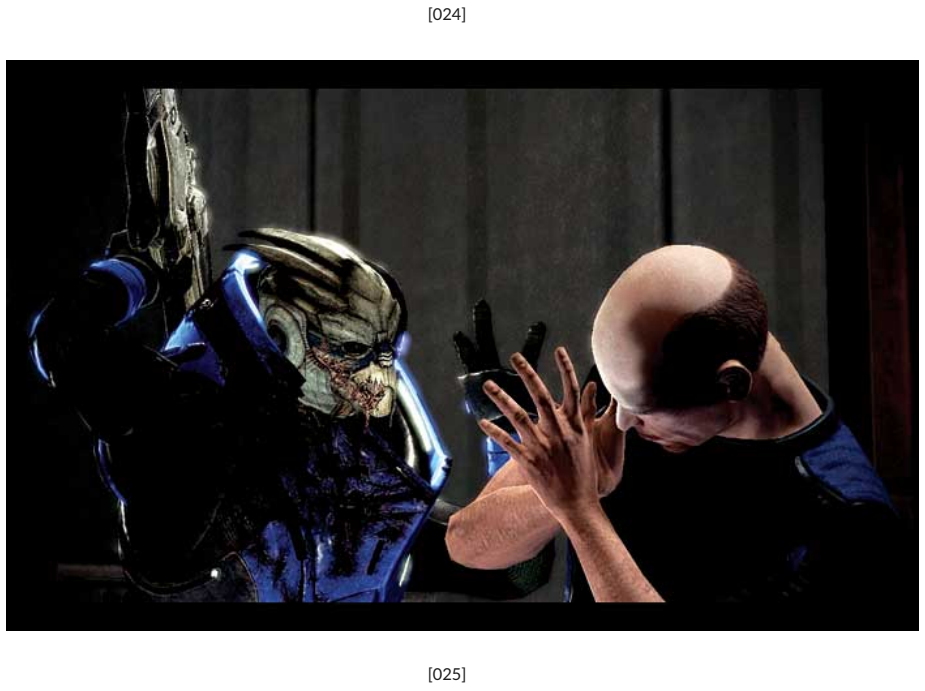
Or, vanguards can employ Charge and target one of the mechs, and scale the platforms without resorting to more laborious combat.

[023]

After you destroy the mechs, the platforms in front of Harkin move. A small patrol of LOKI mechs starts moving down the platforms **[023]** . Blast them as you vault up to Harkin's position.



[024]



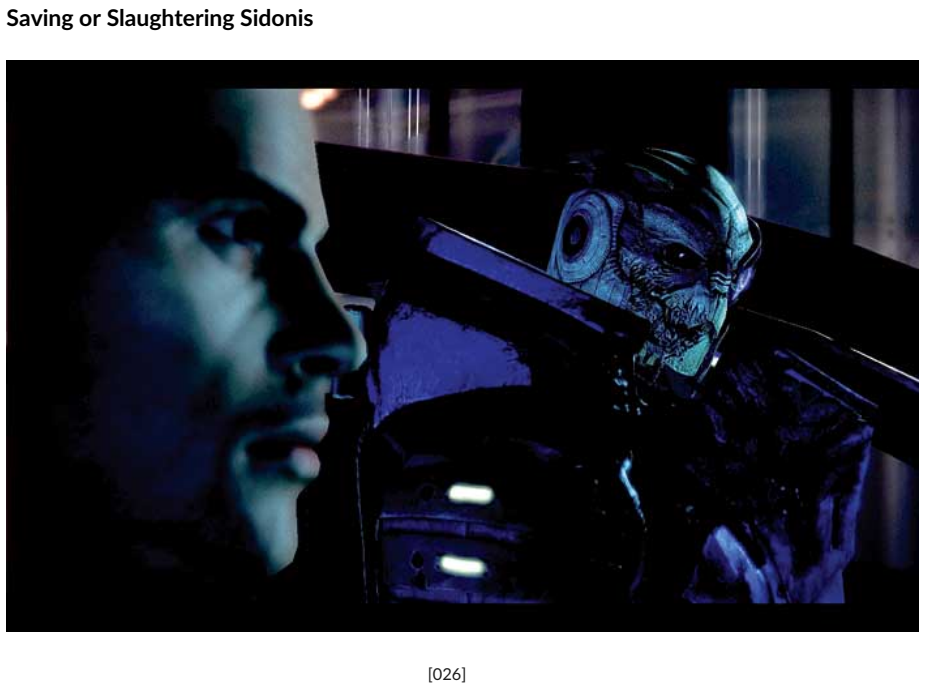
[025]

When you reach Harkin, you easily take him into custody **[024]** . Harkin is not forthcoming with Sidonis's location, but a little convincing with a boot on his neck loosens his lips.

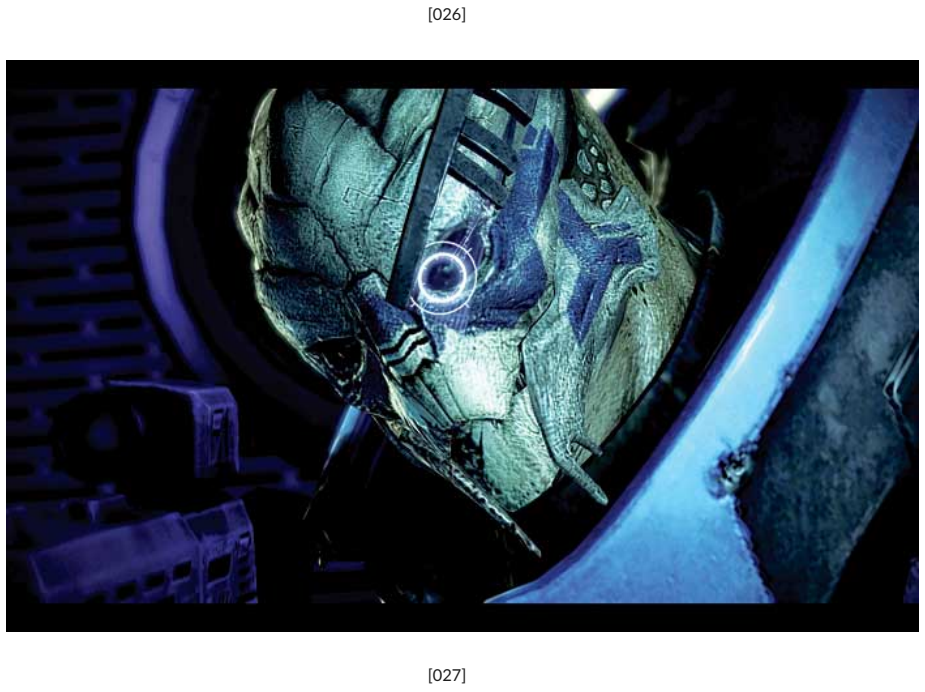
Harkin agrees to call Sidonis and arrange a meeting with one of Harkin's agents, giving Garrus a perfect opportunity to ambush him. You need to meet Sidonis at the Orbital Lounge.

You have a Paragon interrupt when Garrus raises his weapon to shoot Harkin **[025]** . If you take it, Garrus will only bash Harkin on the way out of the office and you bank some Paragon points.

Saving or Slaughtering Sidonis



[026]



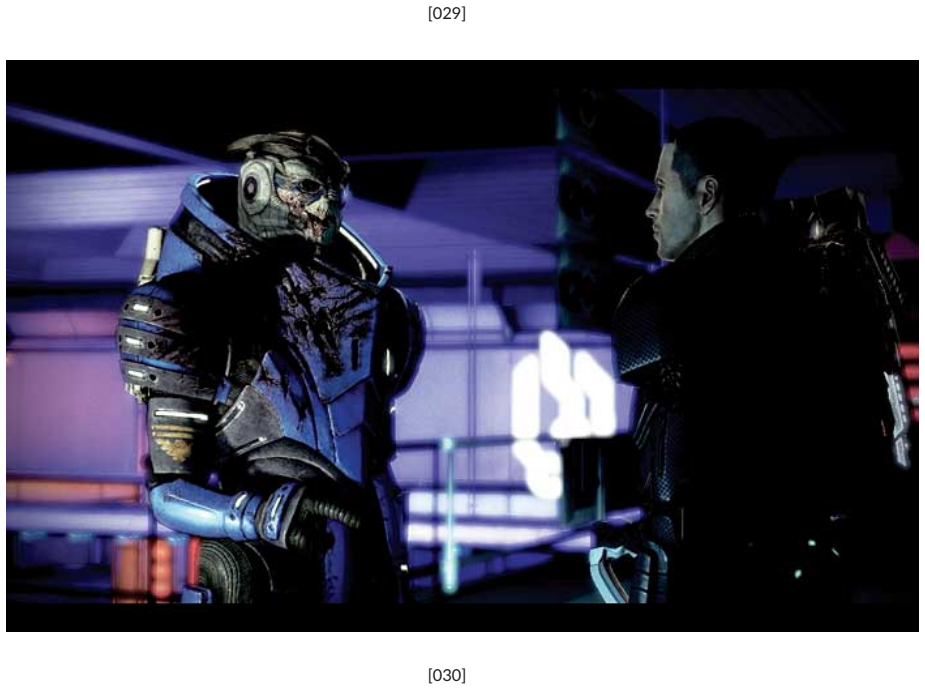
[027]

Before going to meet Sidonis at the lounge, you share a transport with just Garrus. Garrus is angry and he's planning a revenge kill **[026]** . You can attempt to talk him down a little, but Garrus is pretty intent on getting his revenge.

Garrus's plan is to have you meet Sidonis out front of the lounge. Garrus will then snipe Sidonis **[027]** while you have him distracted.

[028]

[029]



[030]

You now have a choice. When speaking to Sidonis, you can either step aside and let Garrus make the hit, or you can purposefully block Garrus's shot **[028]** and warn Sidonis that he's a heartbeat away from death.

If you decide to block Garrus, use the Paragon interrupt to keep Sidonis from walking away and right into Garrus's line of fire. If you speak to Sidonis long enough, you learn that Sidonis feels nothing but regret for his betrayal **[029]** .

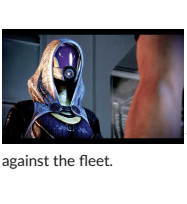
Once Sidonis confesses his involvement with the death of Garrus's team, you have one last chance to step aside and let Garrus kill him (which rewards you with numerous Renegade points).

However, if you talk Garrus out of it, you earn a wealth of Paragon points. Either way, completing this mission earns Garrus's loyalty **[030]** and unlocks his Armor-Piercing Ammo power.

Squad Members > Garrus > Loyalty

Squad Members > Garrus > Power > Armor Piercing Ammo

Tali's Loyalty: Treason

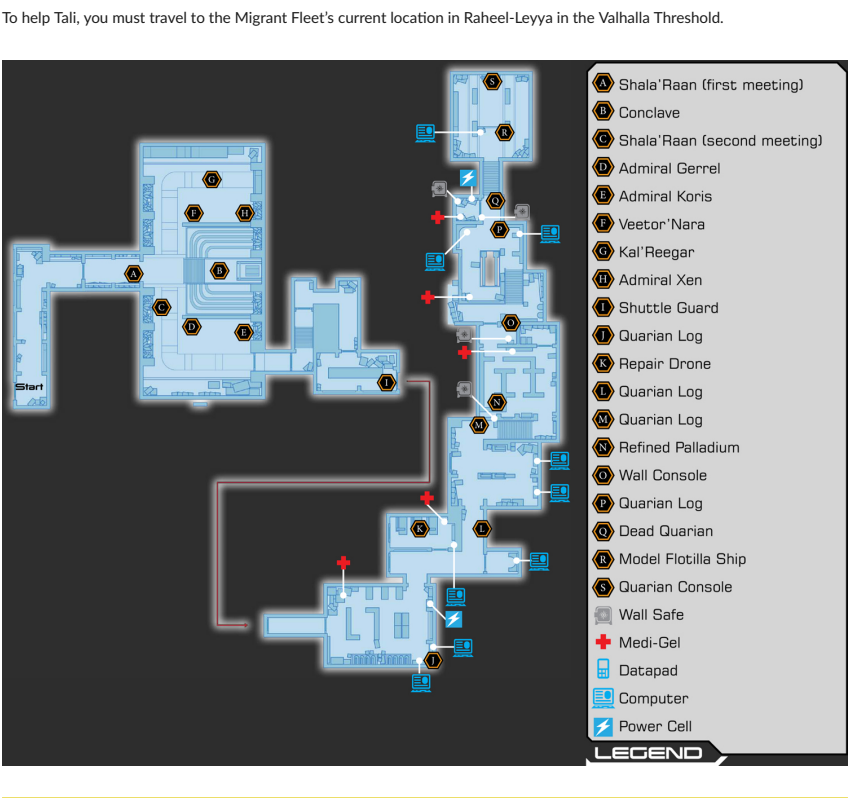


Tali has just received a message from the quarian Migrant Fleet. She has been accused of treason against the fleet.

Tali has been called before the quarian Admiralty Board to stand for her alleged crimes—although Tali is not exactly aware of the charges. She needs to report to the flotilla to stand trial and defend her name.

The sentence for treason is exile, and treasonous quarians are stripped of their names and forbidden from ever stepping foot on a quarian ship again.

To help Tali, you must travel to the Migrant Fleet's current location in Raheel-Leyya in the Valhalla Threshold.



Mission Data

Location: Milky Way > Valhallan Threshold > Raheel-Leyya > The Migrant Fleet

Experience Available: 750

Entities Encountered > Enemies

- Geth > Hunter
- Geth > Prime
- Geth > Trooper

Spoils of War > Total Credits: 45,000

- Cerberus Funding: 15,000
- Credits: 30,000

Spoils of War > Upgrades > Geth Shield Strength (Cyclonic Particles)

Spoils of War > Upgrades > Tech Damage (Multicore Amplifier)

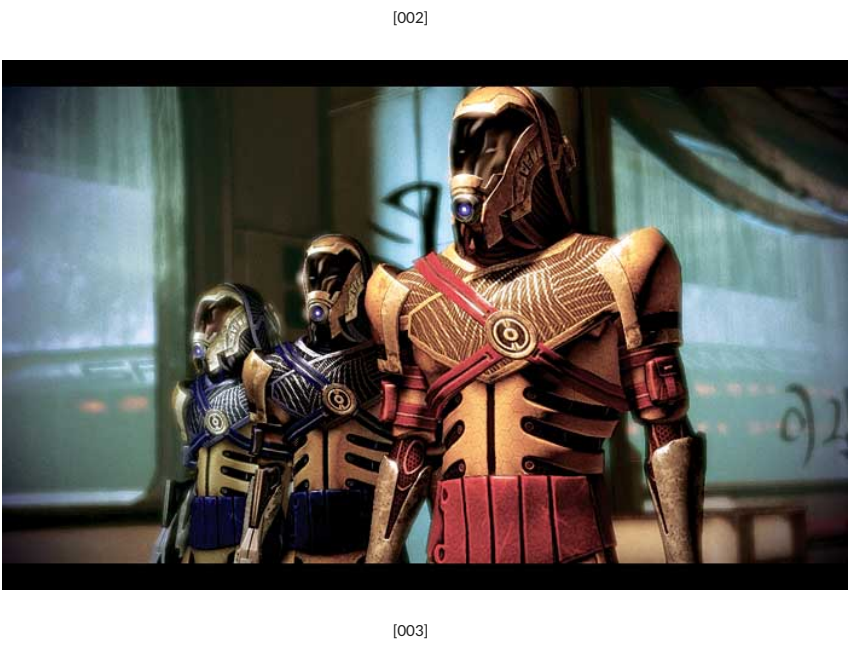
Spoils of War > Resources > Palladium: 2,000

New Power > Squad Member > Tali > Energy Drain

Part 1: Head to the Hearing

[001]

[002]



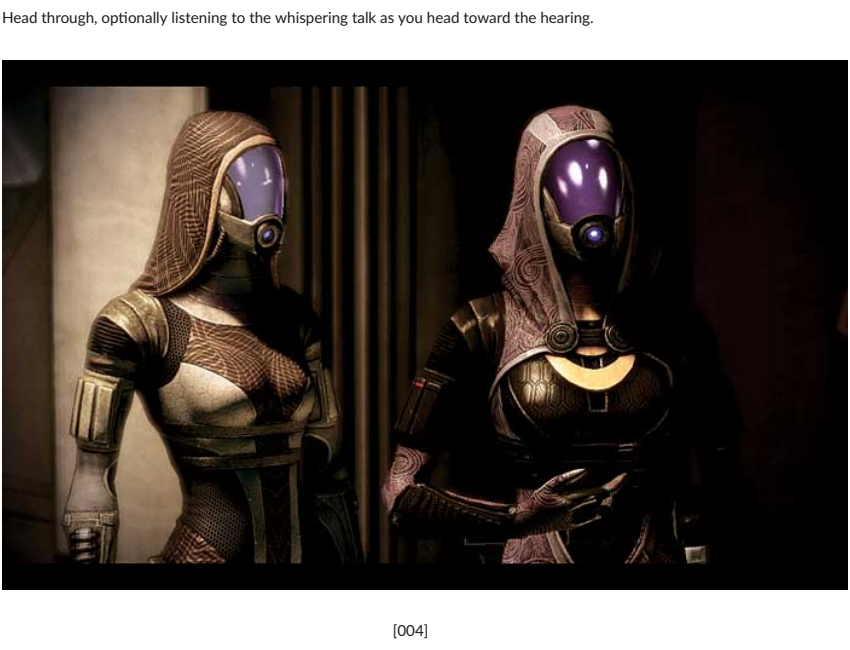
[003]

After you locate the Migrant Fleet and taxi onto the super-structure of the lead quarian flotilla **[001]** , a quarian patrol led by Captain Kar'Danna **[002]** greets you when you step off the *Normandy* .

The charges are finally revealed to Tali: She is accused of bringing active geth aboard the fleet as part of a secret project. Tali denies the charges **[003]** .

She sent only inactive geth pieces back to her father, who was working on a project to develop an anti-geth weapon. Tali is told she must remain aboard the ship until the trial takes place.

Head through, optionally listening to the whispering talk as you head toward the hearing.

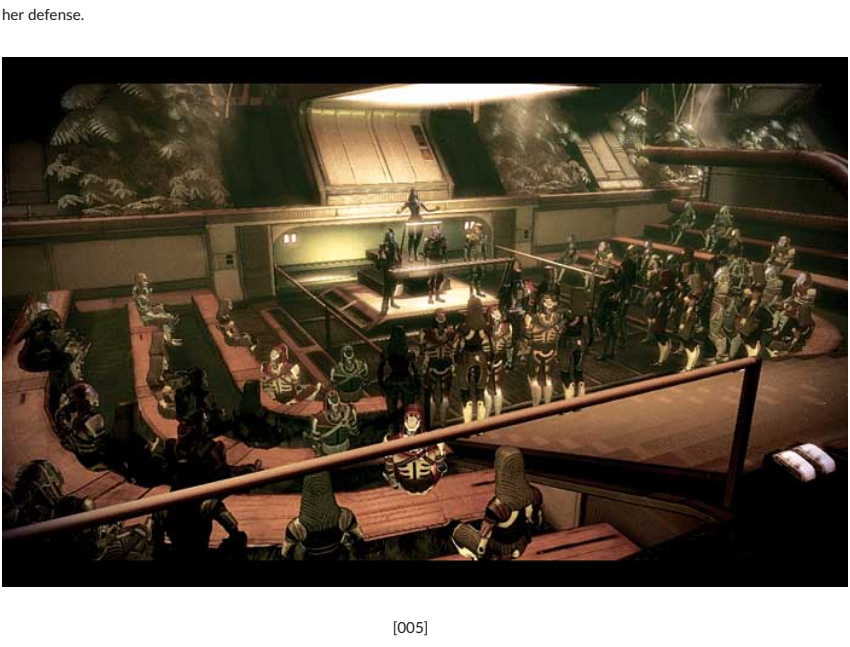


[004]

Tali meets Shala'Raan as you approach the hearing hall **[004]** . She is Tali's aunt.

She reveals that Tali has been stripped of her quarian fleet identity already and given a new name in accordance with her allegiance to the *Normandy* .

Losing her name is a great disgrace. Shala'Raan says that Tali will be represented by Shepard in the trial. Shepard will speak for her defense.



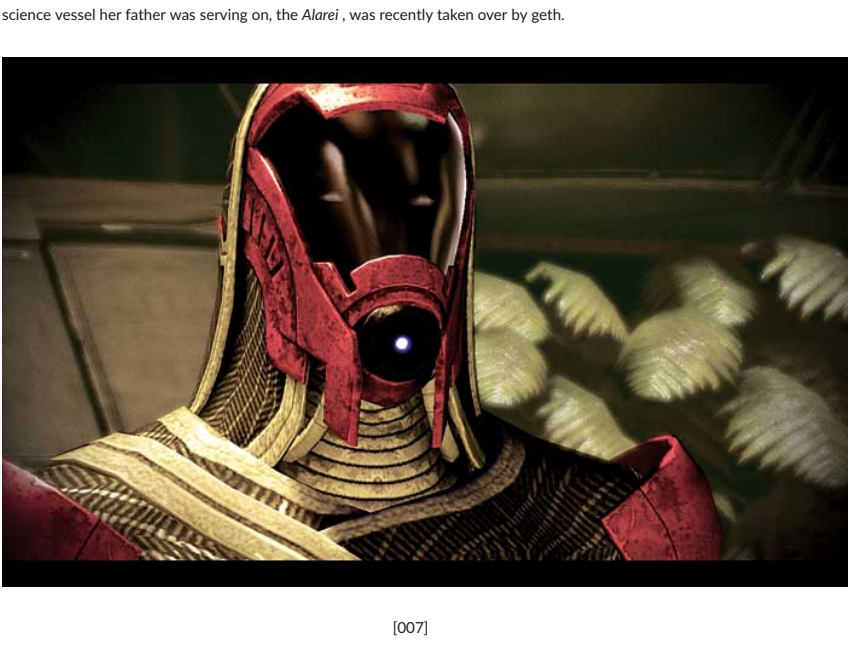
[005]

[006]

As soon as the trial begins **[005]** , you discover this is not going to go well for your quarian companion. The board that will pass judgment **[006]** is mixed in their sympathies for Tali.

The charge of bringing active geth onto a fleet ship is serious.

Tali counters that all of the geth pieces she sent back for research were harmless, but she is then asked to explain why the science vessel her father was serving on, the *Alarei* , was recently taken over by geth.



[007]

[008]

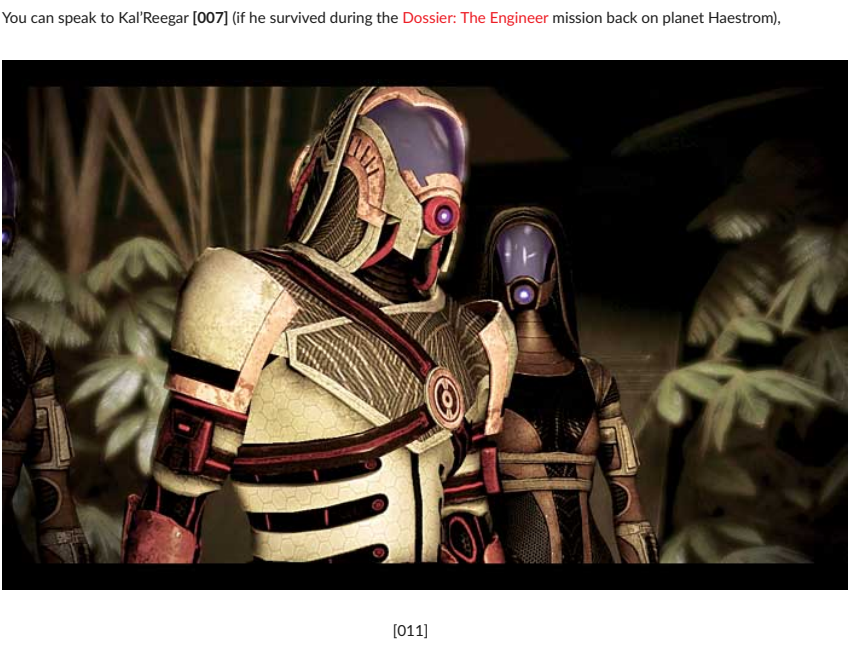
[009]

[010]

The board has considered destroying the *Alarei* , but you offer to help Tali retake the ship in an effort to clear Tali's name. The board agrees with your proposal. A shuttle will take you to the ship.

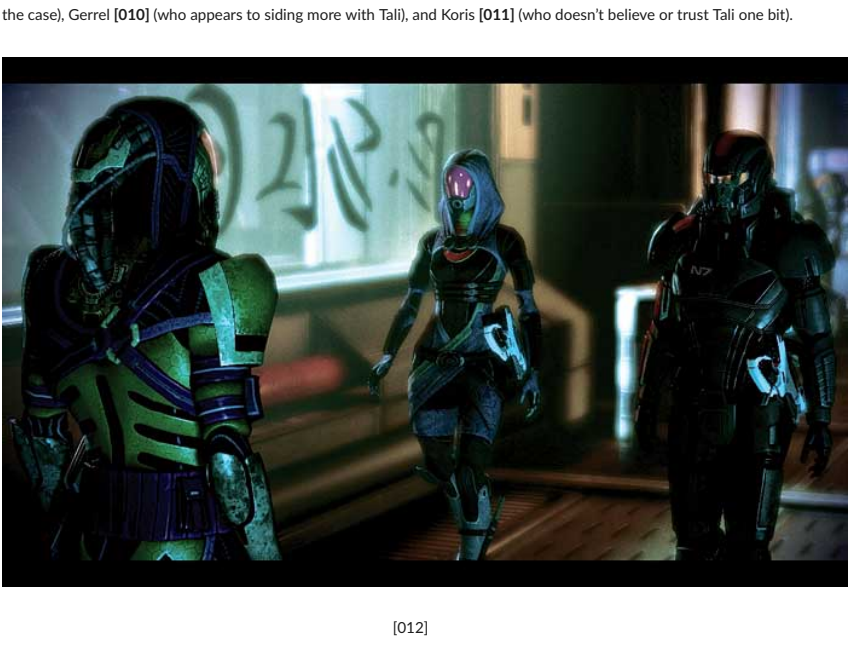
Before going to the shuttle, talk to the quarians (including the three members of the board) at the conclave to learn more about quarian politics and the maneuvering that went into the trial.

You can speak to Kal'Reegar **[007]** (if he survived during the Dossier: The Engineer mission back on planet Haestrom),



[011]

Veetor'Nara **[008]** (from the Freedom's Progress mission back on the colony), as well as Admirals Xen **[009]** (the adjudicator of the case), Gerrel **[010]** (who appears to siding more with Tali), and Koris **[011]** (who doesn't believe or trust Tali one bit).

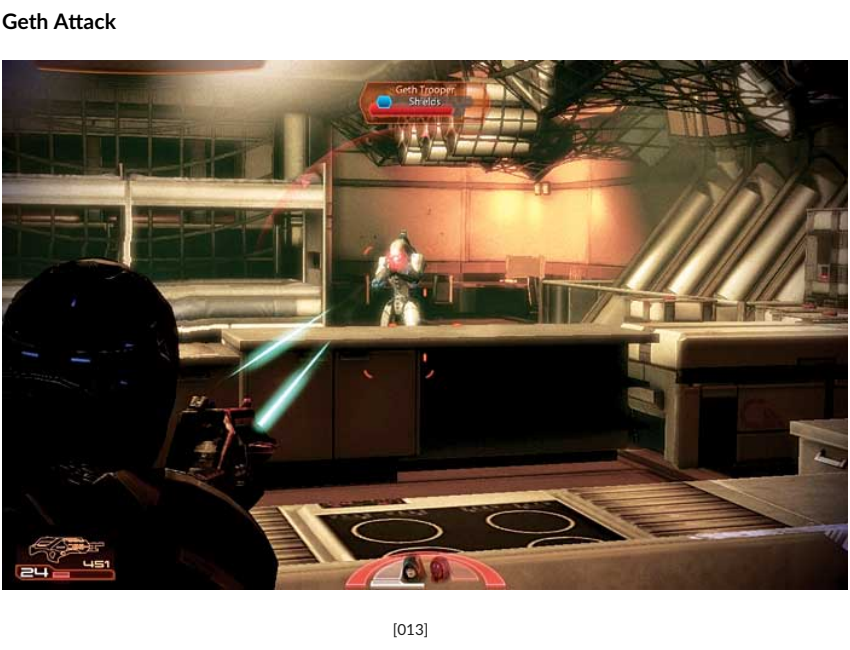


[012]

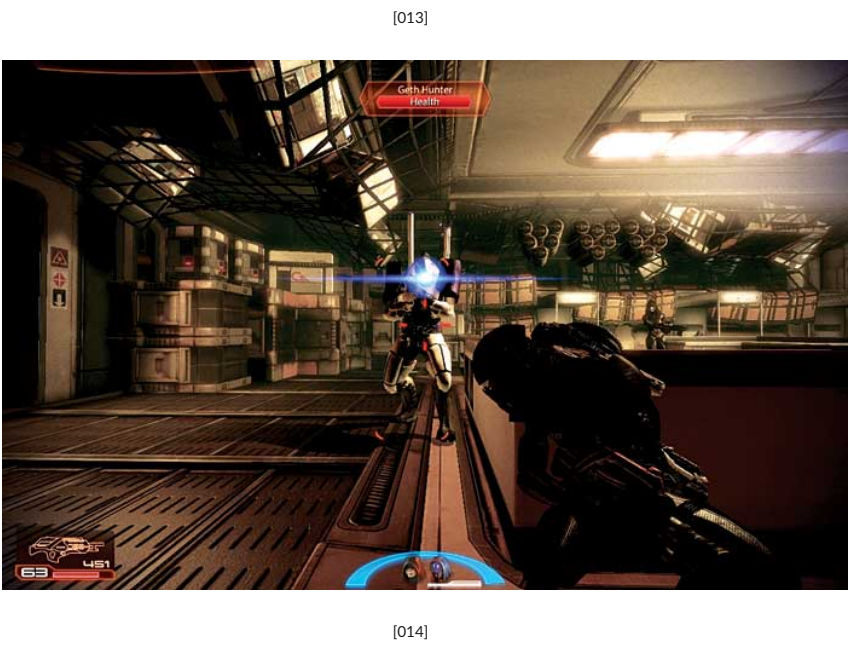
When you've listened to the quarian in the hearing hall (and, optionally, figured out that the board is using this trial to advance their respective careers), move into the shuttle dock **[012]** , agree with the guard to leave the main craft, and board the *Alarei* .

Part 2: Retaking the *Alarei*

Geth Attack



[013]



[014]

As soon as you stride past the dead quarian in the entrance corridor and set foot in the *Alarei* 's dorm and mess area **[013]** , geth troopers attack.

Duck into cover to avoid their shots, and return fire when the shooting pauses. A geth hunter enters the room **[014]** and deploys combat drones to complicate the battle.

Target the hunter and stay on it so it cannot use its cloak to sneak up on you. Direct everybody to bring down the hunter and then mop up the remainder of the troopers once the brute is on its back.

When the fight is done, pick up medi-gel and heavy weapon ammo before moving on to the next lab.

Hack the laptops to bank some credits, and play the quarian log, which is evidence that quarian scientists removed protective firewalls at the order of Admiral Rael'Zorah.

Tip

On higher difficulty levels: Shotguns are a good weapon choice (especially if you've been upgrading them) due to the close-quarters fighting on this ship.

Bring a biotic with an effective power such as Overload, and make sure you expend points to upgrade Tali's talents, such as Combat Drone and AI Hacking. Those are powerful against geth.

Ammunition > Power Cells > 4 Heavy Weapon Ammo

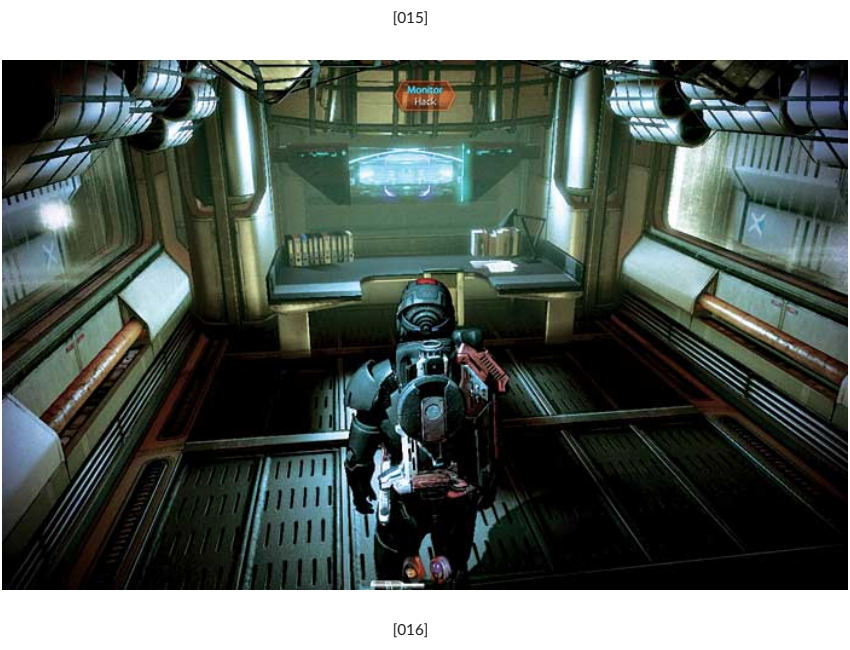
Spoils of War > Laptop > Access > 1,800 Credits

Spoils of War > Laptop > Access > 1,500 Credits

Med Kit > +1 Medi-gel > 100 Credits

Journal Updated > Quarian Log > Play

[015]



[016]

Open the door next to the orange windows. There is not only medi-gel inside, but also a repair drone **[015]** . Inspect the drone with Tali.

She tells you about how she has been regularly sending geth parts back to her father. He was looking for evidence of new technology the geth had created beyond what the quarians built.

Before leaving the small lab, hack the terminal for more credits, then access another quarian log, in the corridor close to the repair drone chamber; listen to a quarian's realization that the geth have infiltrated the computer systems.

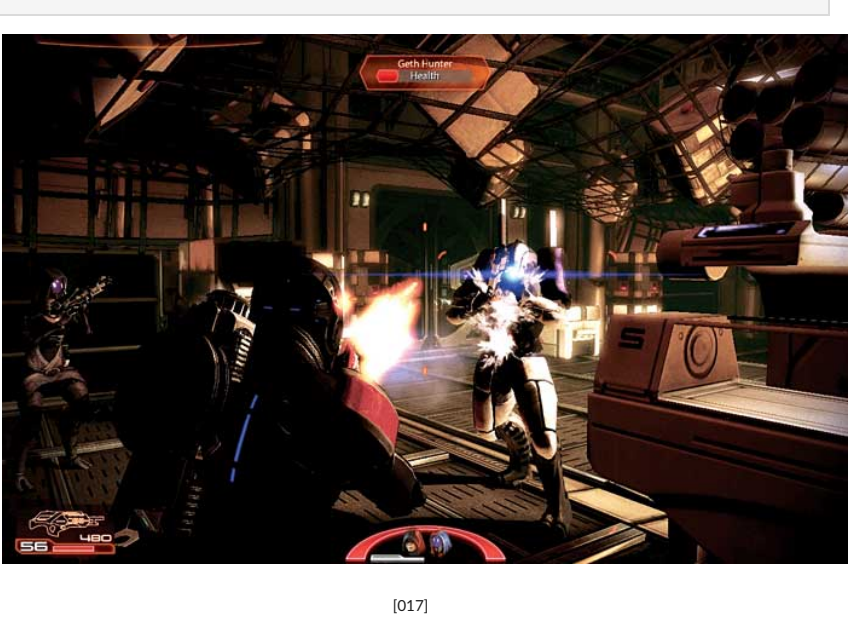
Finally, hack the monitor in the small alcove room **[016]** next to the small lab to recover Cyclonic Particles. This upgrade improves geth shielding.

Spoils of War > Terminal > Hack > 4,200 Credits

Medical Station > Open > Med Kit > 100 Credits

Journal Updated > Quarian Log > Play

Upgrade > Monitor > Hack > Geth Shield Strength



[017]

In the next lab, look for a rampaging hunter **[017]** . Take cover to hide from the hunter's blaster and then pop out to take shots at the shielded geth. Direct your squad to target the hunter to pick apart its shields.

When the hunter is exposed, use any available biotics (Overload is a good bet) to throw the hunter around and eventually bring it to its knees.

Hack the laptops and wall safe in the room for credits, pausing to listen to the final moments of a quarian researcher's log before the geth stormed the ship; then move up the stairs to the next lab.

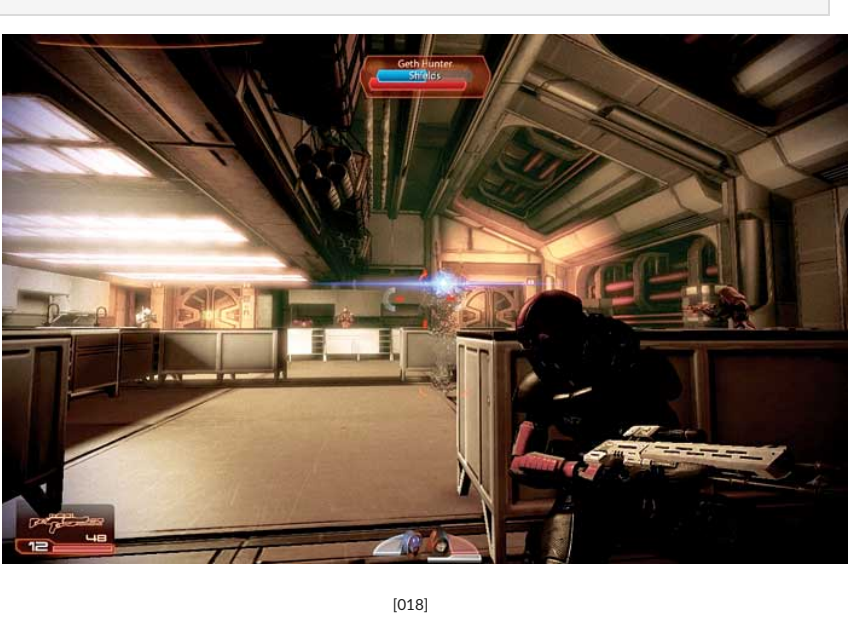
You may wish to save before ascending.

Spoils of War > Laptop > Access > 2,100 Credits

Spoils of War > Laptop > Access > 1,800 Credits

Journal Updated > Quarian Log > Play

Spoils of War > Wall Safe > Bypass > 4,200 Credits



[018]

[019]

Geth troopers filter into the lab as you enter. Duck down and cut through the troopers with return fire **[018]** . Watch out for the troopers to go fanatical when they see you cut down one of their brethren.

When a geth uses fanaticism, it gains shields, which prevent you from effectively using biotics on them. Geth hunters also storm the room **[019]** .

Let your squadmates concentrate on the hunters while you clean out the troopers, then work with them to finish off the hunters.

After removing the geth, take the palladium and medi-gel off the counters and hack the safe just outside the door on the far wall.

Tip

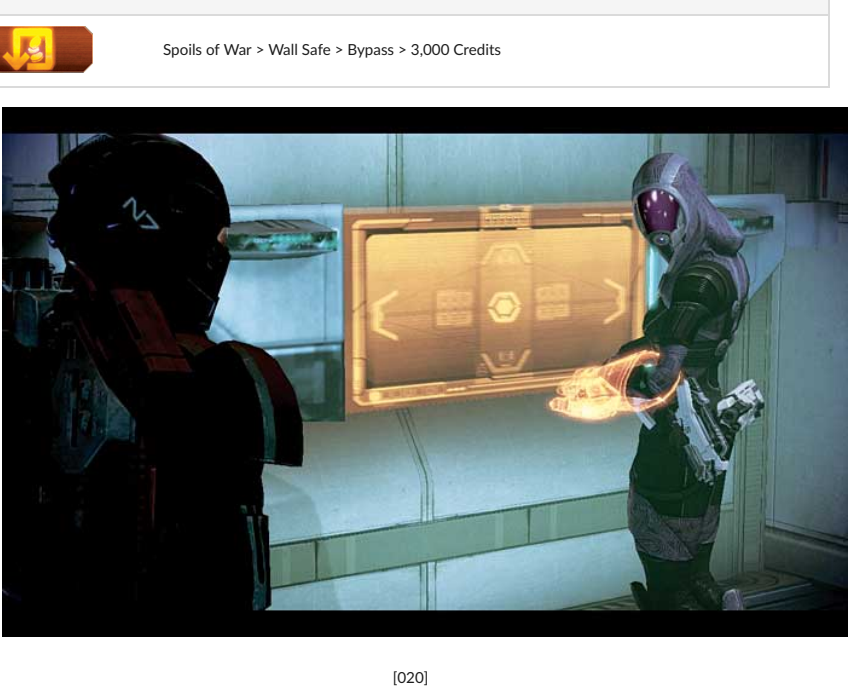
On higher difficulty levels: If the fight isn't going your way, be sure to keep your team behind the cover afforded by the lab tables at the top of the stairs, retreating down the stairs if need be.

Let the foes come to you, and ambush them as they reach the narrower steps.

Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Wall Safe > Bypass > 3,000 Credits

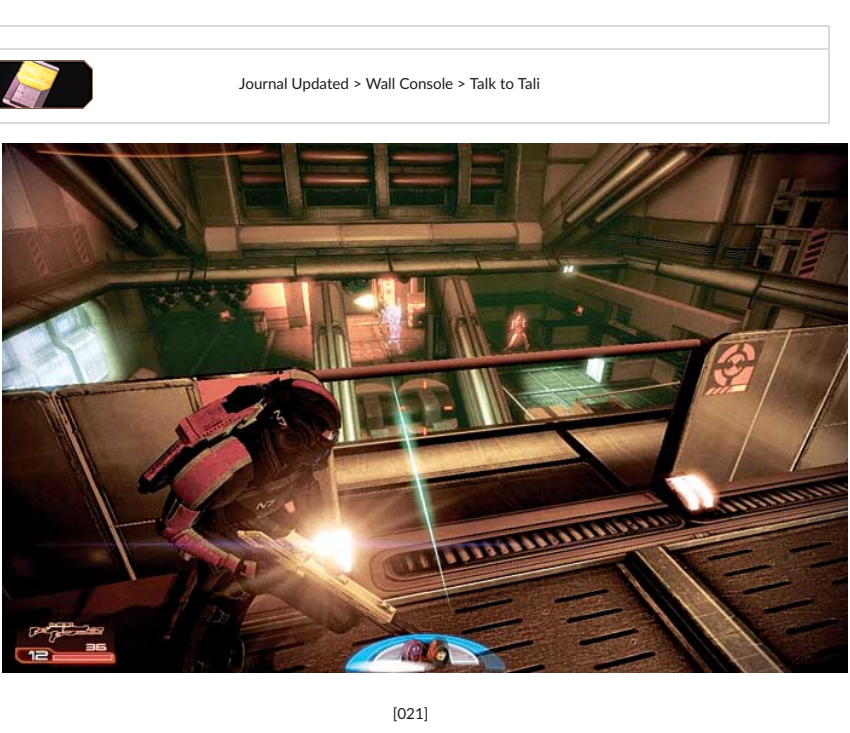


[020]

You speak with Tali **[020]** after you examine a monitor in the connecting room near the wall safe to learn more about her father's experiments on geth systems.

It seems he may have been constructing geth and then using them as live subjects. Appeal to Tali's honor to earn Paragon points, or agree with the need to crush the geth by any means necessary for Renegade points.

Journal Updated > Wall Console > Talk to Tali



[021]

The next set of stairs leads down into a geth stronghold. Geth hunters **[021]** and troopers are waiting for you with guns pointed up the stairs.

Use the crates at the top of the stairs as cover when raining bullets down on the geth.

[022]

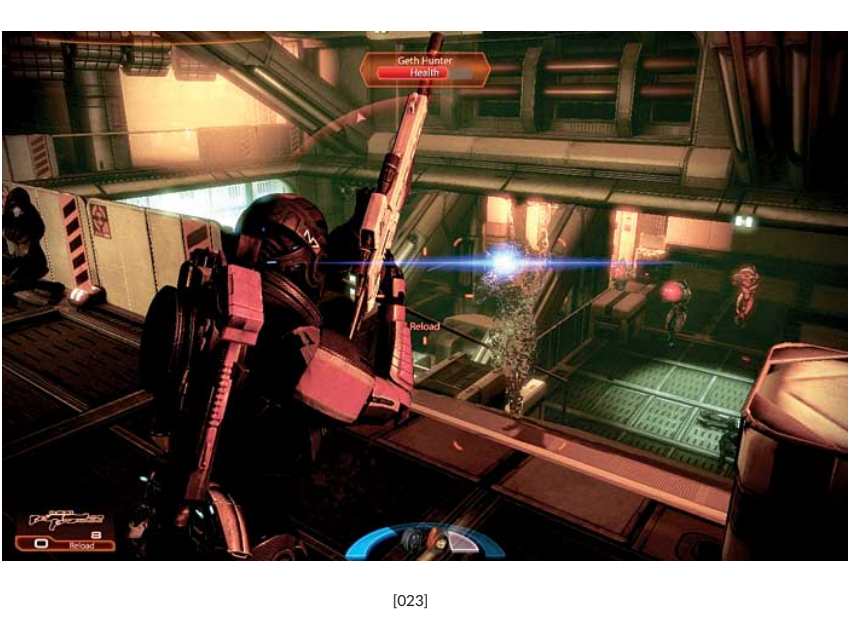
Try to keep the geth from coming up the stairs **[022]** . It is much easier to cut down a trooper on the steps, though, than a hunter, since they have shields.

Should you fail in this task, retreat back through the door you came from, find cover, and stand your ground.

Tip

Geth are not affected by incendiary ammo, but cryo ammo certainly slows them down. If you freeze a geth hunter, for example, you can then slam it into the ground and shatter it.

Shotguns are also very potent in this close-quarters fighting.



[023]

After thinning the geth, fight your way down the stairs to clear out the remaining troopers on the lower floor **[023]** . Hack the computers on the bottom floor to bank some credits.

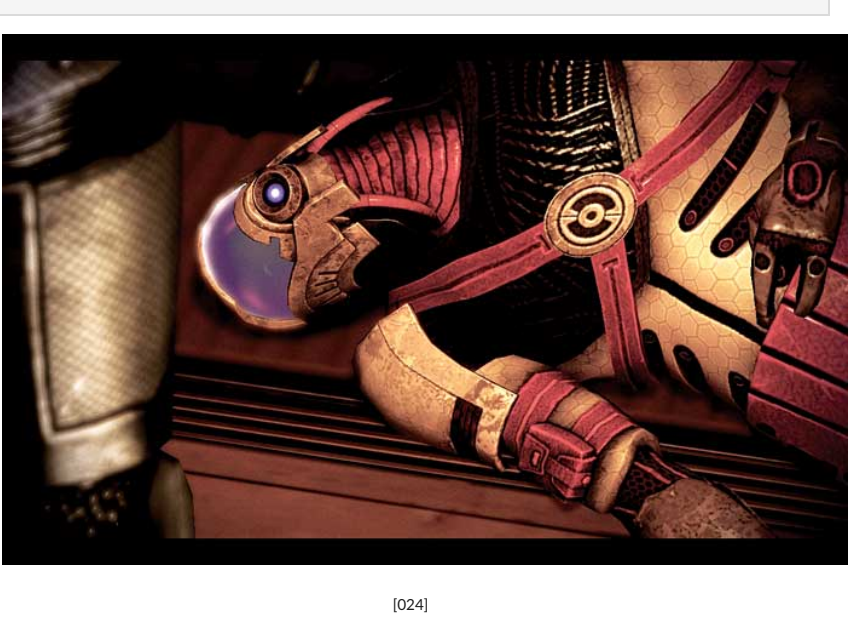
Pick up the nearby medi-gel. Another quarian log confirms that Rael was attempting to take back the homeworld.

Spoils of War > Laptop > Access > 2,400 Credits

Spoils of War > Laptop > Access > 1,800 Credits

Med Kit > +1 Medi-gel > 100 Credits

Journal Updated > Quarian Log > Play



[024]

[025]

In the next hall, inspect the quarian corpse with Tali **[024]** . It's her father. Tali is wracked with guilt and sadness **[025]** . You can use a Paragon interrupt to comfort her.

A final recording from Tali's father says a console deeper in the lab must be disabled to prevent the geth from accessing the geth network.

Open the door next to the body to locate medi-gel, power cells, and wall safes stocked with credits.

Med Kit > +1 Medi-gel > 100 Credits

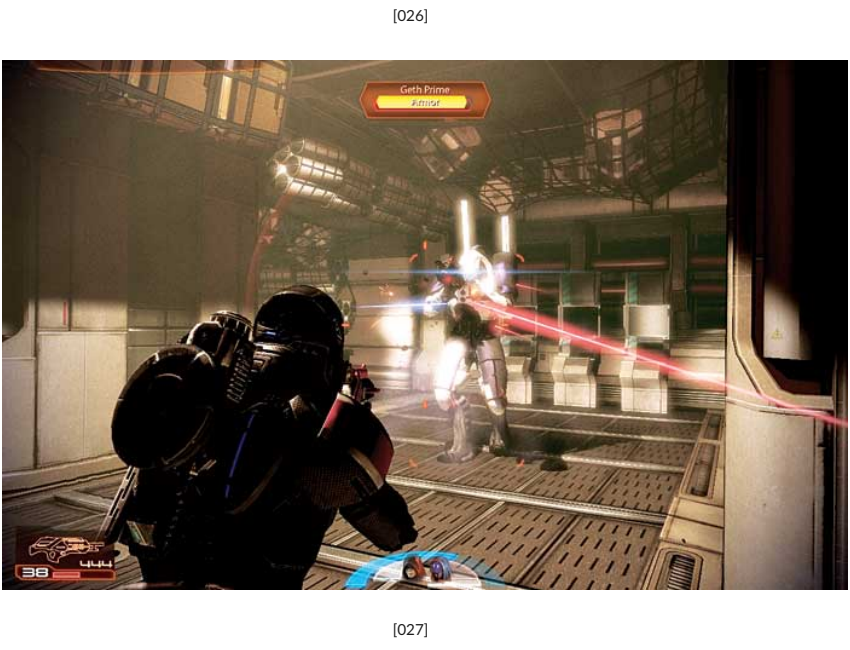
Ammunition > Power Cells > 2 Heavy Weapon Ammo

Spoils of War > Wall Safe > Bypass > 1,500 Credits

Part 3: Disabling the Geth Console

Geth Console

[026]



[027]

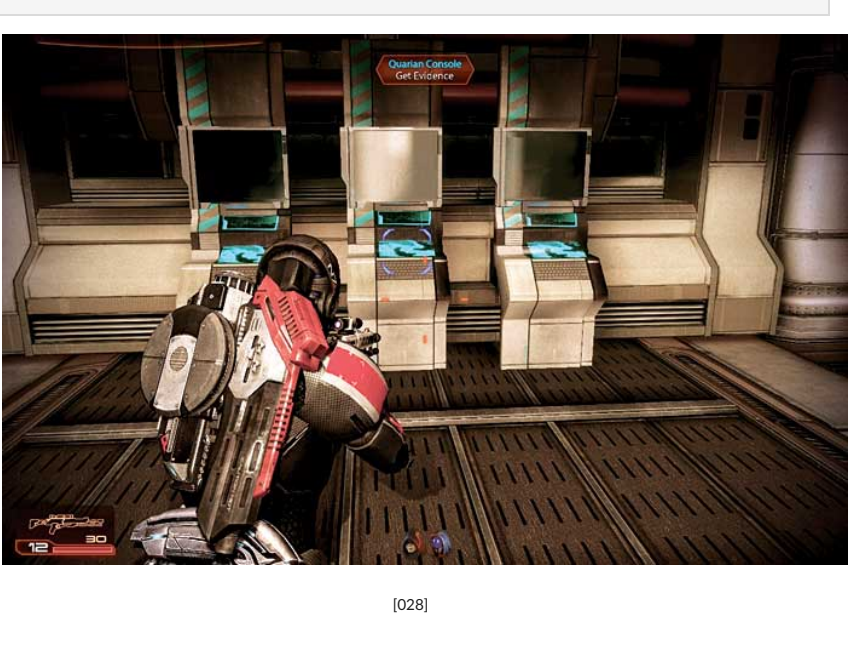
When you enter the bright lab at the top of the steps beyond Tali's father, you spot a small platoon of inactive geth. You know they will not stay that way for long.

Before stepping too far into the lab, stop at the desks to pick up a model flotilla ship (for the wall in your private quarters on the *Normandy*) and hack a computer for credits.

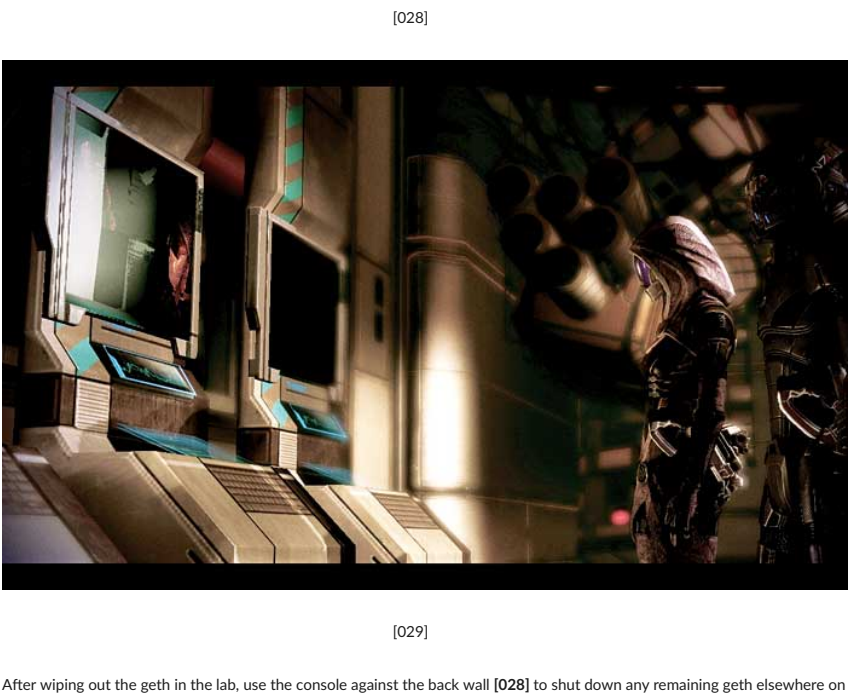
After collecting the stuff, proceed into the lab to target the geth against the far wall **[026]** , including a deadly geth prime **[027]** . Bring down the prime with heavy weapons while it is distracted by another member of your squad.

Spoils of War > Laptop > Access > 3,000 Credits

Spoils of War > Model Flotilla Ship > Take



[028]



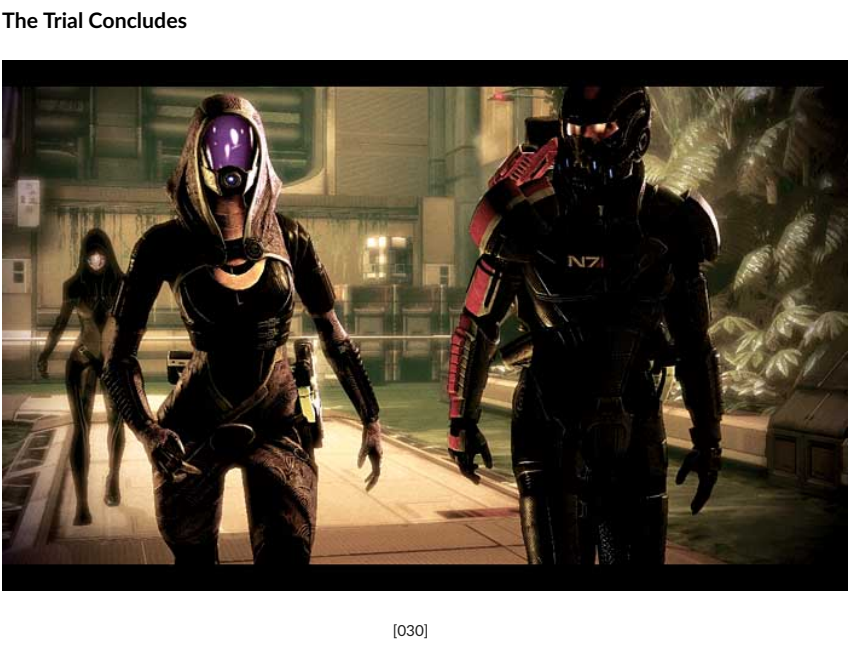
[029]

After wiping out the geth in the lab, use the console against the back wall **[028]** to shut down any remaining geth elsewhere on the *Alarei* .

Watch a video log **[029]** of Tali's father discussing the assembly of live geth for research. His team had been using the geth parts she sent back for these experiments.

It is an admission of guilt that would clear Tali's name, but she is reluctant to use this evidence and damage her father's legacy. Return off the ship by retracing your steps along the entrance corridor.

The Trial Concludes



[030]

[031]

You and Tali stride into the conclave to announce that the *Alarei* has been retaken **[030]** . But that's not enough for the board **[031]** . Tali's loyalty is not what's in question right now—it's her judgment.

You can now either give the board the evidence against Tali's father (breaking her heart but clearing her name) or deny the existence of any wrongdoing by her father, leaving Tali to take the blame.

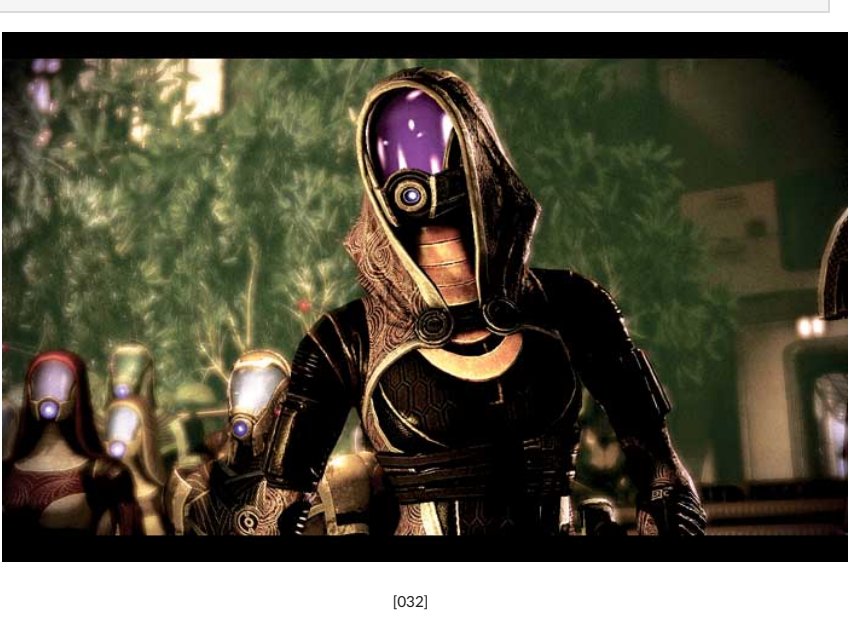
The trial concludes with one of the following outcomes:

If you have enough charm or intimidation, you can push back against the board for even questioning Tali's judgment.

You can lie and tell the court no evidence was located. Tali is still found guilty, and must depart the Migrant Fleet.

Veetor and Kal'Reegar can be utilized as character witnesses, assuming the former returned to the fleet after Freedom's Progress and the latter survived Haestrom. They prove to be commendable witnesses, and Tali is judged not guilty.

Reveal evidence of Tali's father's involvement in the crimes. Tali is declared innocent, but her father's name is besmirched. Tali will not be loyal if you choose this option.



[032]

For defending her honor, Tali is loyal to you **[032]** and her Energy Drain tech is unlocked, which helps drain enemy barriers.

Note

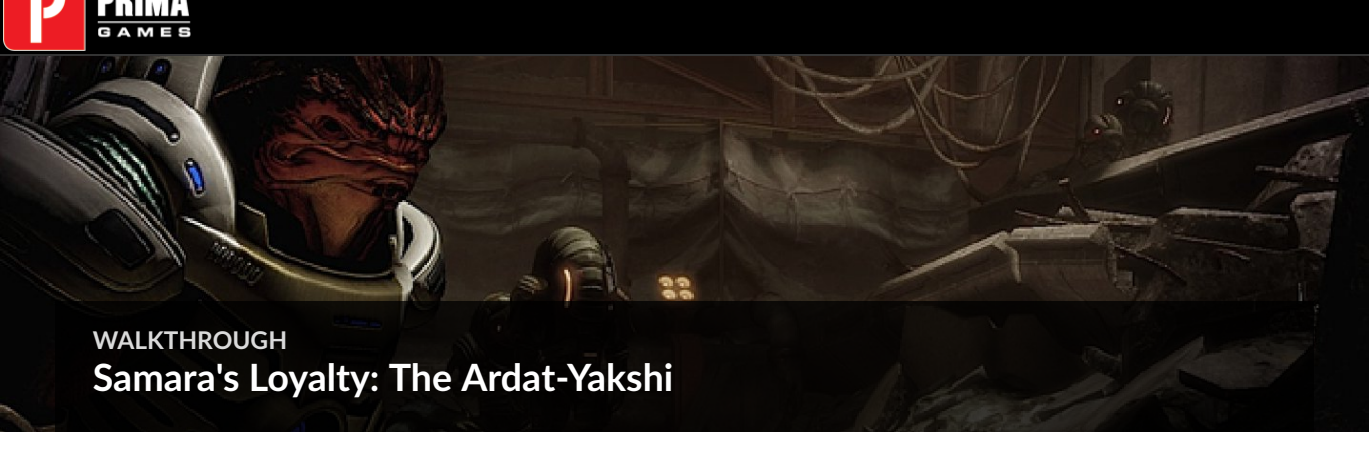
For saving Tali's neck, you are given a Multicore Amplifier that increases tech power damage. Before returning to the *Normandy* , you can speak to the quarians in the conclave chamber again.

If you sent Veetor home with Tali on Freedom's Progress, you can also speak with him on the ship.

Upgrade > Reward > Tech Damage

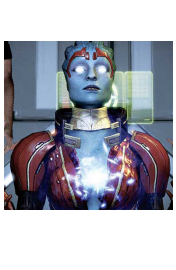
Squad Members > Tali > Loyalty

Squad Members > Tali > Power > Energy Drain



WALKTHROUGH

Samara's Loyalty: The Ardat-Yakshi



Samara eventually opens up to you about the fugitive she was hunting on Illium—it is her daughter, Morinth.

Morinth suffers from a rare genetic disorder that classifies her as an Ardat-Yakshi.

She is able to destroy her partner's mind during sex. Samara finally has a lead on her location: Omega. The justicar needs to find Morinth and end her career as a serial killer.

Mission Data

Location: Milky Way > Omega Nebula > Sahrabarik > Omega

Experience Available: 750

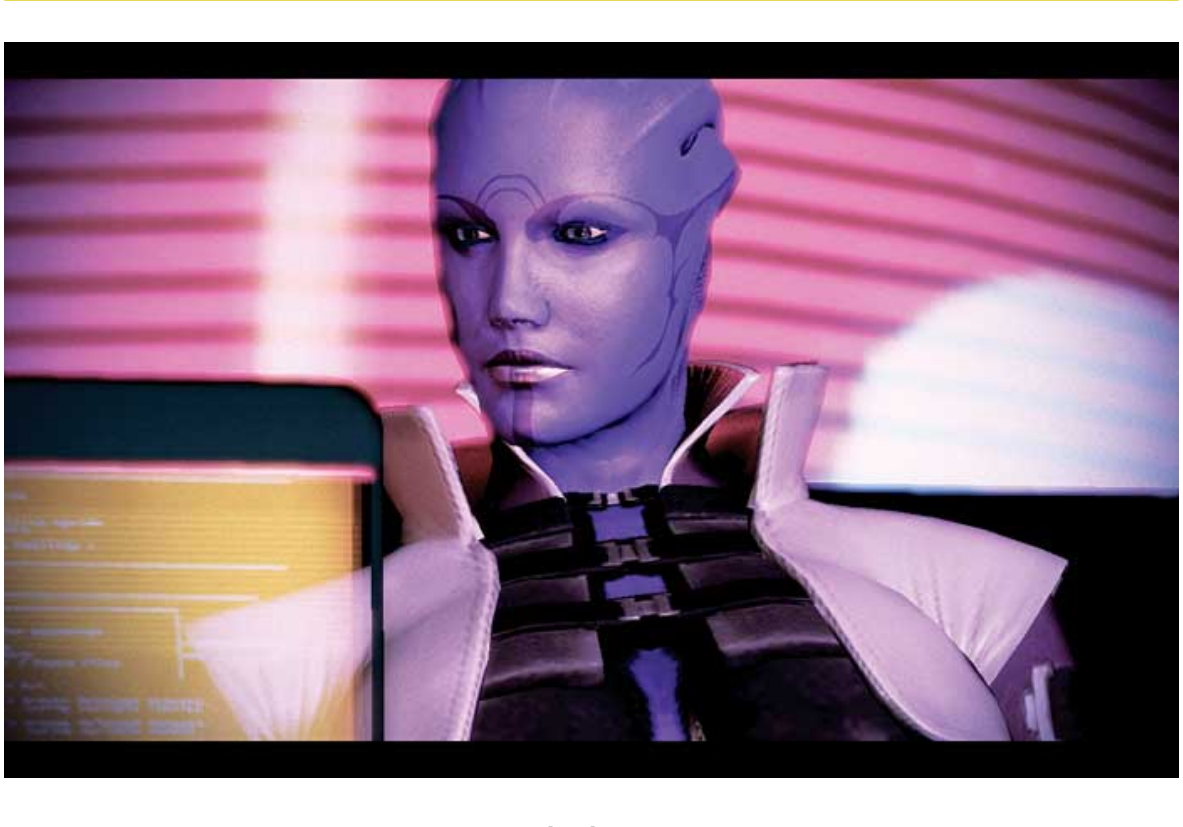
Spoils of War > Total Credits: 30,000

- Cerberus Funding: 30,000
- Credits: 0

Spoils of War > Upgrades > Assault Rifle Damage (Kinetic Pulsar)

New Power > Squad Member > Samara > Reave

New Power > Squad Member > Morinth > Dominate



[001]

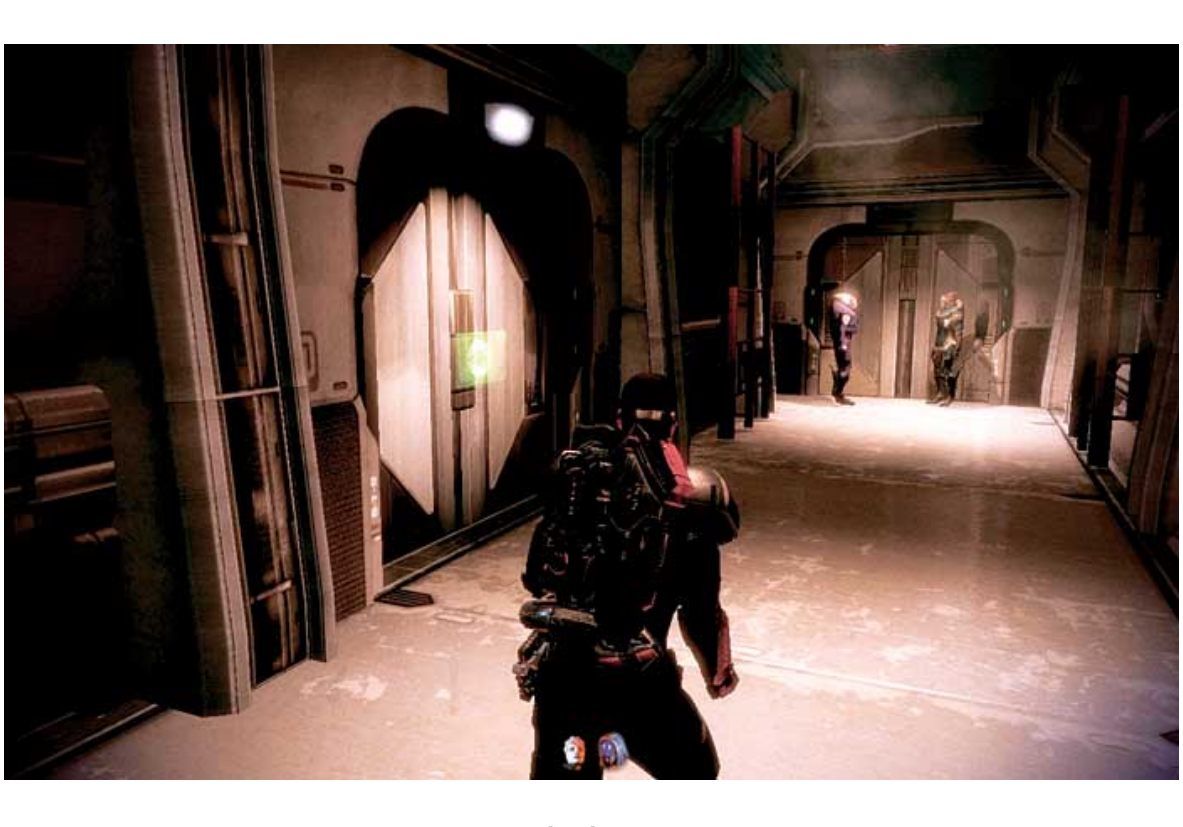
Once you return to Omega, go see Aria **[001**] in Afterlife. Aria is not surprised to hear there is an Ardat-Yakshi on the planet.

There have been reports of bodies and minds drained in ways only the Ardat-Yakshi are capable of. Aria tells you that Morinth's last victim was a young human woman who lived in the tenements near Afterlife.

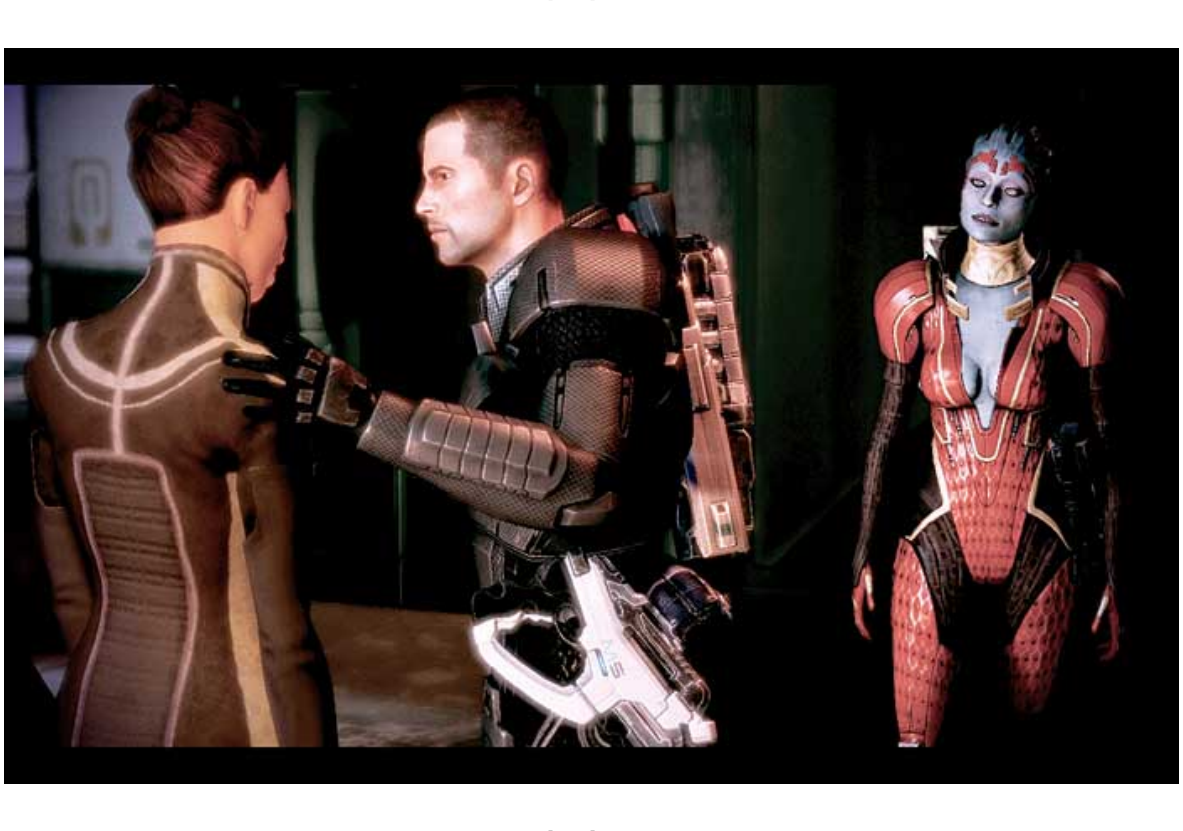
You should start your hunt for Morinth there.

Part 1: Accessing the Apartment

Diana's Child



[002]



[003]

Approach the entrance to the slums (down the street from where the Mad Prophet is preaching), where you once sought Mordin.

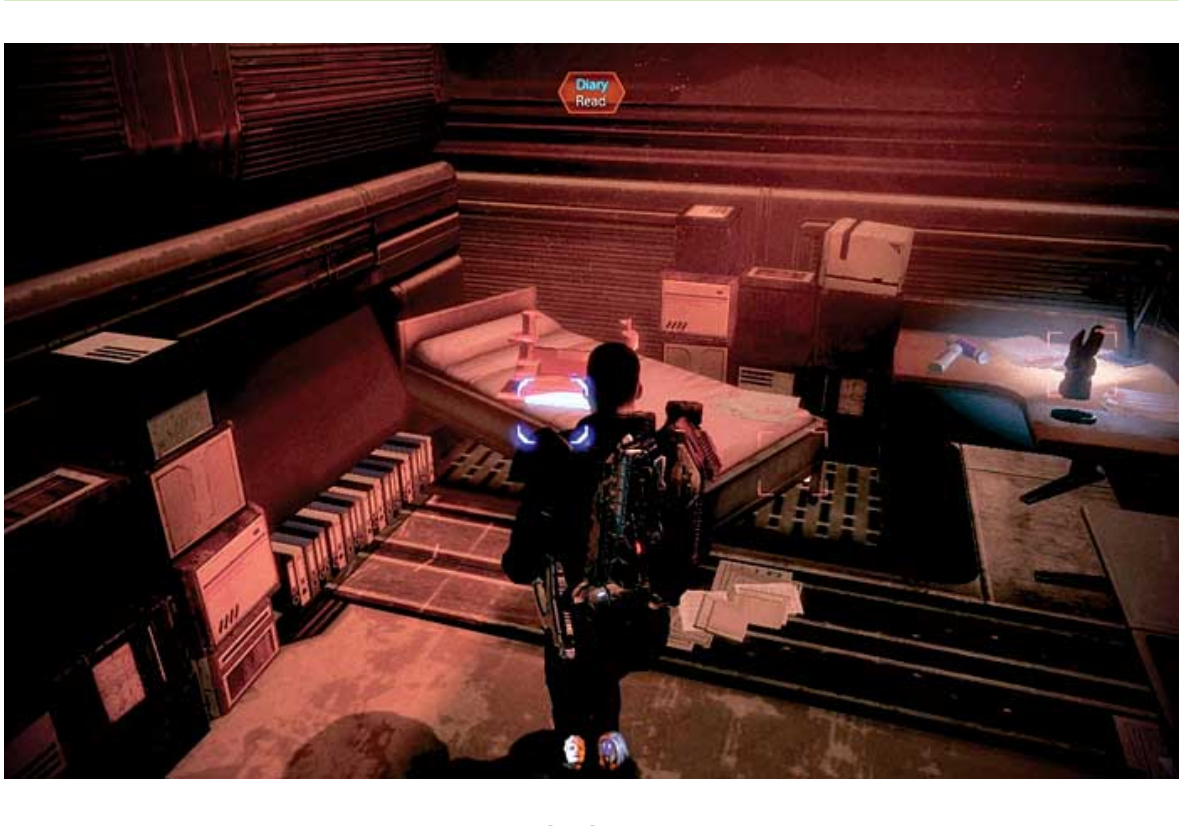
Instead of entering the slums, though, turn left **[002]** and duck inside a door to meet Diana, the victim's mother. Diana is convinced that her daughter, Nef, was murdered.

Agree with her and tell her that you are looking for her killer **[003]** . Diana offers some help: She gives you a general description of Morinth and explains how she lured her daughter into a world of sex and drugs.

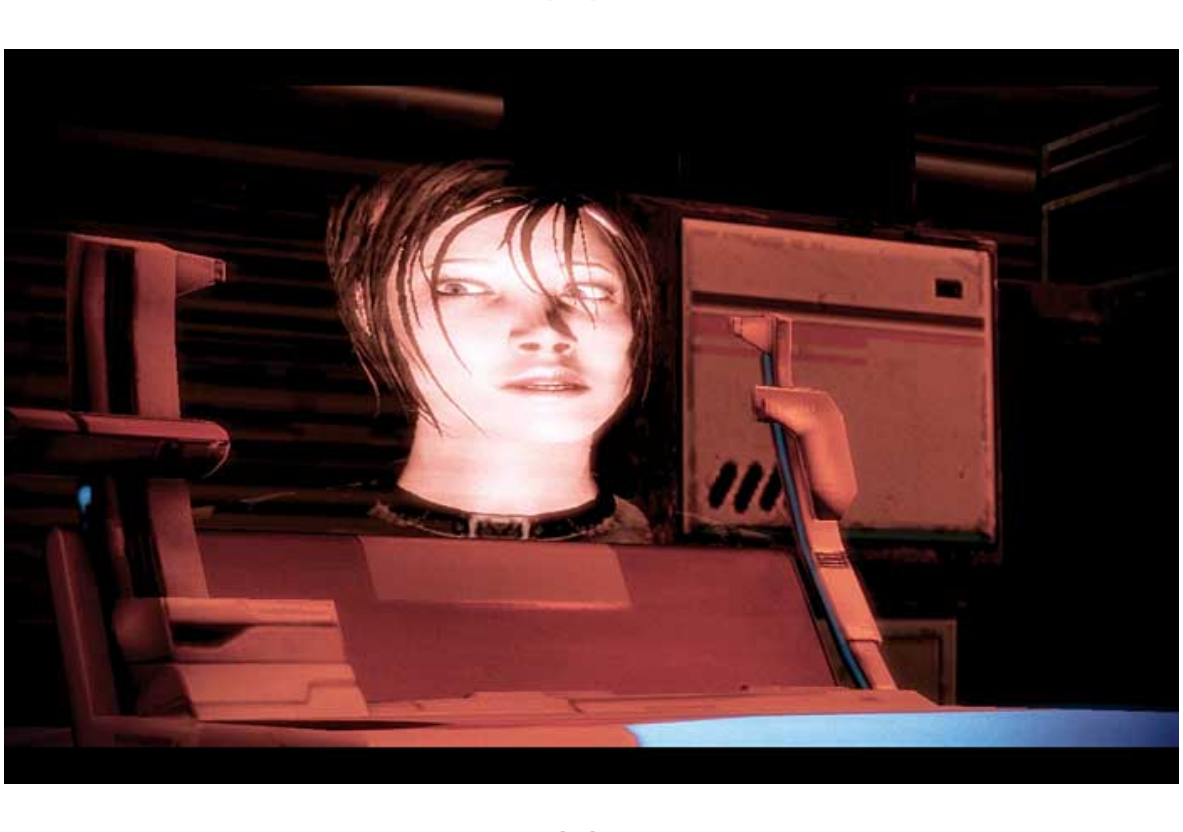
Diana lets you inspect Nef's room for any clues as to where she met Morinth.

Tip

Sympathize with Diana to earn Paragon points. If you are going Renegade, be cold.



[004]



0[05]

You need to look through Nef's room **[004]** for clues and to learn the password for the VIP section of Omega. Check Nef's diary for information that will help you track Morinth **[005]** .

Listen to all three entries (the info will be useful later). The oldest entry mentions the name you need to drop to enter the VIP Room at Afterlife: Jaruut.

The middle entry mentions something about dancing with Morinth and using Hallex, a drug. The newest entry says Morinth was taking Nef to her apartment. Samara is not surprised by Nef's diary—Morinth preys on creative people.

Note

You also need to check the note in Nef's room. Morinth mentions an elcor artist named Forta. That is a crucial clue for this mission.

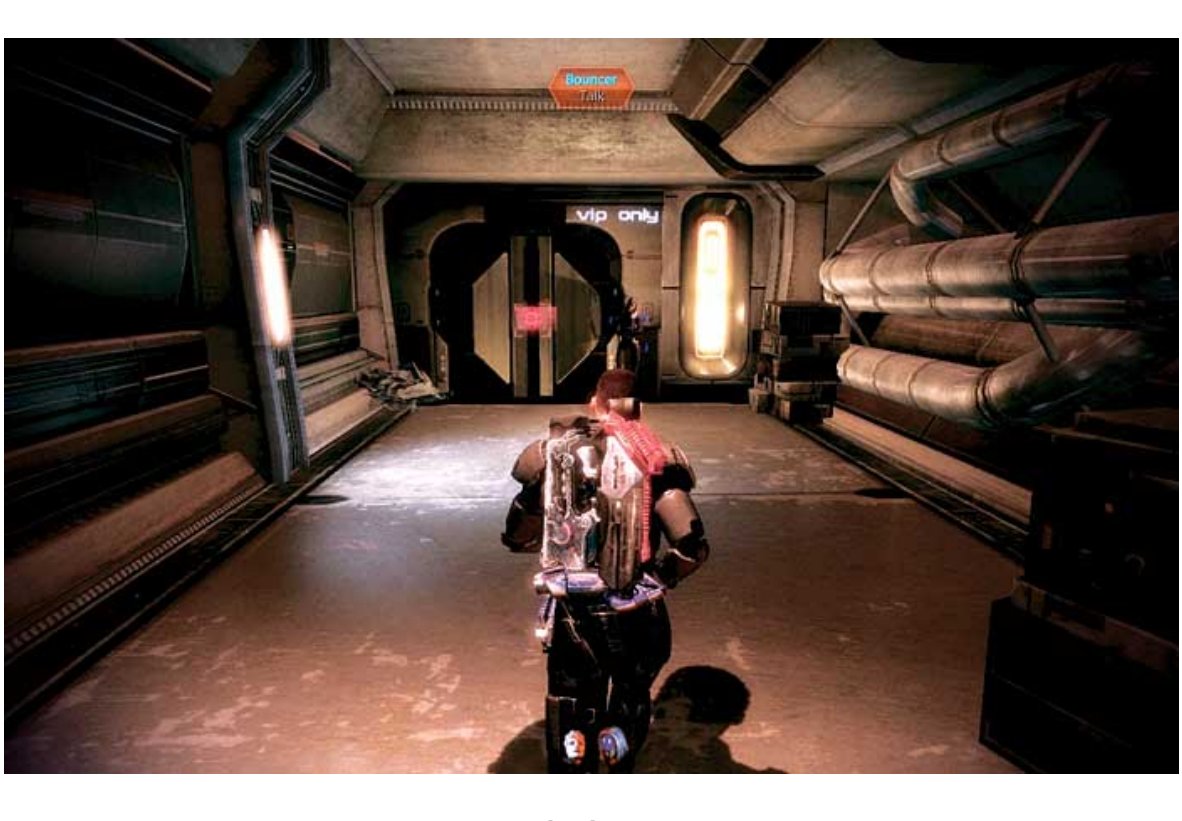
Journal Updated > Diary > Read
Journal Updated > Statue > Examine
Journal Updated > Note > Open

Samara recommends that this operation cannot just be a simple assault—Morinth will run if she spots Samara. You must lure Morinth out.

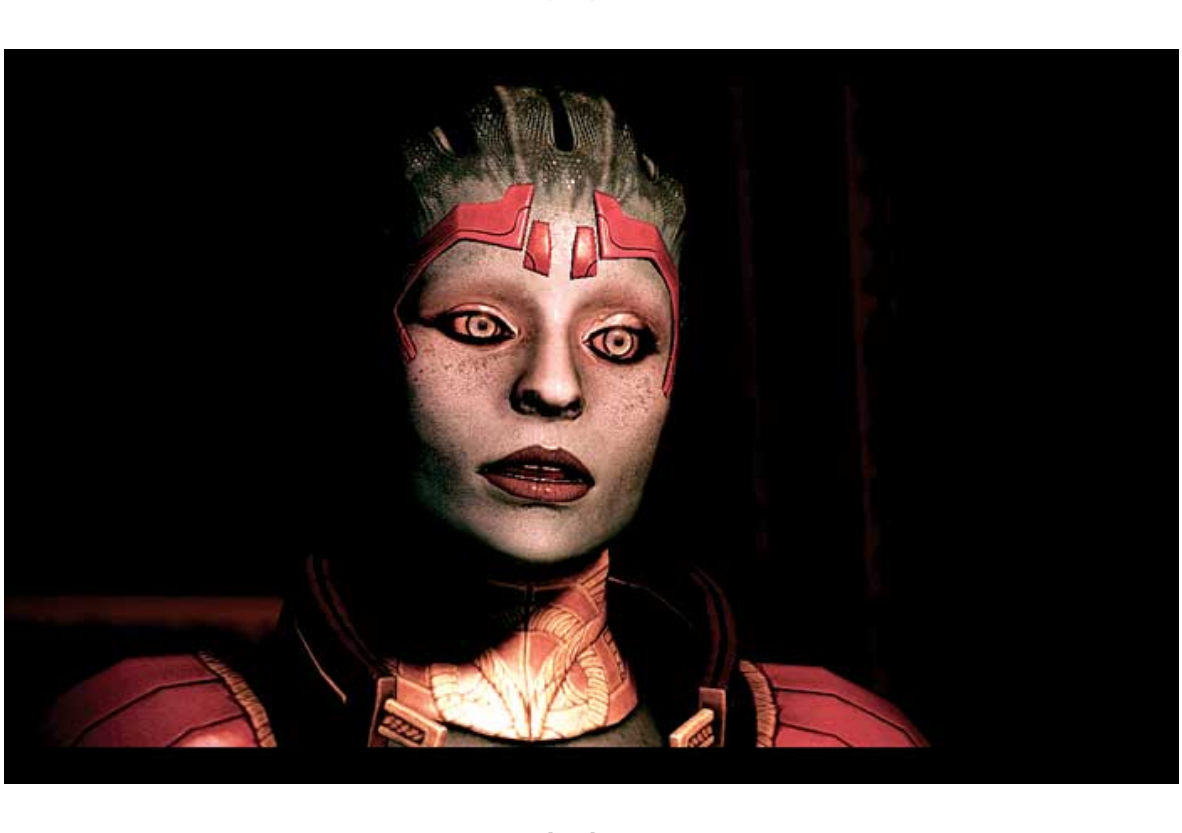
Samara is convinced Morinth will be drawn to you; you have a spark that few do, and Morinth would love to be the one to extinguish it...

Part 2: Entering the VIP Room

Name-Dropper



[006]



[007]

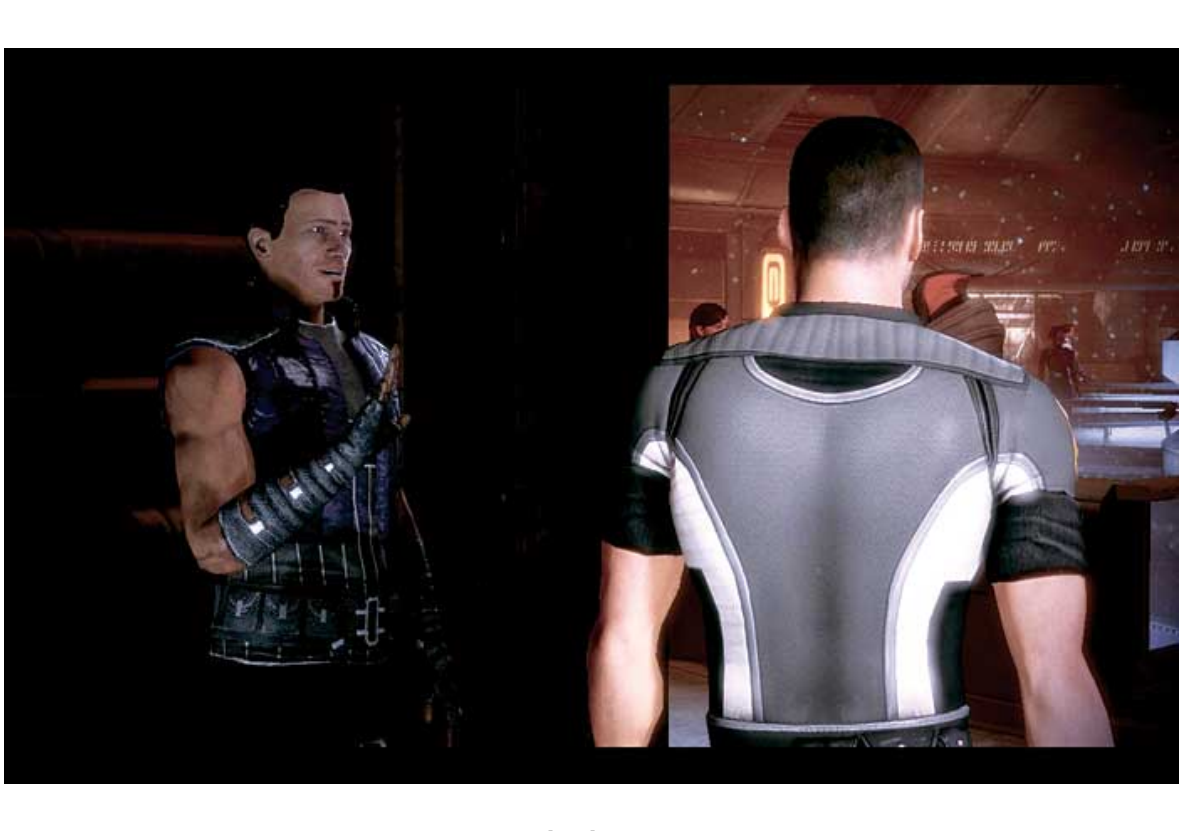
Report to the bouncer outside the Afterlife VIP Room **[006]** , up the stairs opposite the underground marketplace. Drop the name "Jaruut" when speaking to the bouncer to enter the club.

Inside the VIP Room entrance corridor, Samara **[007]** tells you that you must find Morinth and pique her curiosity. You must use courage.

Hurt somebody in defense (she likes aggression, but won't be impressed if you pick a fight) or show skill working a crowd to get her attention.

To convince Morinth to take you home, you must excite her with talk of violence and vigor. Do not show meekness or modesty.

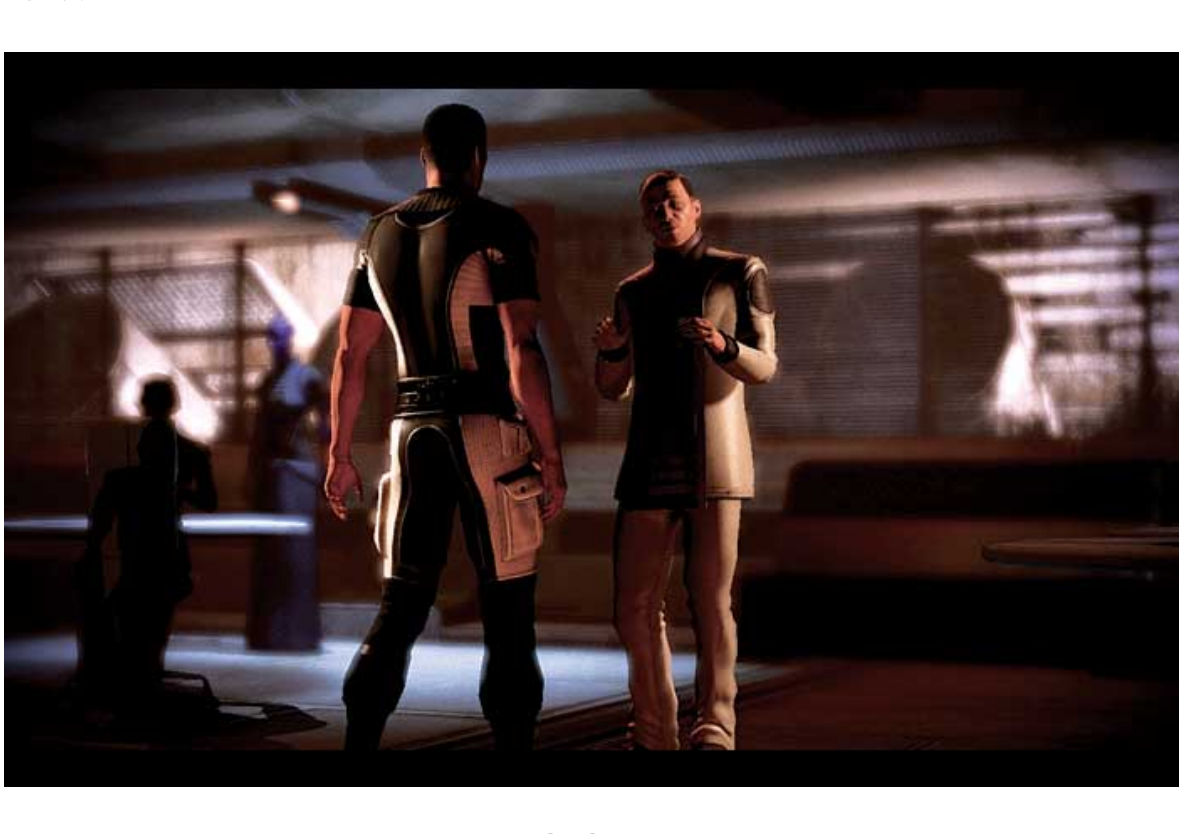
Above all, remember Nef's clues. Morinth likes dancing while on the drug Hallex. She likes the elcor sculptor Forta's work.



[008]

On your way into the club, talk to a man named Vij **[008]** ; he asks you for tickets to a concert by Expel 10. Apparently, an asari told him it was her favorite band and he wants to take her. Ask about the band.

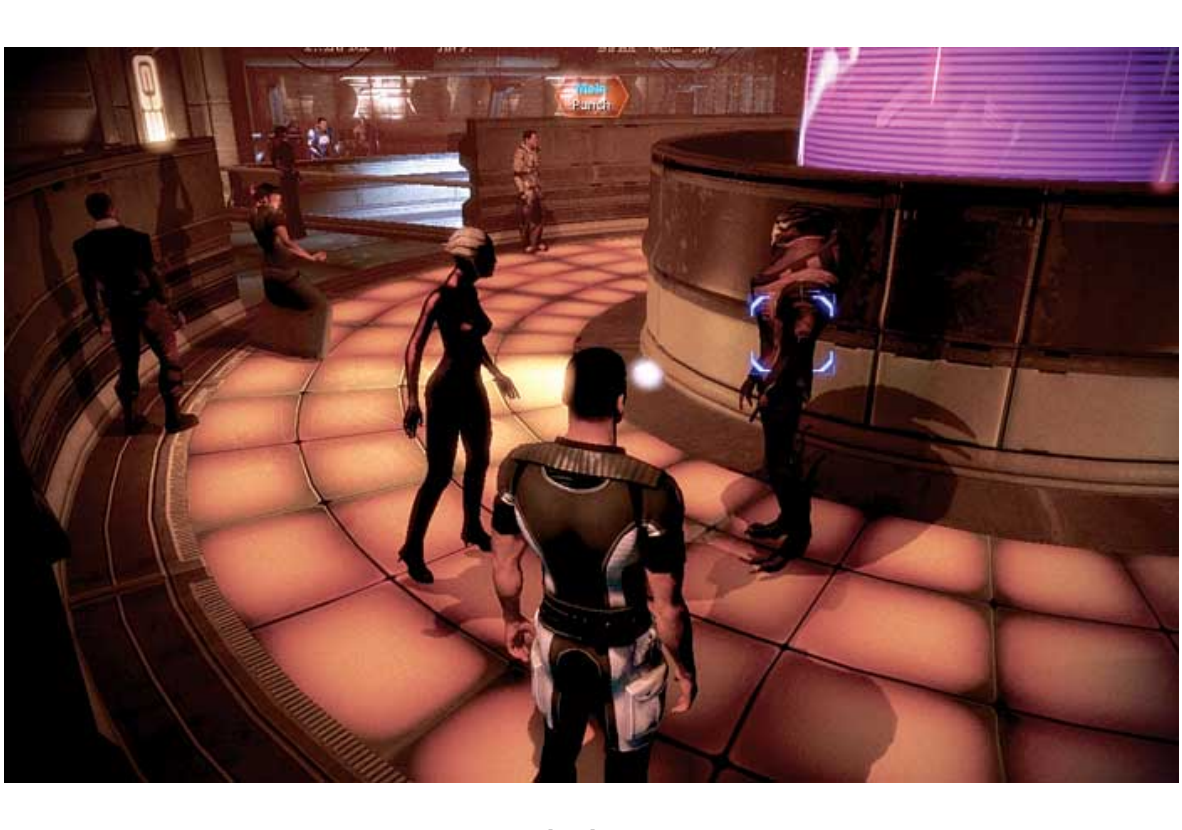
They are a sensory band. Their music worms its way into you. Remember this-—it is a critical piece of information about Morinth.



[009]

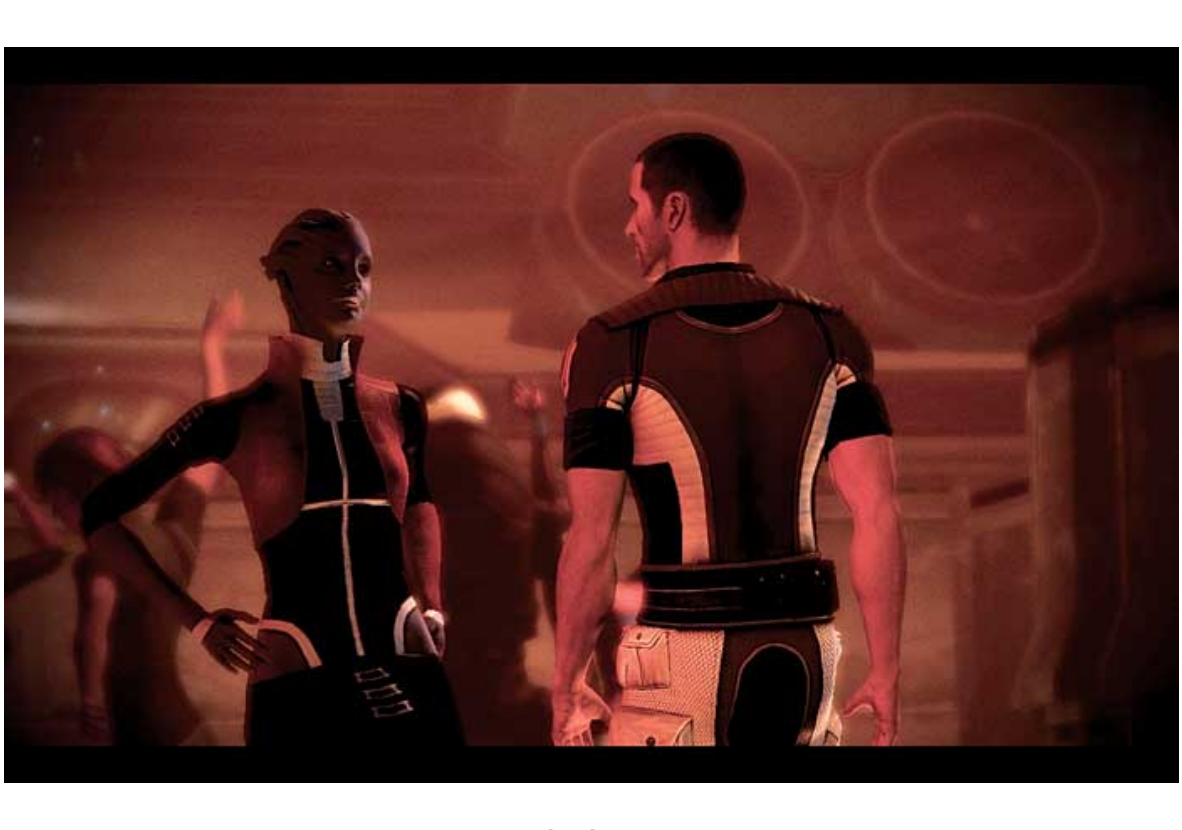
Walk around the club, speaking to different patrons. Start with Horftin **[009]** . He needs to help a friend who's an investigative reporter.

Drop a password (in the right order) to the friend that lets her know she's in serious trouble and needs to bug out of the bar: terminal eternity. Help her out, but don't be too nice about it.



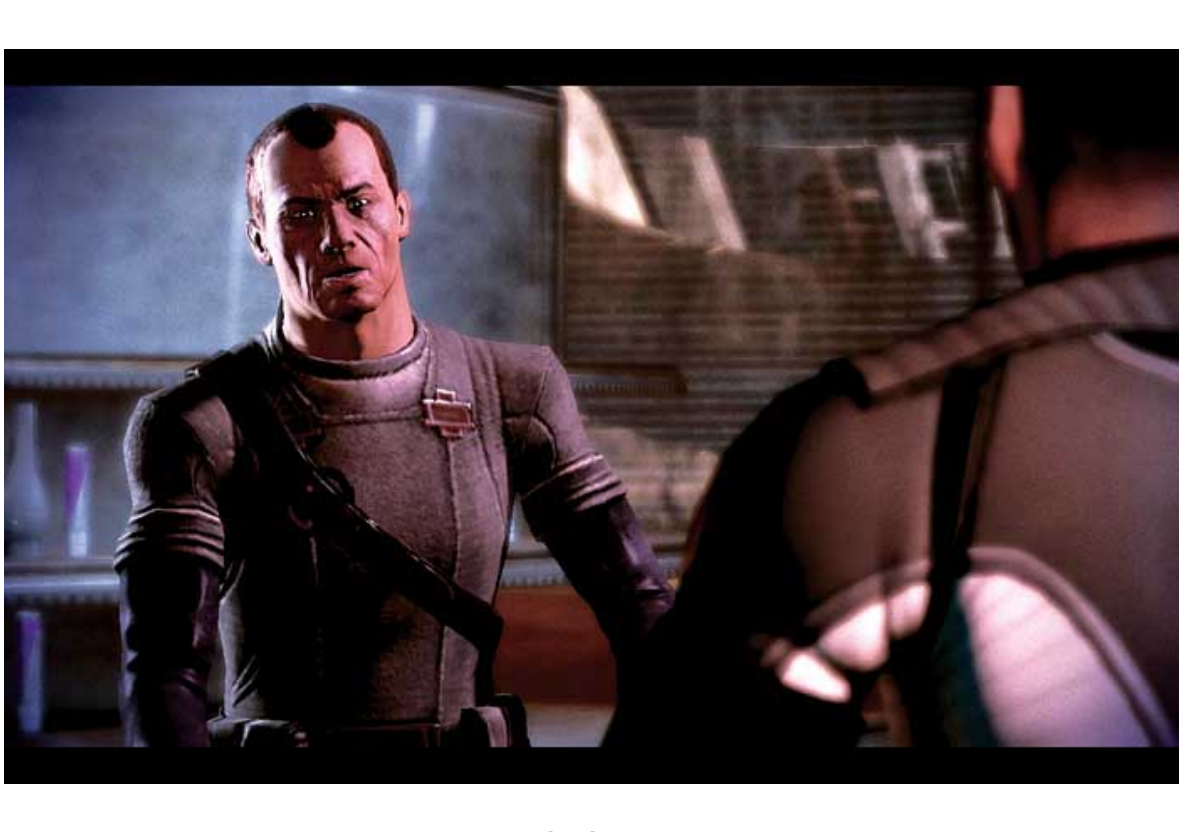
[010]

Meln is hassling an asari dancer **[010]** ; he appears to be coming on a little too strongly to her. After tangling with you and your left hook, he's left bruised. The dancer thanks you for your help.



[011]

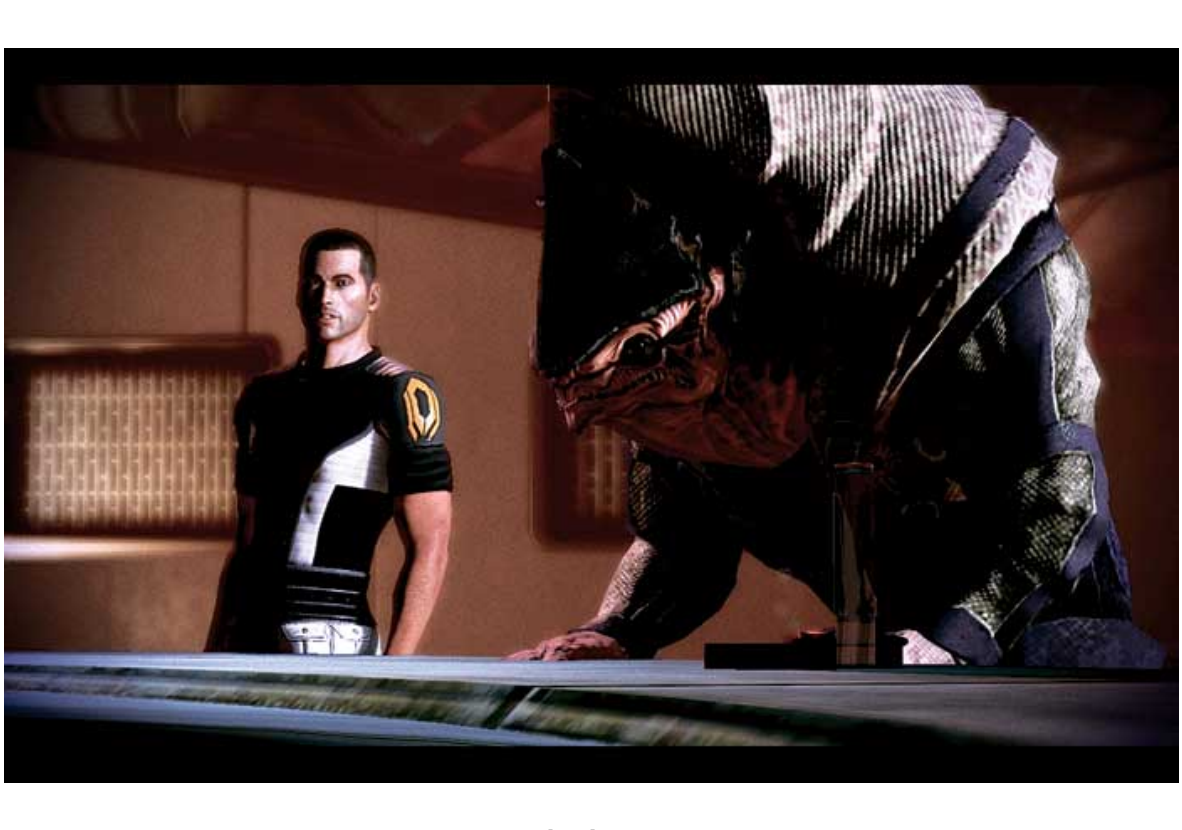
Waera is an asari dancing to the music **[011]** . Approach her and use your Paragon wiles to sidle in for a dance. She's happy to gyrate with you—you being an attractive adventurer and all.



[012]

Speak to Edwin the bartender **[012]** . If you have enough Paragon points to unlock the charm interaction in this conversation, you can convince the bartender to treat everybody to a drink.

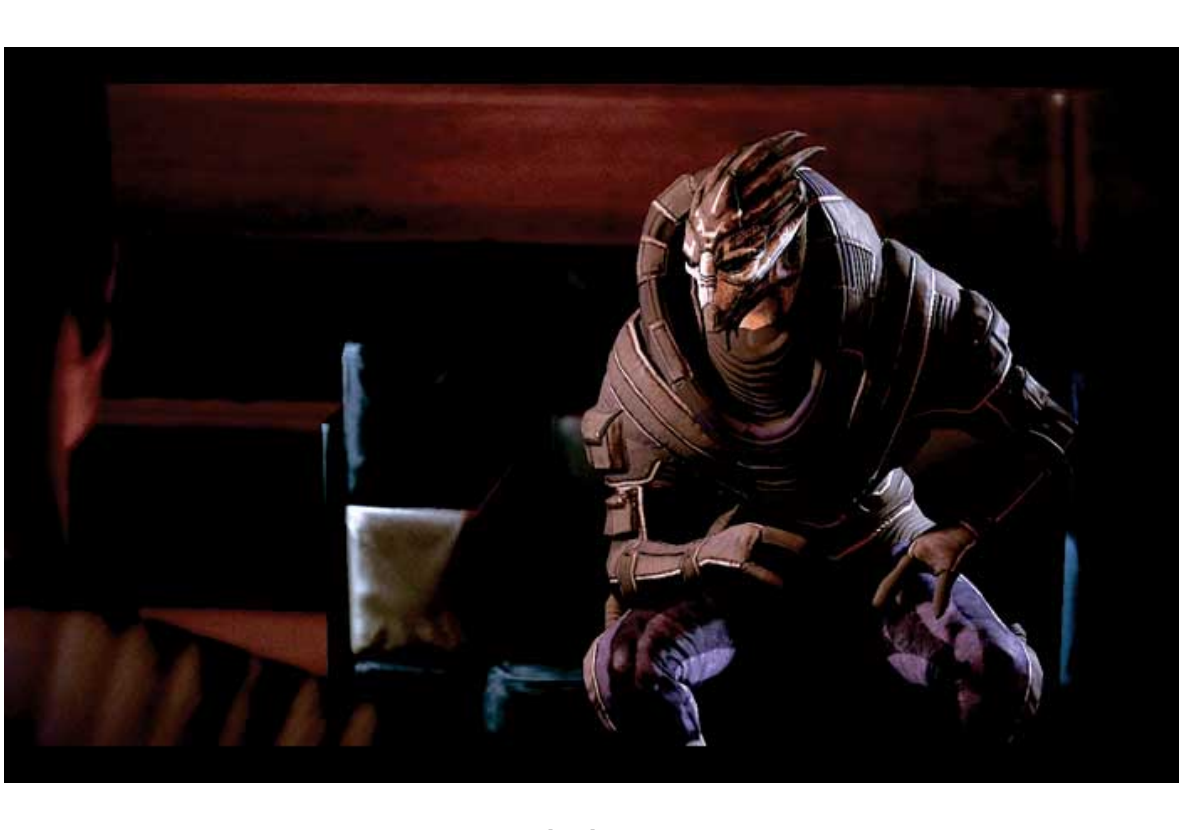
That will help prove to Morinth that you know how to work a crowd.



[013]

Verf is a krogan with a bad attitude, like most of his race. He's propping up the bar **[013]** , but you can really insult him if you have enough Renegade points.

The ensuing fracas helps Morinth to see the violence you crave, and that you're unafraid.

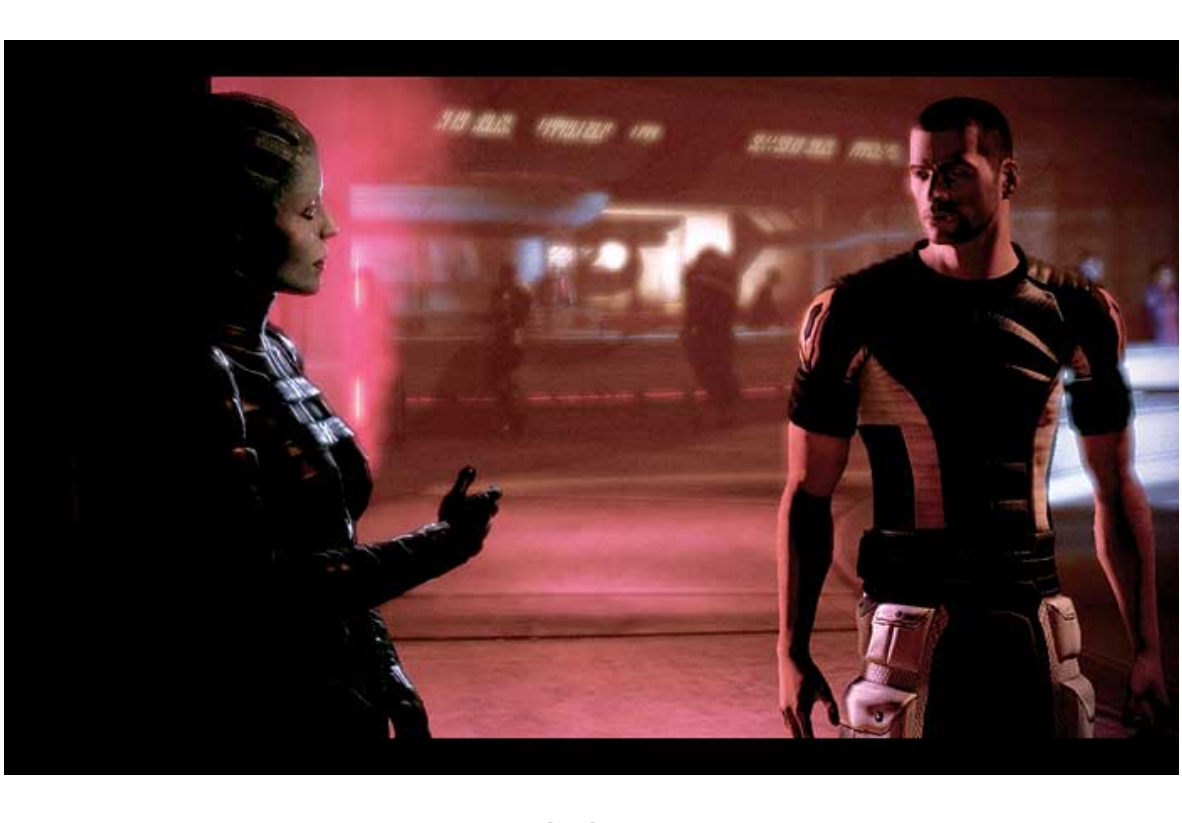


[014]

Vertin the turian is planning some muggings **[014]** . If you have enough intimidation, you can get in his face and tell him that there will be no more muggings tonight.

There is no way to charm your way out of this situation. Paying the turian off is an option, but it is far too meek to get Morinth's attention.

Morinth Appears



[015]

Completing some of the above events with charm or intimidation soon attracts Morinth's attention **[015]** . She slinks up to you and says you are the most interesting person in the bar.

She invites you to her private booth. Morinth wastes little time probing you. Speak to Morinth about art, music, and travel—do not bring up family or the justicars.

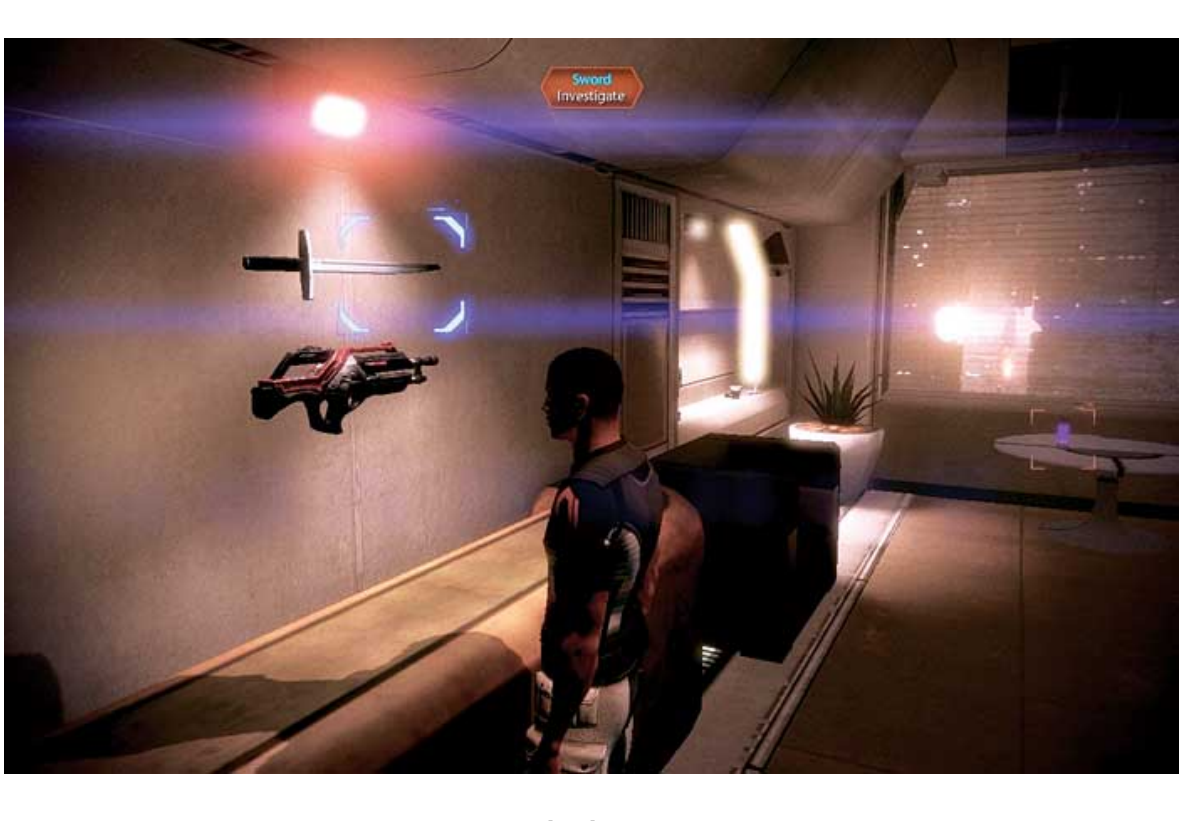
When talking about Morinth's preferred subjects, rely on your advance intel. When talking music, mention the band Expel 10. Claim that you enjoy Hallex. Discussing art? Mention Forta.

When talking about vids, let slip that you enjoy the violent ones. Pretty soon, Morinth is convinced that you should be hers tonight. When she starts asking about power, don't shy away.

Draw Morinth in by claiming that power is its own reward.

Part 3: Distract Morinth

The Apartment



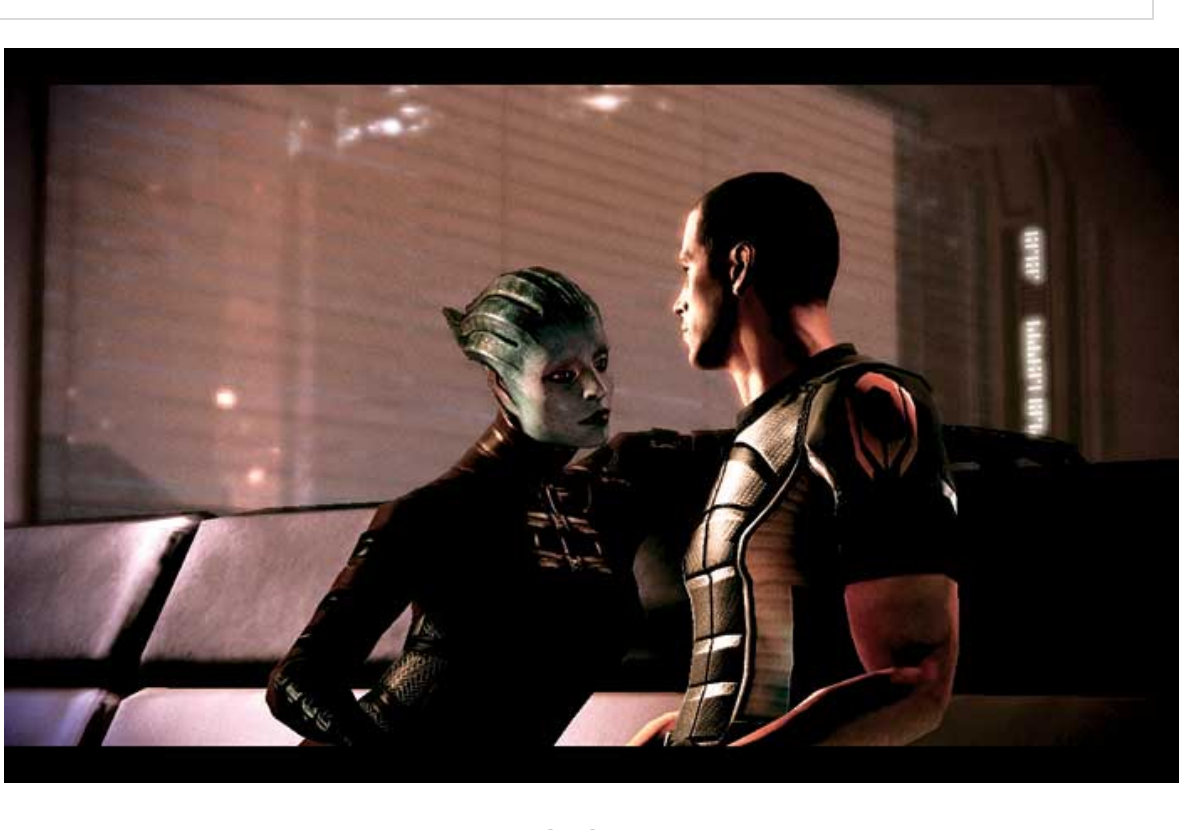
[016]

Morinth leads you back to her apartment **[016]** . Keep Morinth interested while Samara closes in on the apartment and prepares to strike down her own daughter.

Walk around the apartment and admire Morinth's belongings, like the sculpture of a krogan, a chess set, a pill bottle, or the sword on the wall.

Scan the assault rifle on Morinth's wall to pick up the Kinetic Pulsar upgrade, which improves assault rifle damage.

Upgrade > Assault Rifle > Scan > Assault Rifle Damage
Journal Updated > Sword > Investigate
Journal Updated > Pill Bottle > Examine



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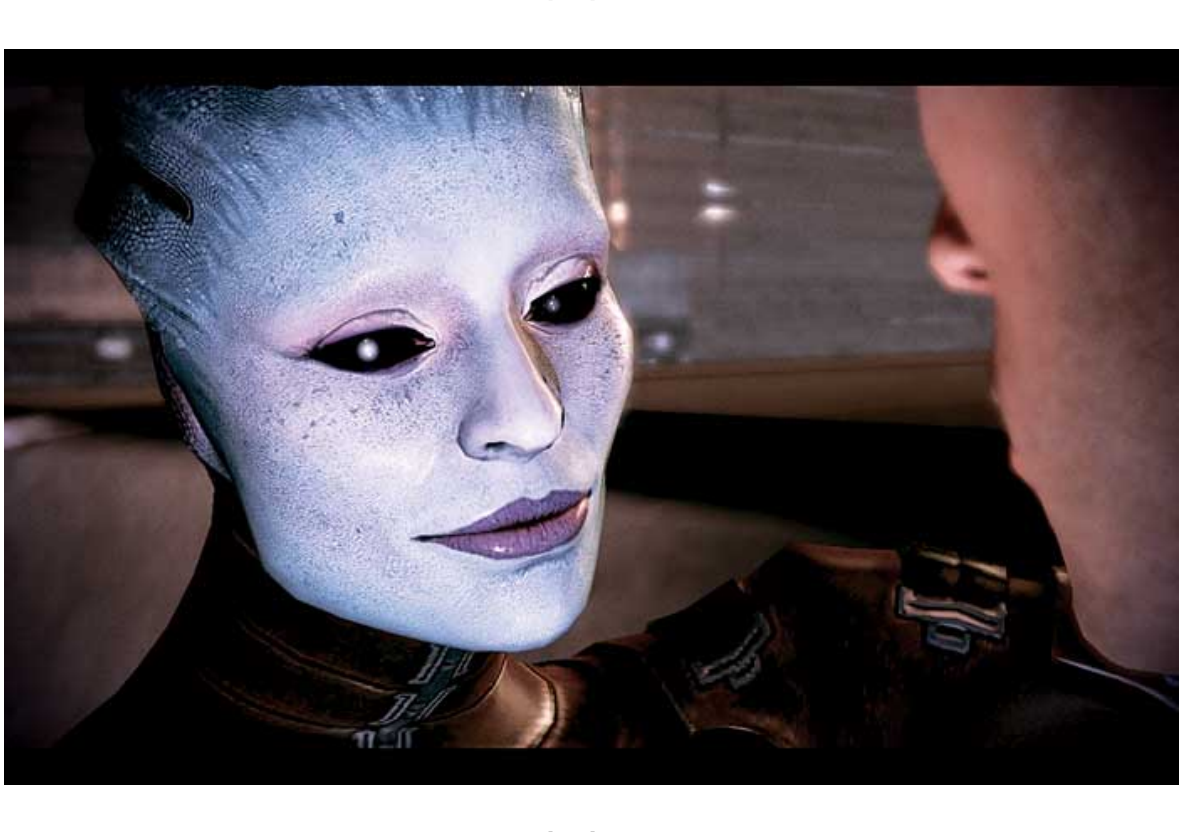

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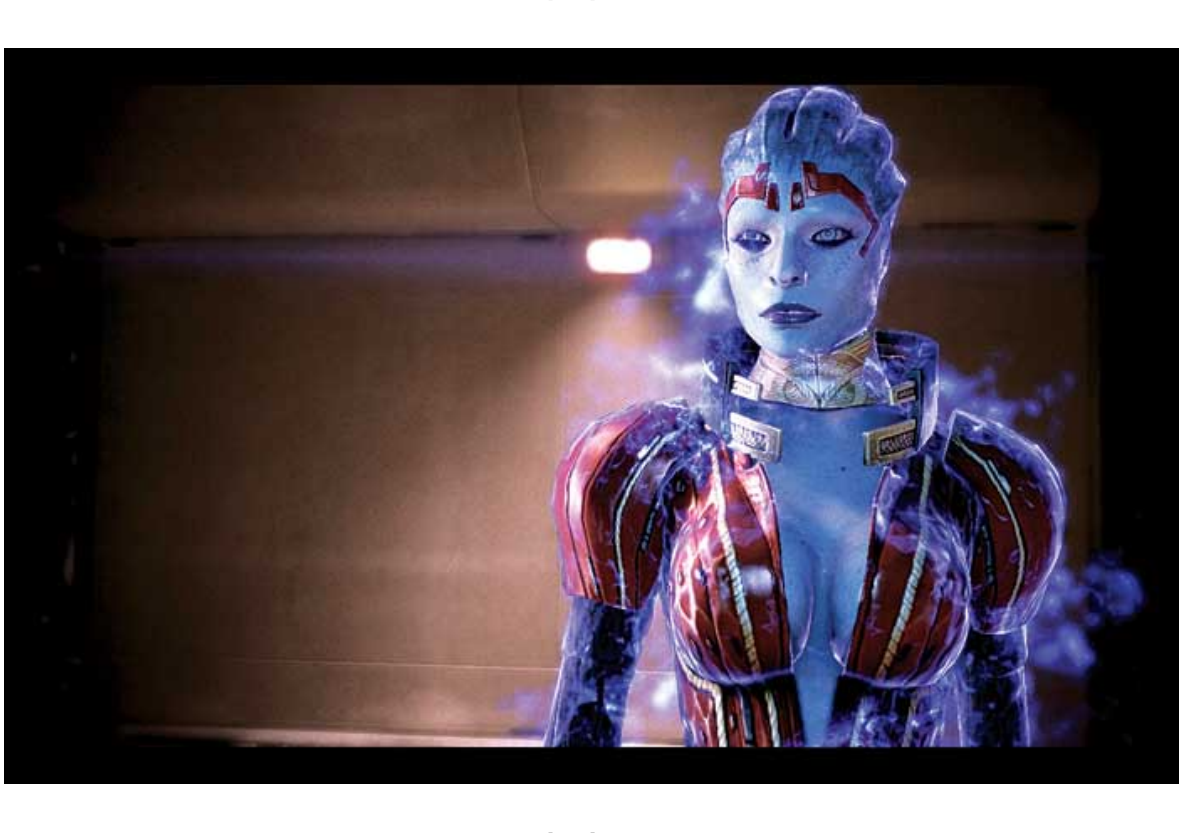
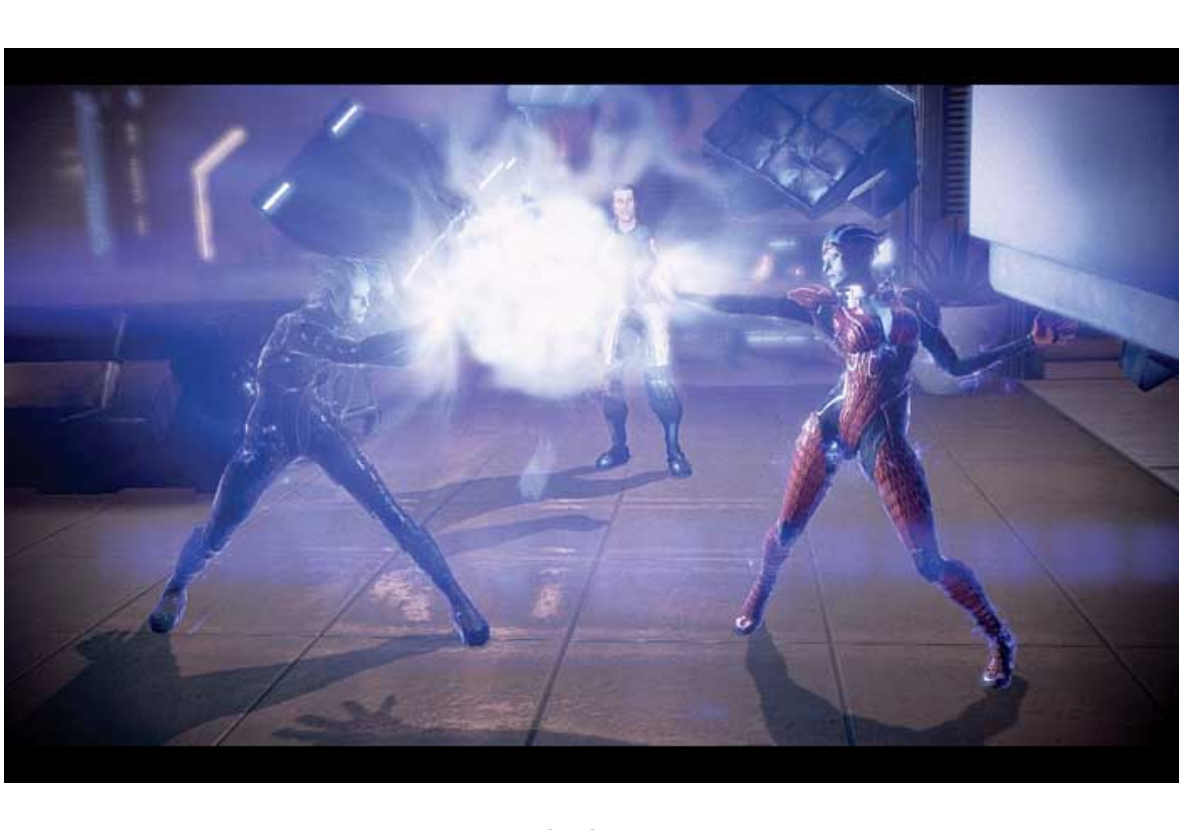


[019]

Morinth cannot take it anymore. She closes in on you, ready to take you **[017]** . Morinth asks you to look into her eyes **[018]** . Tell her you want her. Tell her you would kill for her.

Fortunately, before Morinth consumes you, Samara breaks into the apartment **[019]** . She confronts her daughter, determined to stop her killing spree.



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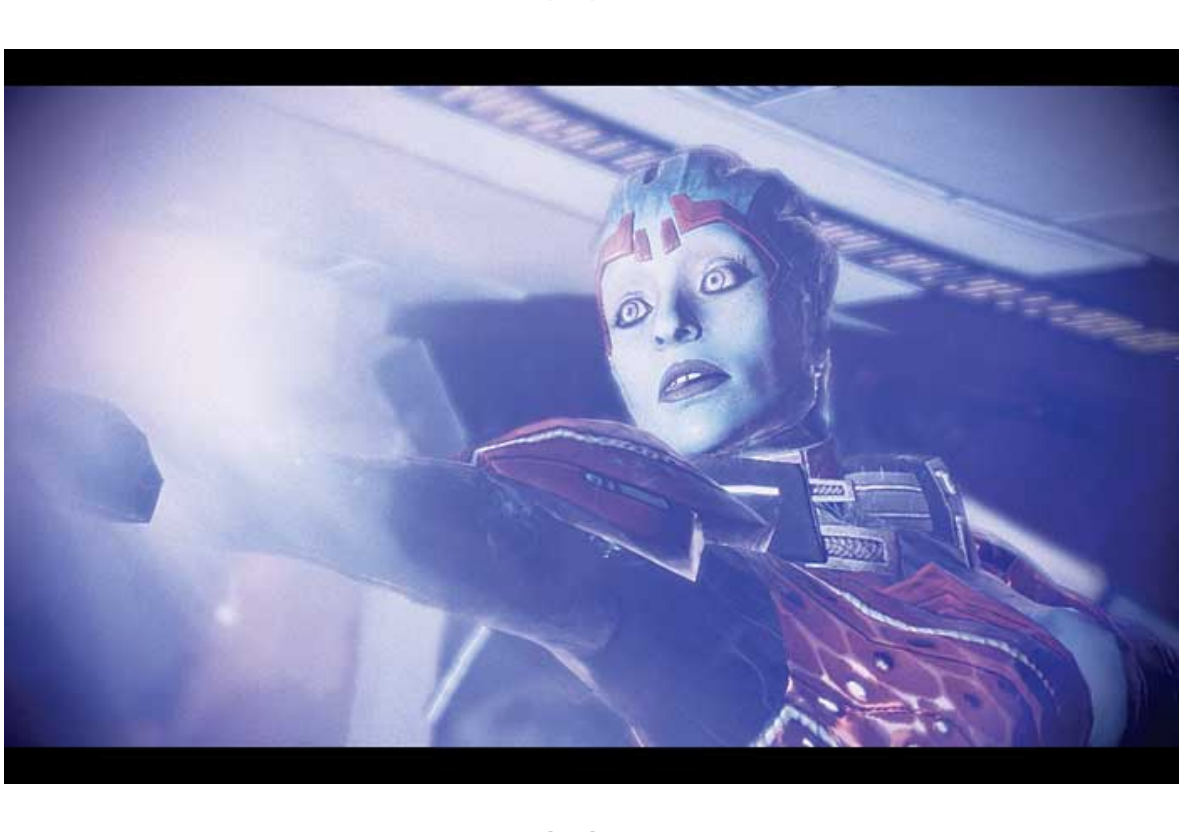

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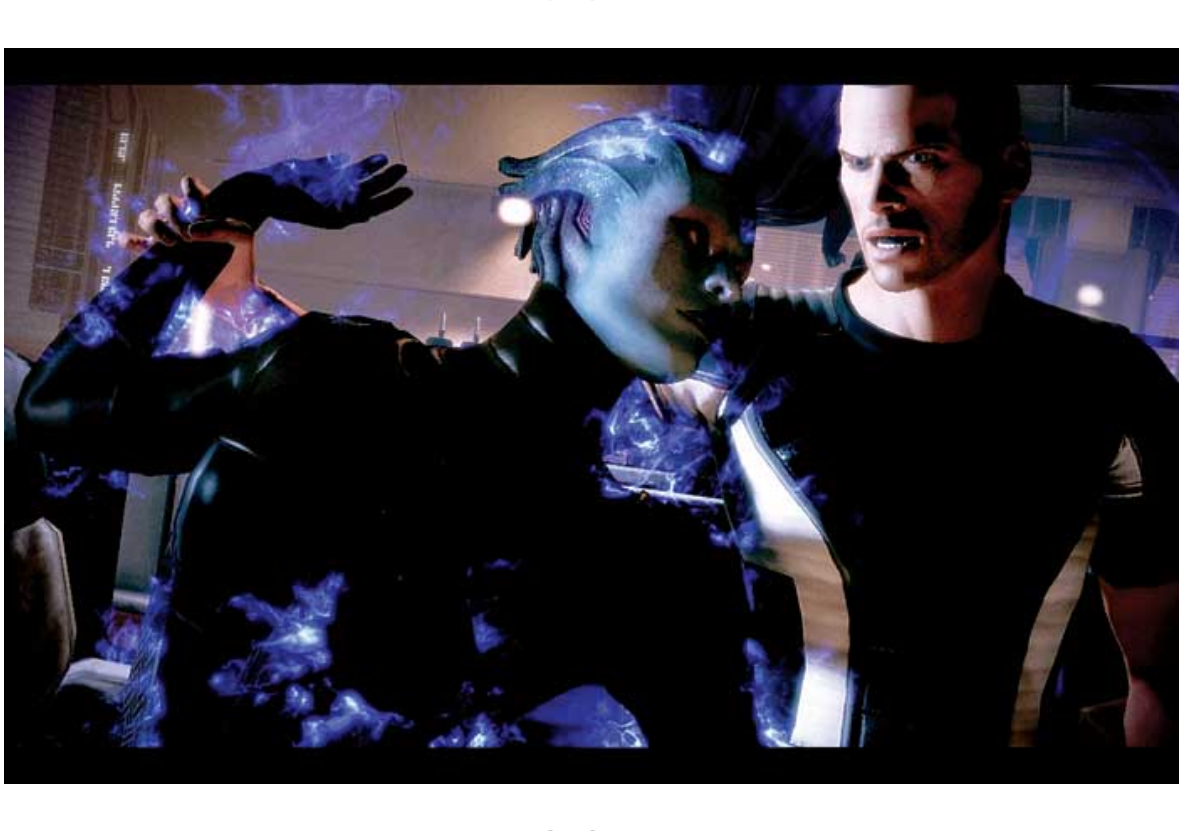


[022]

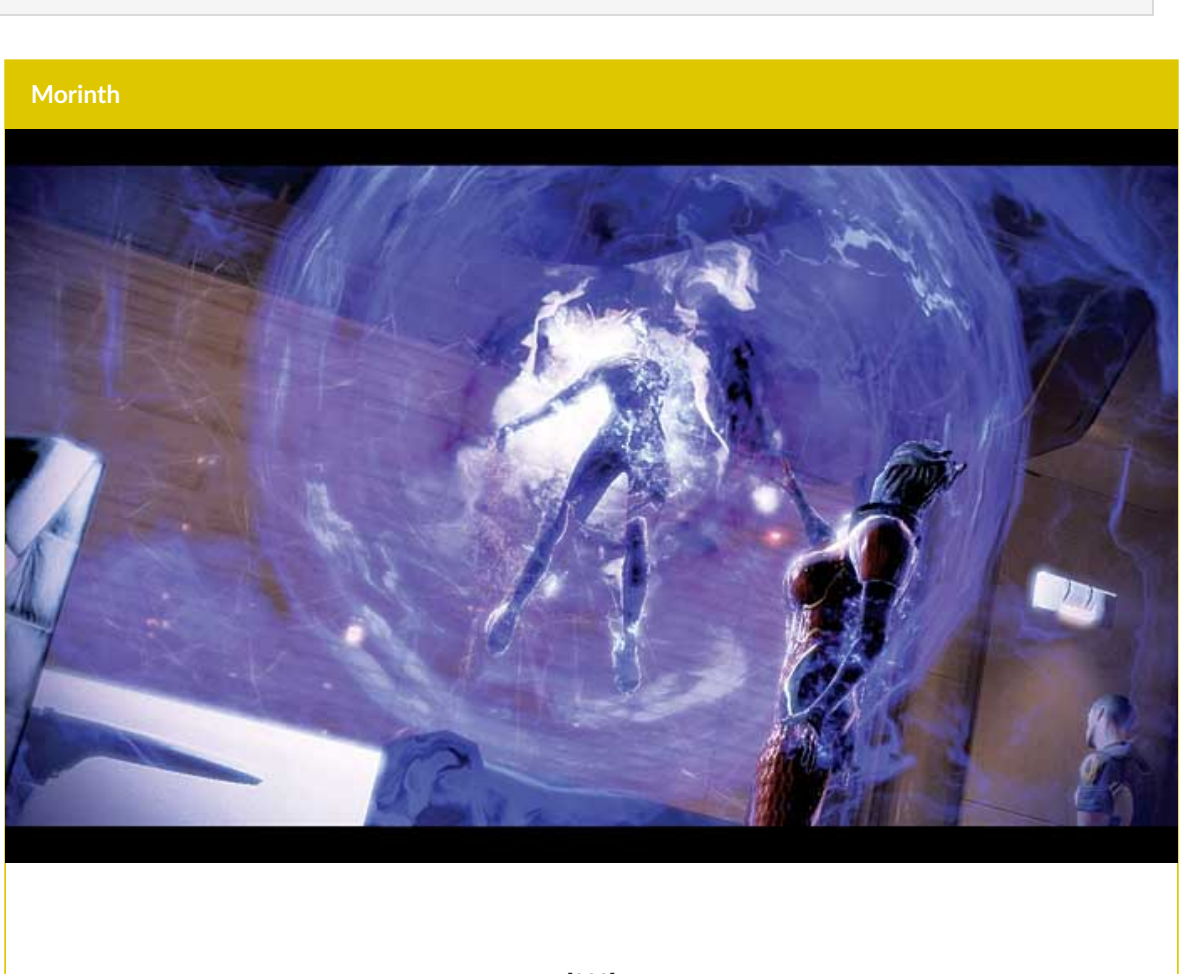
Morinth and Samara clash **[020]** . There is little you can do but watch them fight. Samara is resolute in bringing her daughter to justice **[021]** . Morinth tries to convince you to let her take Samara's place on the Normandy.

You break Morinth's concentration, allowing Samara to get the upper hand **[022]** . Samara executes her daughter.

Samara has no desire to talk about what has happened, but she is now loyal to you. Her loyalty unlocks the Reave power, which immobilizes and literally sucks the life out of enemies.

Squad Members > Samara > Loyalty
Squad Members > Samara > Power > Reave

Morinth



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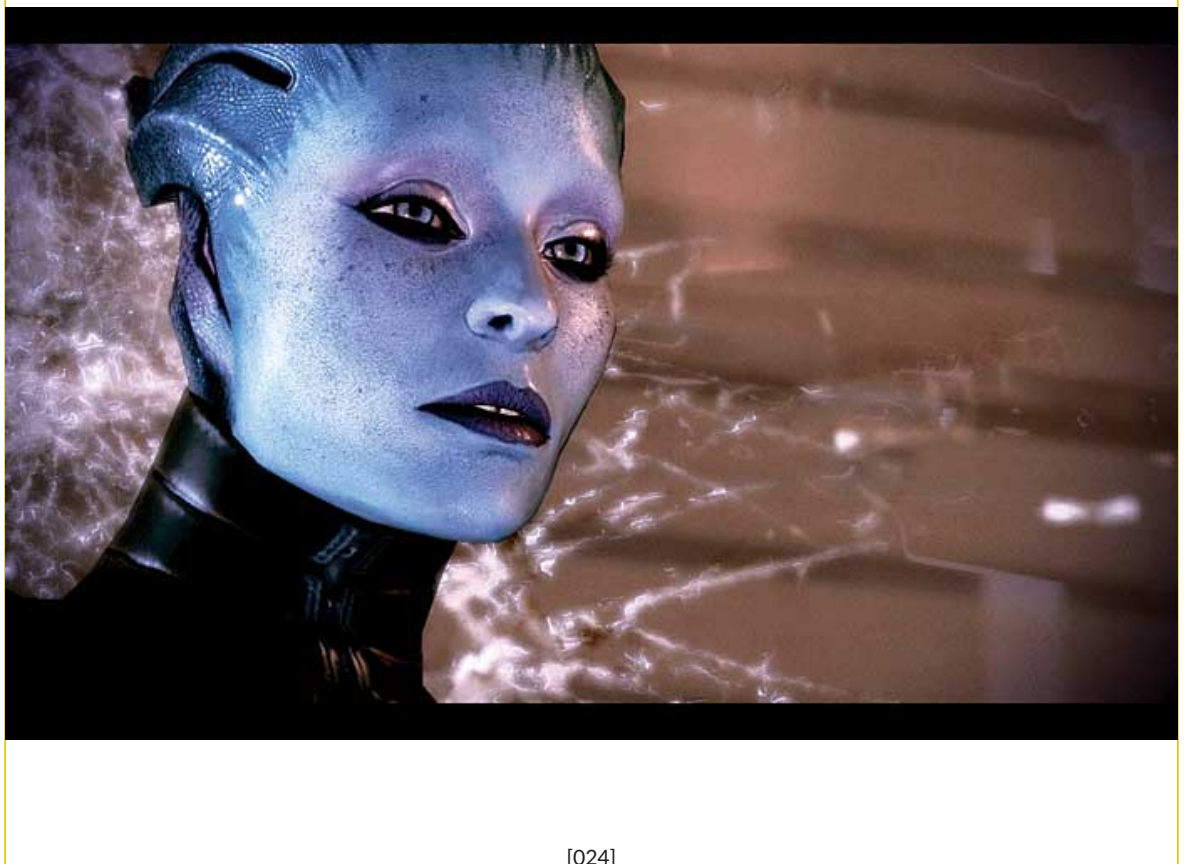


[024]

If you have a high Renegade rating, you can force an incredible turn of events at the end of Samara's loyalty mission.

You can actually allow Morinth to kill Samara **[023]** and assume Samara's identity on your crew **[024]** . Morinth is a powerful biotic, just like Samara. Morinth also has access to the Dominate biotic attack.

- **Weapon Training:** Assault Rifle, Heavy Pistol
- **Powers:** Pull, Throw, Dominate

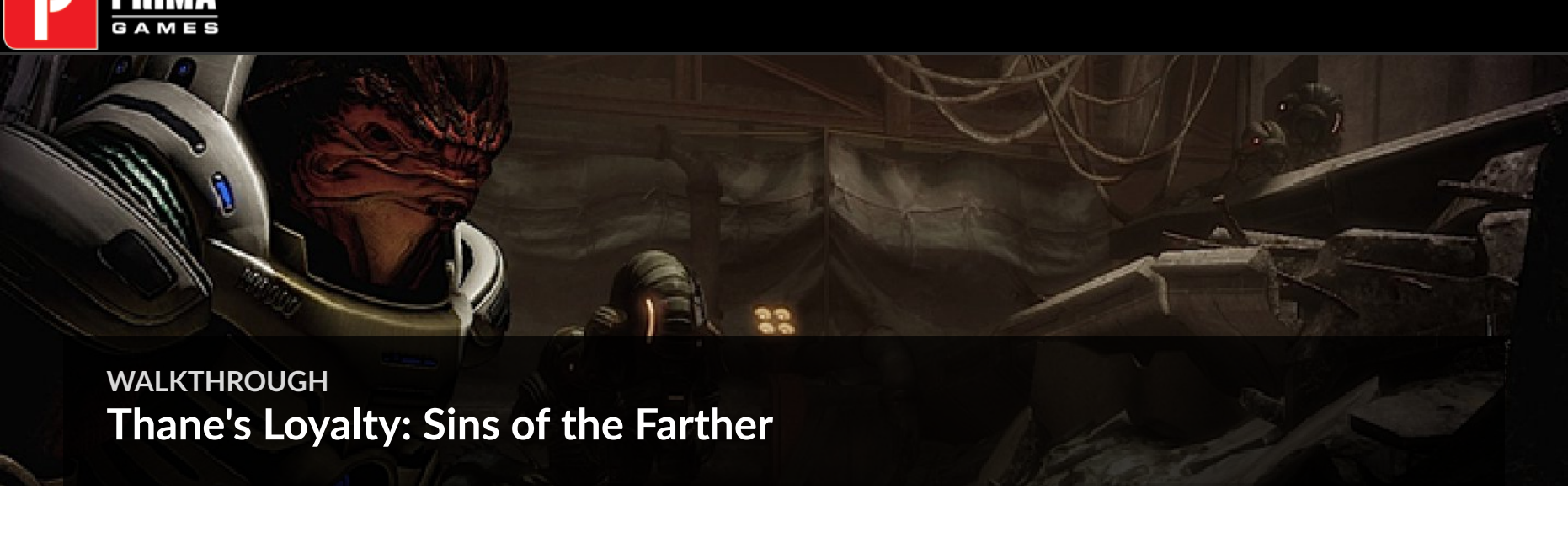
How does having Morinth on your team change the story? Not at all. It just alters the personal dynamic of the team.

Allowing Samara to be killed is a serious Renegade action that will go a long way toward solidifying your position as a ruthless leader.

Note

Consult the Squad Members section earlier in this guide for more information on Morinth's powers.

Squad Members > Morinth > Loyalty
Squad Members > Morinth > Power > Dominate



WALKTHROUGH

Thane's Loyalty: Sins of the Farther

Thane's losing fight with disease has him mulling over his life's mistakes. His greatest regret is the way he left things with his son, Kolyat.

Thane was already a distant father, working off-world as an assassin, but after Kolyat's mother died, Thane placed the boy in the care of aunts and uncles and immersed himself in his work.

He has not seen his son in many years.

Thane has kept track of his son, though. And now Thane is sad to learn that his son has taken up the mantle of his father: He has become an assassin. Kolyat is on the Citadel right now, about to go on a hit.

Thane worries that Kolyat is trading on his father's name for work and is getting in over his head. The drell wants you to go to the Citadel with him and stop his son from making the same mistakes as his father.

Mission Data

Location: Milky Way > Serpent Nebula > Widow > Citadel

Experience Available: 750

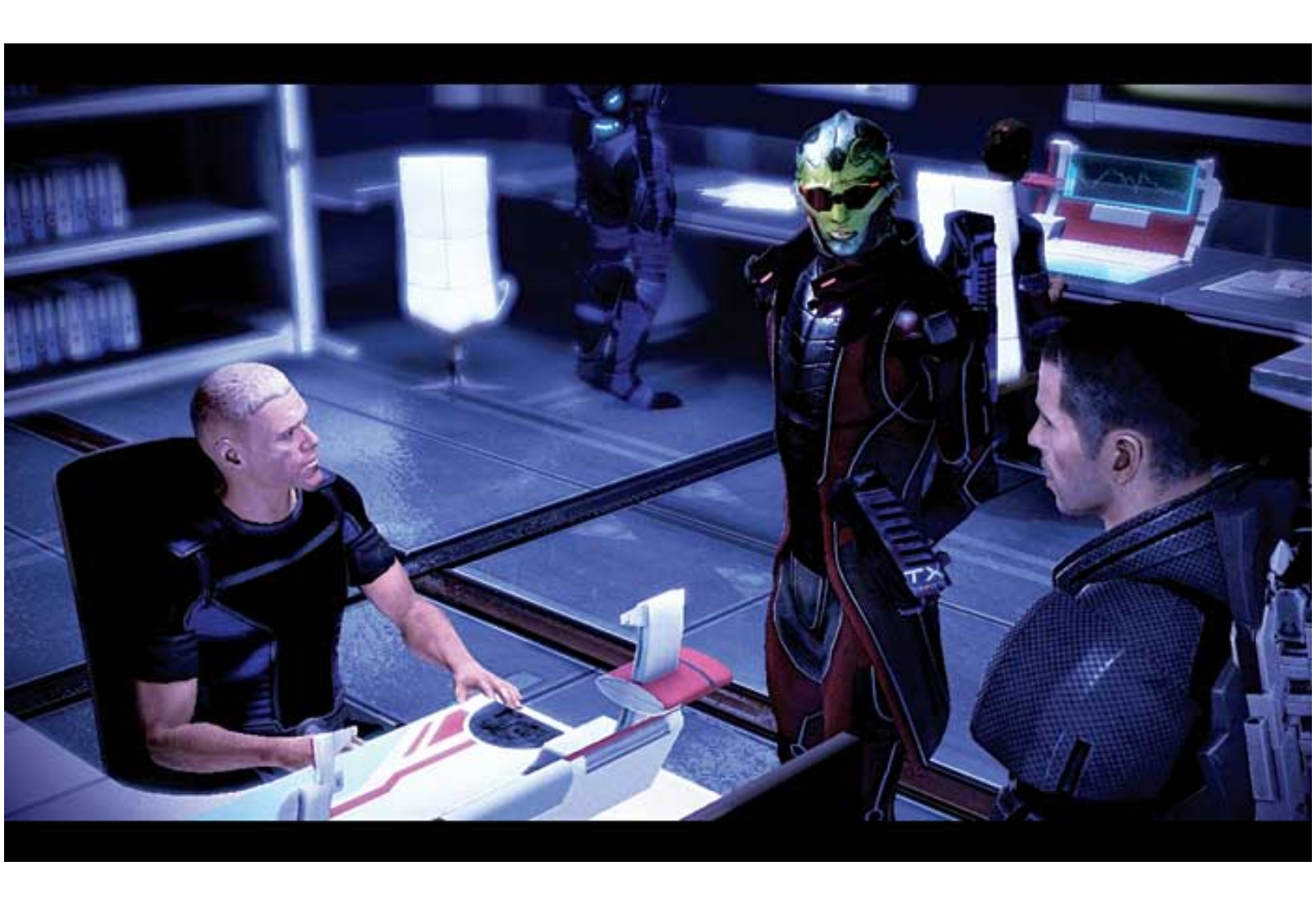
Spoils of War > Total Credits: 30,000

- Cerberus Funding: 30,000
- Credits: 0

Spoils of War > Upgrades > Heavy Pistol Damage (Titan Pulsar)

New Power > Squad Member > Thane > Shredder Ammo

Part 1: Investigation



[001]

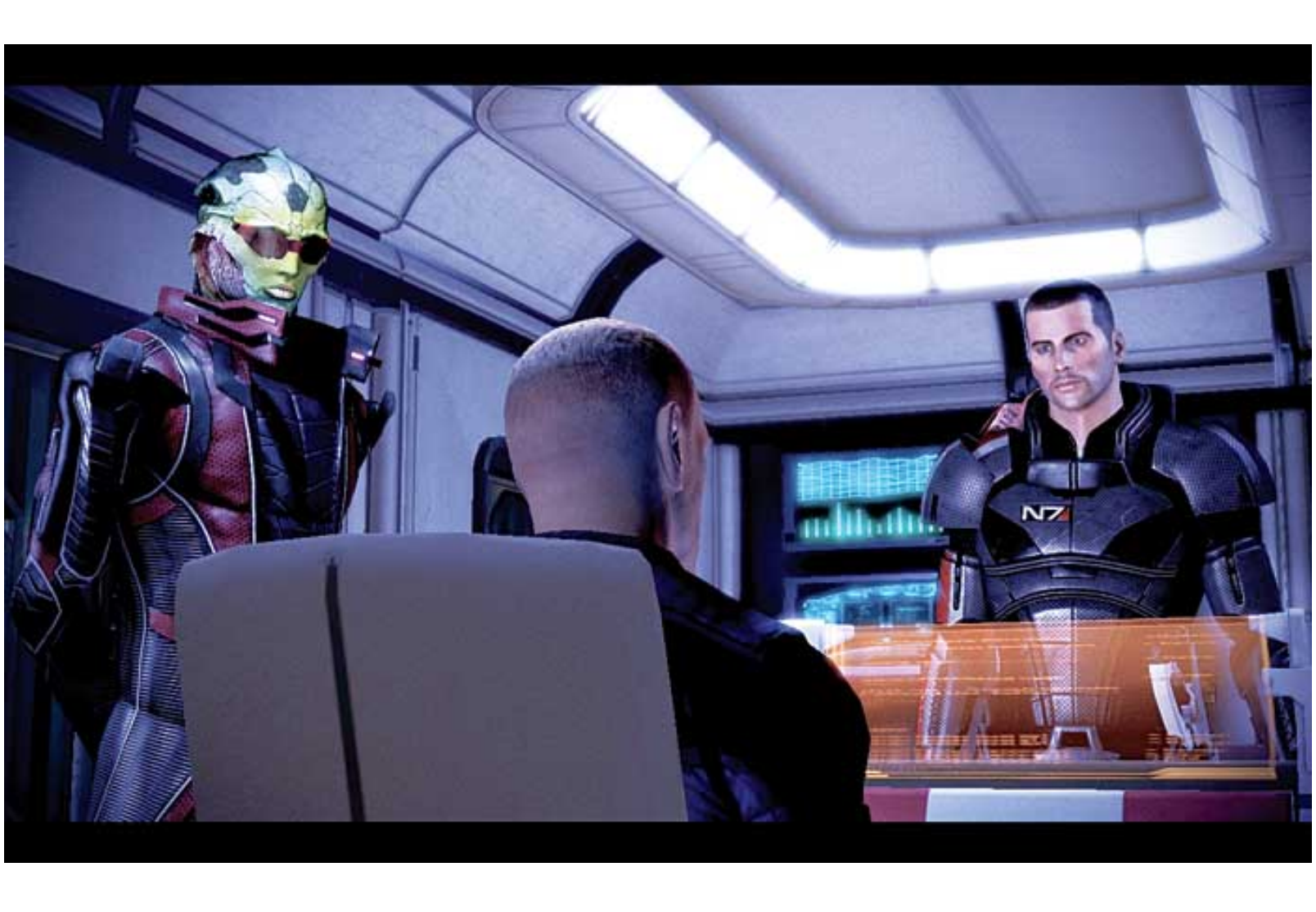
This is not a combat mission. Instead, you must follow Kolyat's tracks on the Citadel in hopes of discovering his assignment and stopping him before he pulls the trigger.

The first stop in your mission is the C-Sec office on Zakera Ward **[001]** to see Captain Bailey.

Note

For more information on the Citadel, consult the *Citadel* walkthrough section earlier in this chapter.

Speak to Bailey

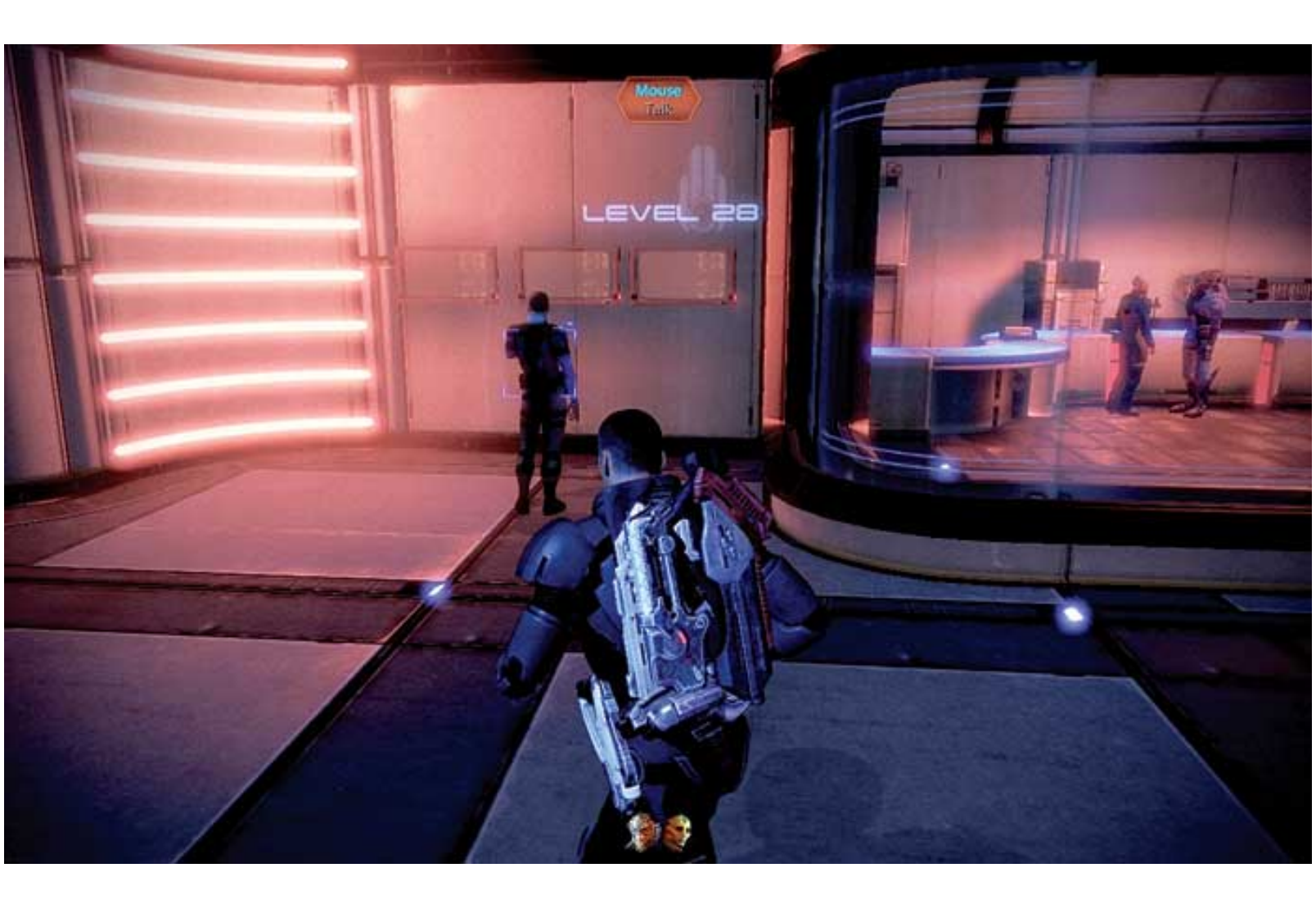


[002]

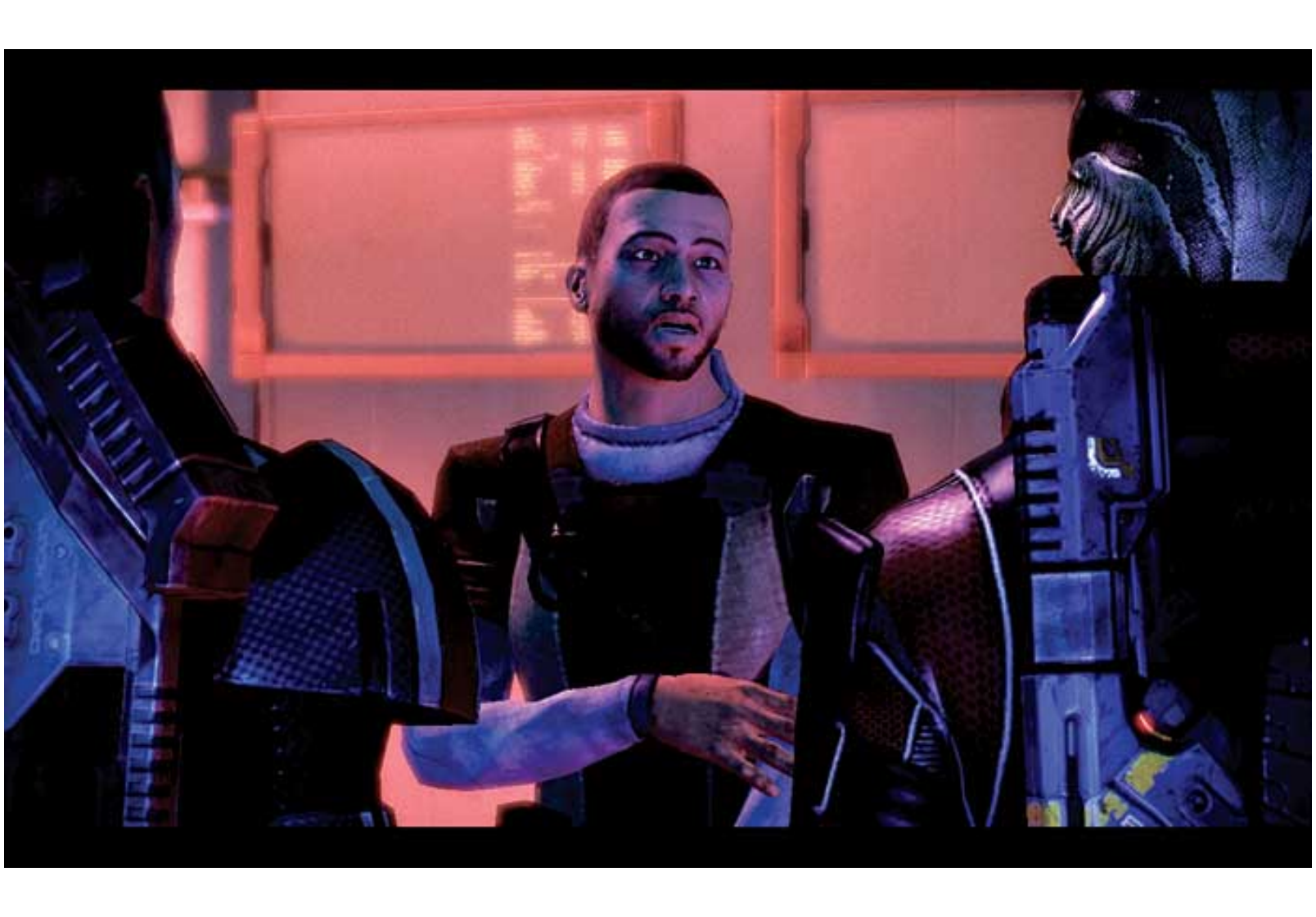
At the C-Sec office, Bailey helpfully dives into his files to look for any signs of drell on the ward **[002]** . Sure enough, he finds news of a drell speaking to Mouse, a petty criminal.

Mouse is not the person who assigned the hit to Kolyat, but he is a good lead for finding out who did. After talking to Bailey about Mouse, you must seek him out upstairs.

Speak to Mouse



[003]



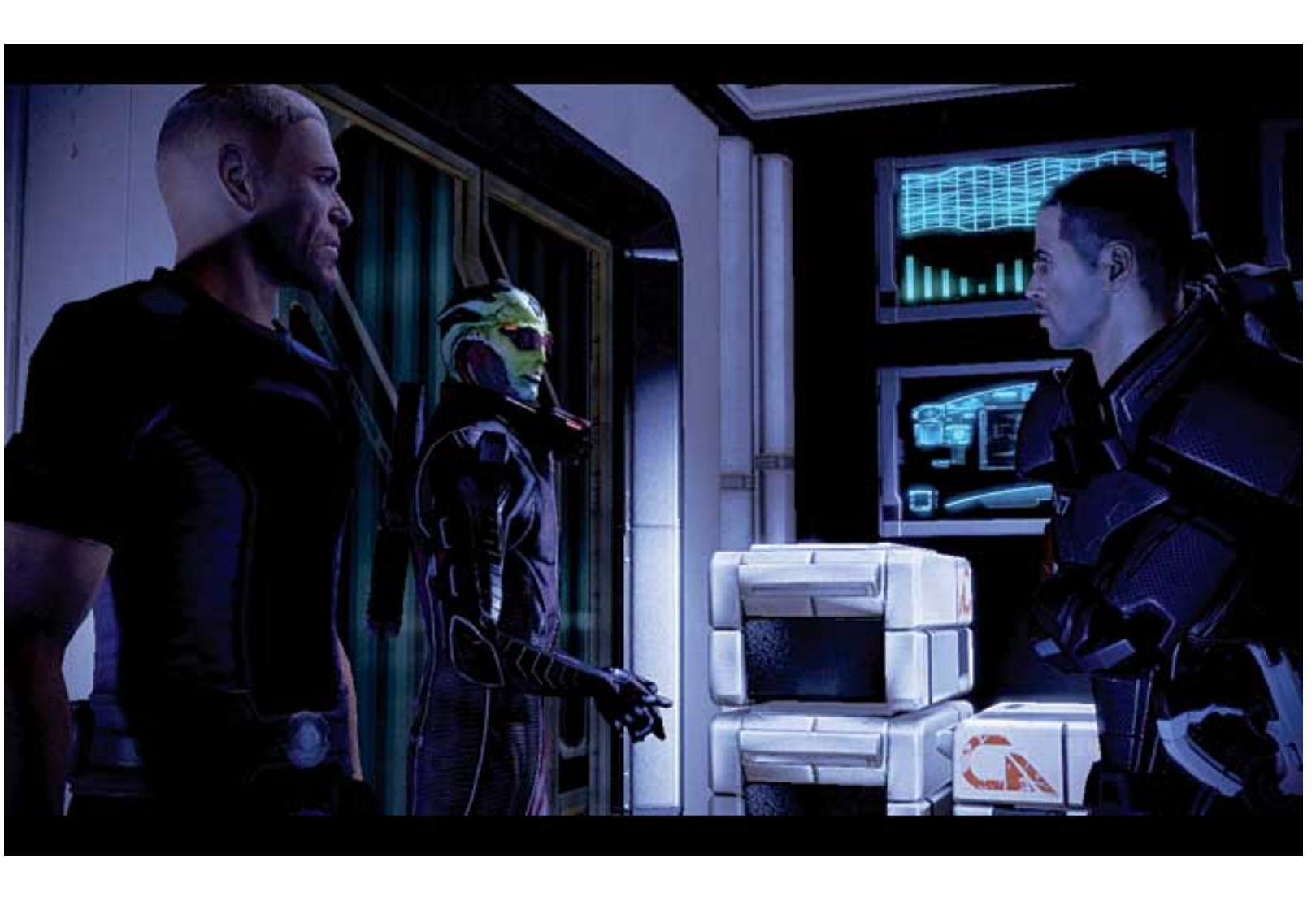
[004]

Sure enough, Mouse is located on level 28 of the ward. He is standing near Rodam Expeditions **[003]** . Approach Mouse and speak to him about Thane's son. He is surprised to see both you and Thane.

Thane knows Mouse—he was a former contact for him on the Citadel. Mouse clams up **[004]** , but you have a Renegade interrupt that forces him to speak up faster.

You can also try a charm or intimidation later in the conversation, or pay him 3,000 credits to get the same information. Mouse agrees to let slip a name: Elias Kelham.

Return to Bailey

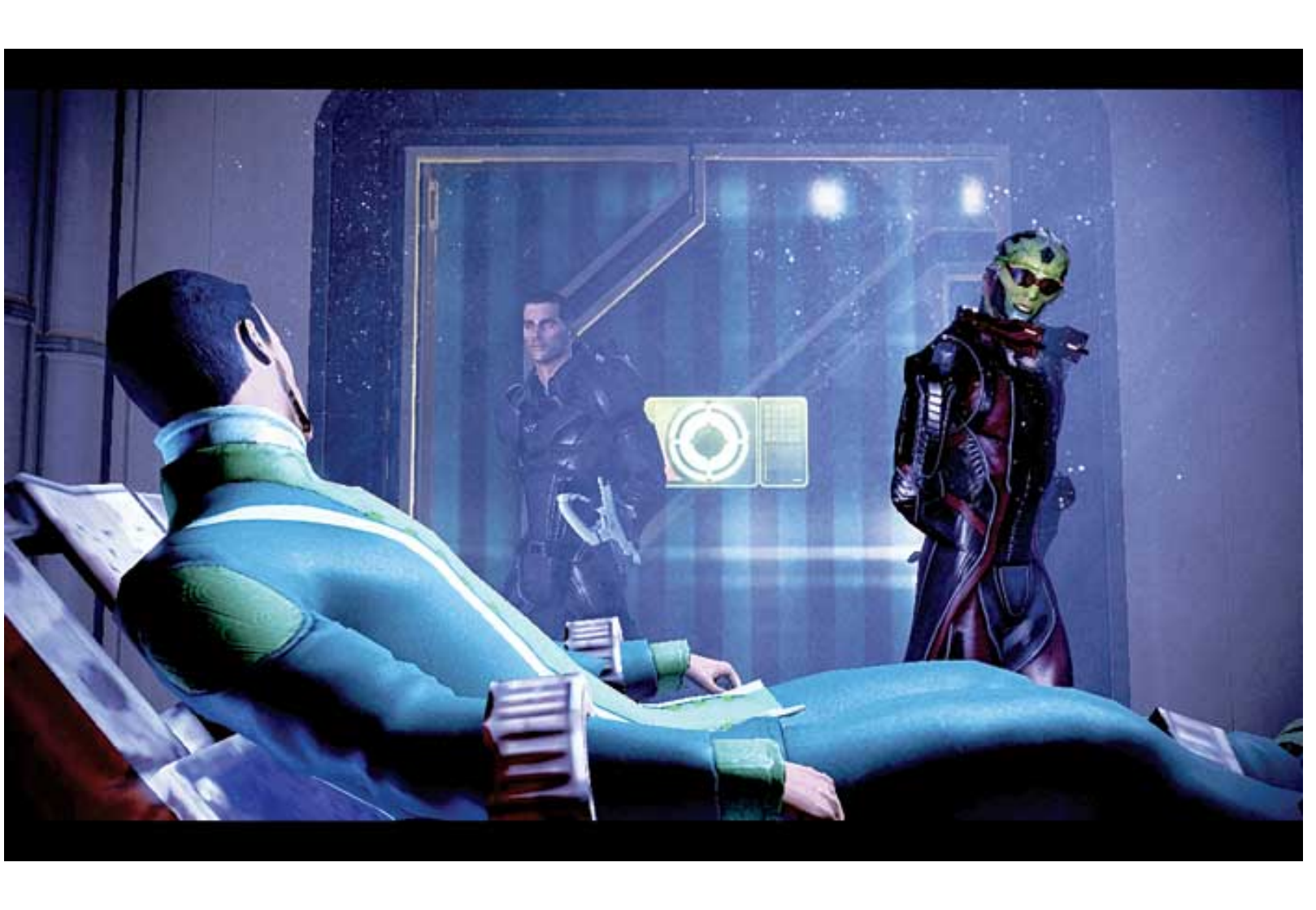


[005]

Drop the name Elias Kelham on Bailey's desk **[005]** . Bailey is not too happy to hear that name. They have something of an arrangement: Elias donates to C-Sec and Bailey gives him a little space.

Bailey agrees to have Elias brought in. Bailey will have his men place Elias in a small interrogation room while making himself scarce.

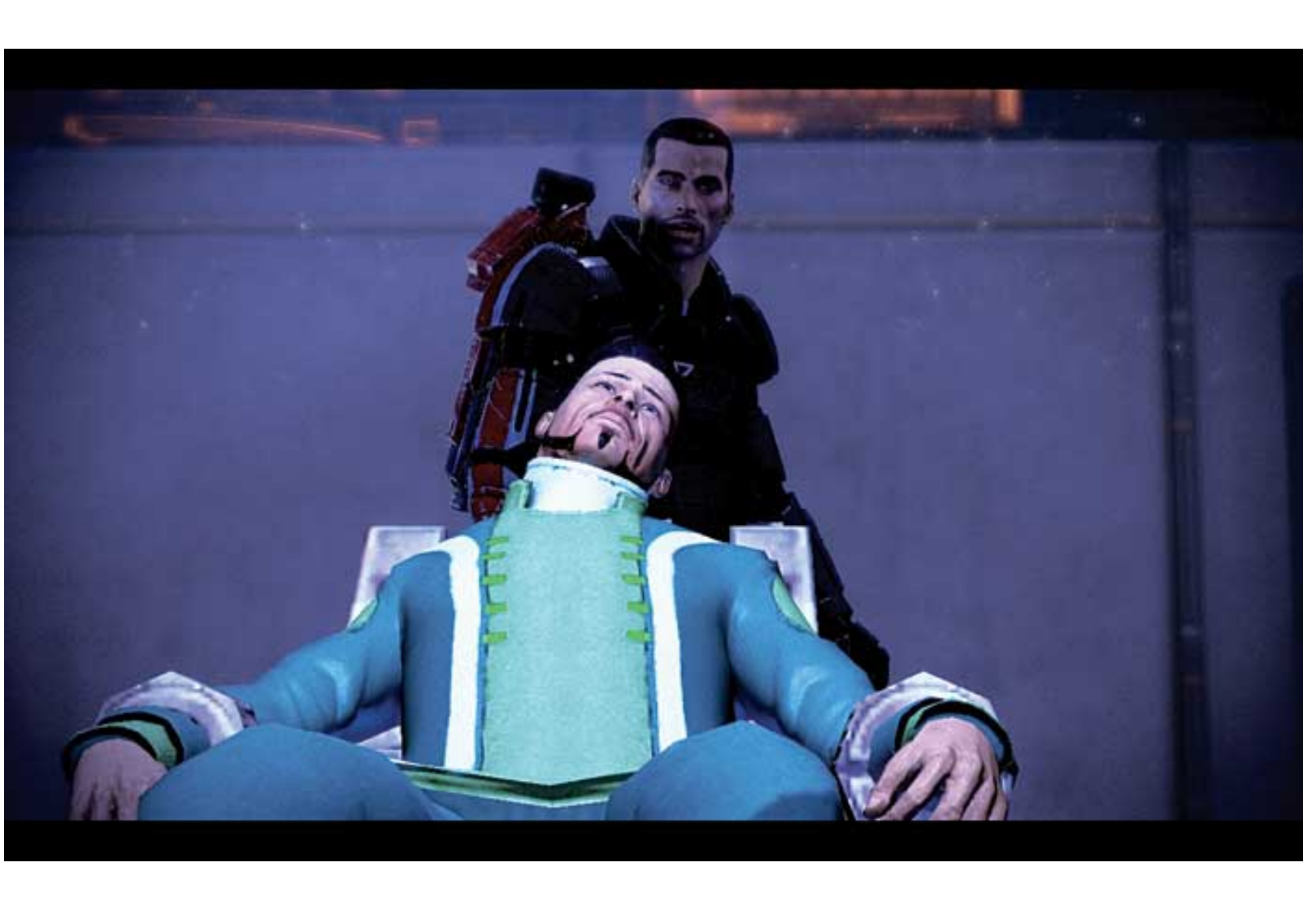
As Elias is brought in, word comes that the crook's lawyer is already en route to C-Sec. You have to work fast to get the needed information about Kolyat.



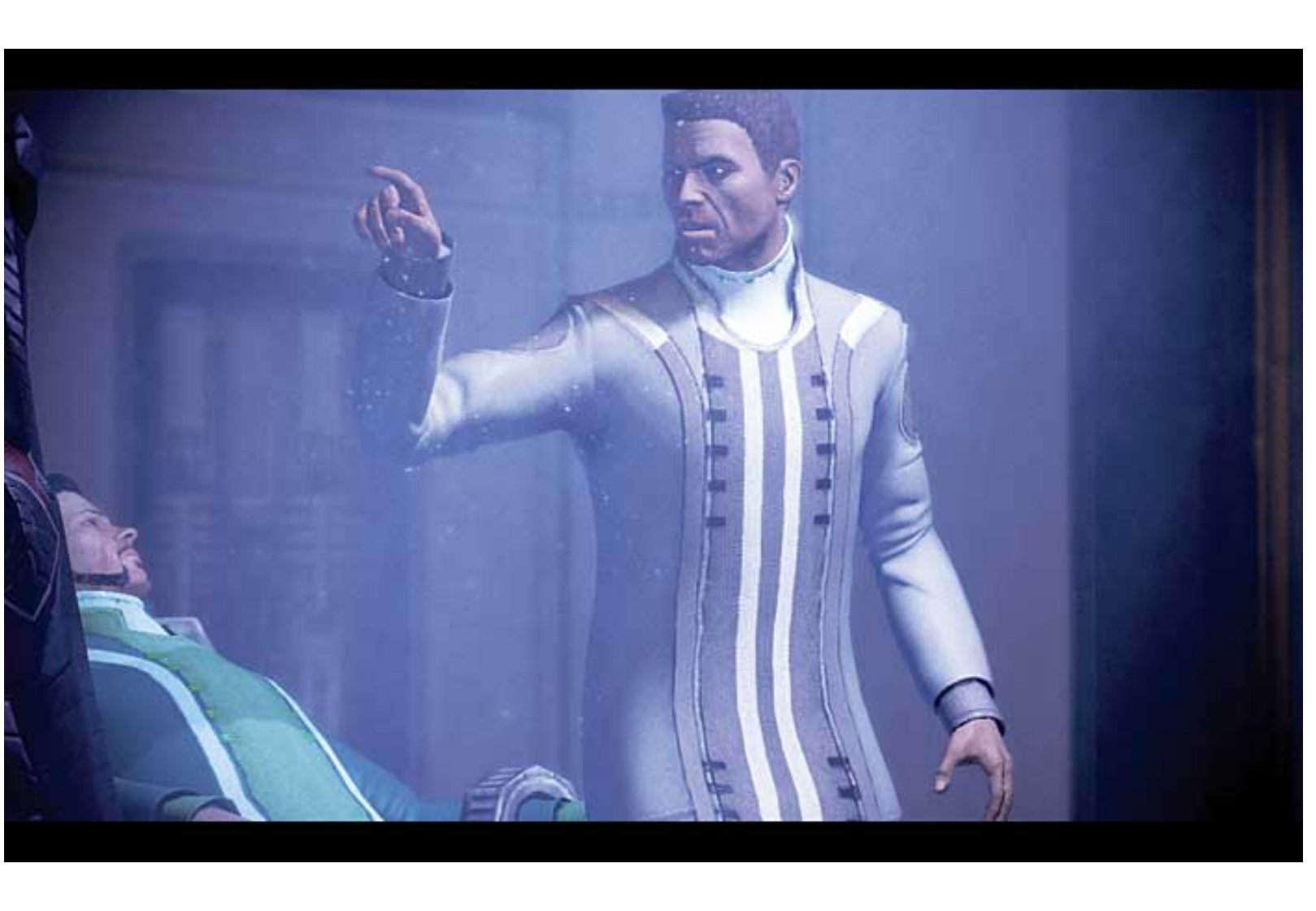
[006]

Elias demands to see his lawyer right away **[006]** and refuses to speak about the hit. There are various methods to get him to talk:

If you have a high enough Renegade level you can make him talk by saying that you're a Spectre **[007]** .



[007]



[008]

You can take advantage of the three Renegade interrupt options to beat some sense into him.

You do not have to take every interrupt, but it will accelerate the interrogation and get you the information you require to save Kolyat.

Should you refrain from beating Elias, his lawyer arrives **[008]** . At this point, you can:

Mention that you're a Spectre, if you've been reinstated by the Council.

Or you can come to an agreement involving either brandishing a weapon or using blackmail.

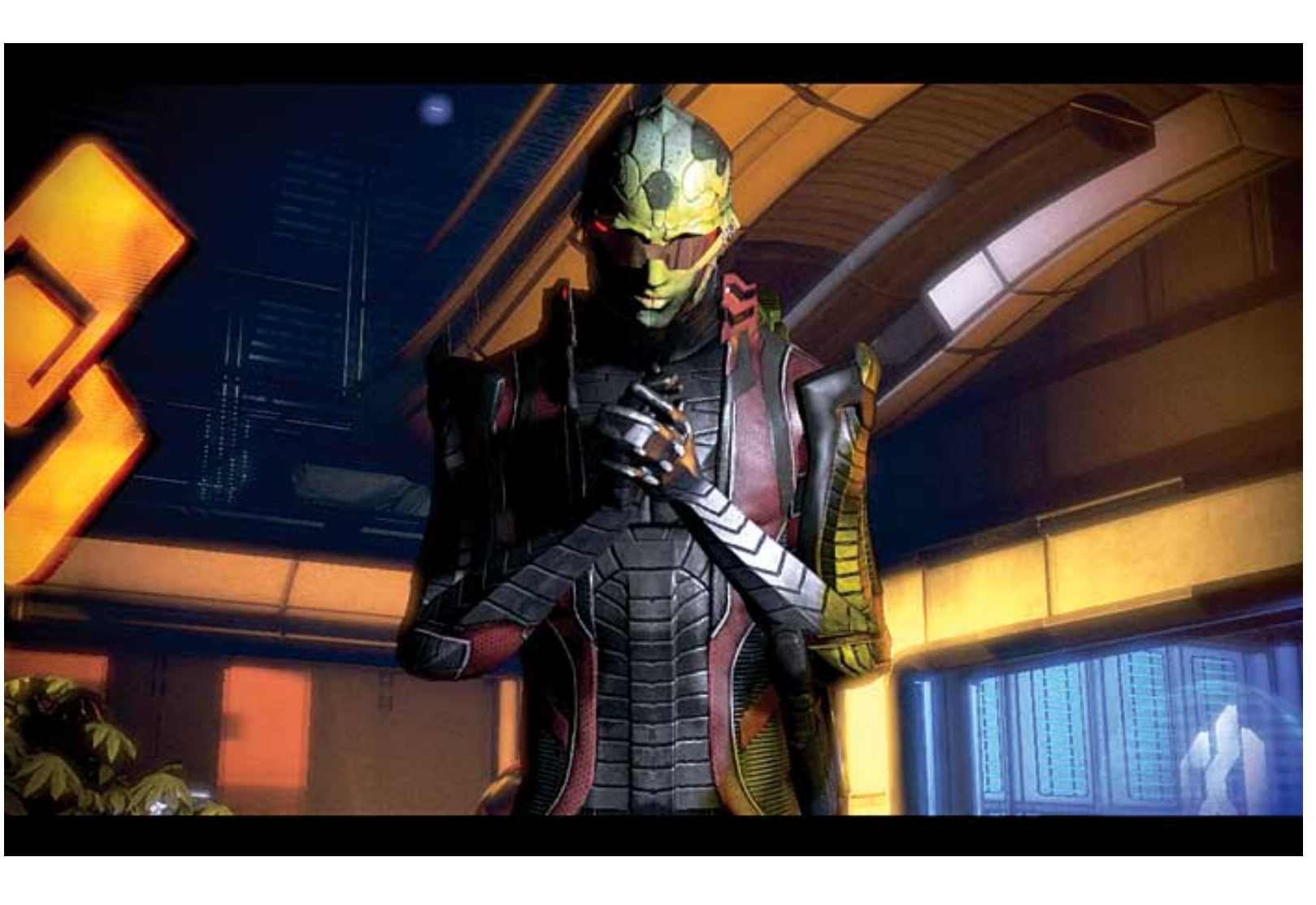
Or you can reveal your source was Mouse.

The target is Joram, a turian politician running on an anti-human platform of cleaning up the Zakera Ward. That would put the squeeze on Elias's bank account.

Speak to Bailey about Joram. Joram may be running to clean up the streets, but he is mixed up in race politics—anti-human politics.

Bailey calls a patrol car for you and Thane to get to the 800 blocks and stop Kolyat from assassinating Joram.

Part 2: Tracking Joram



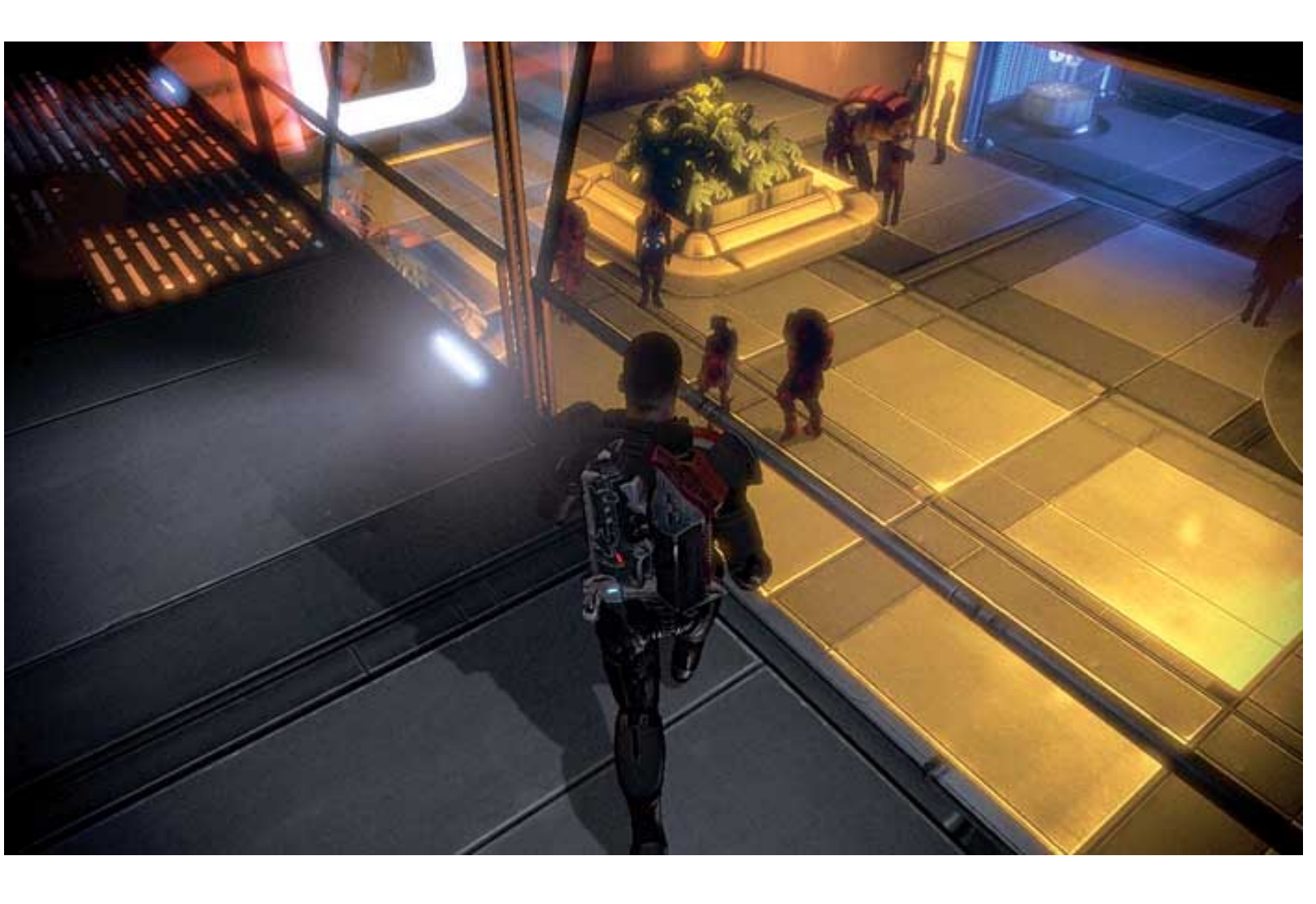
[009]

Once you reach the 800 blocks **[009]** , Thane comes up with a plan to protect Joram and track his son.

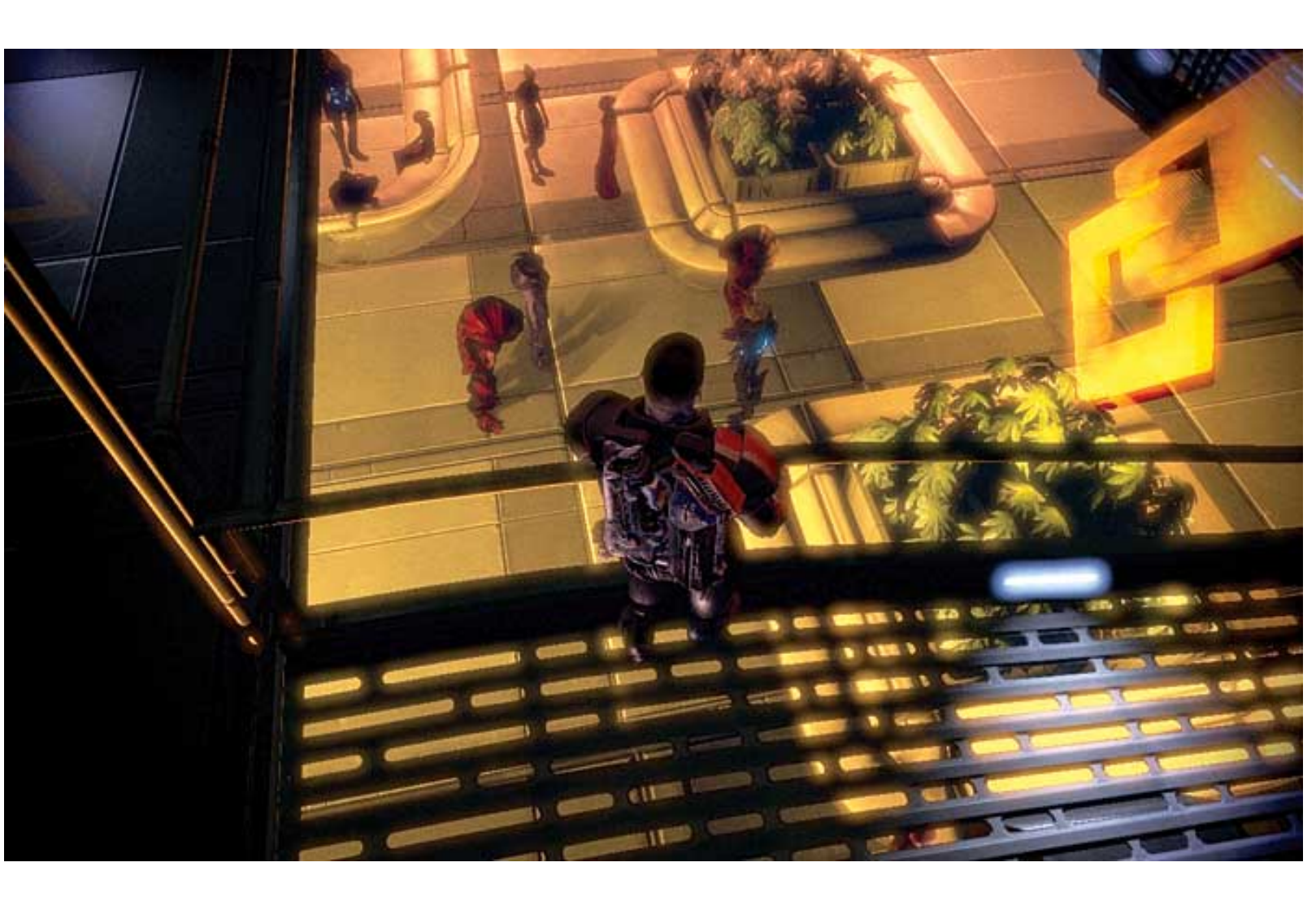
While Thane finds dark corners to hide in on the main floor of the block, you must sneak through the catwalks above to give the drell constant updates on Joram's position.

Keep the turian in your sights and report in often so Thane can keep up on the main floor but not be seen. If you fail to report in and the turian disappears, Thane loses his son forever, and you fail this loyalty mission.

Along the Catwalks



[010]

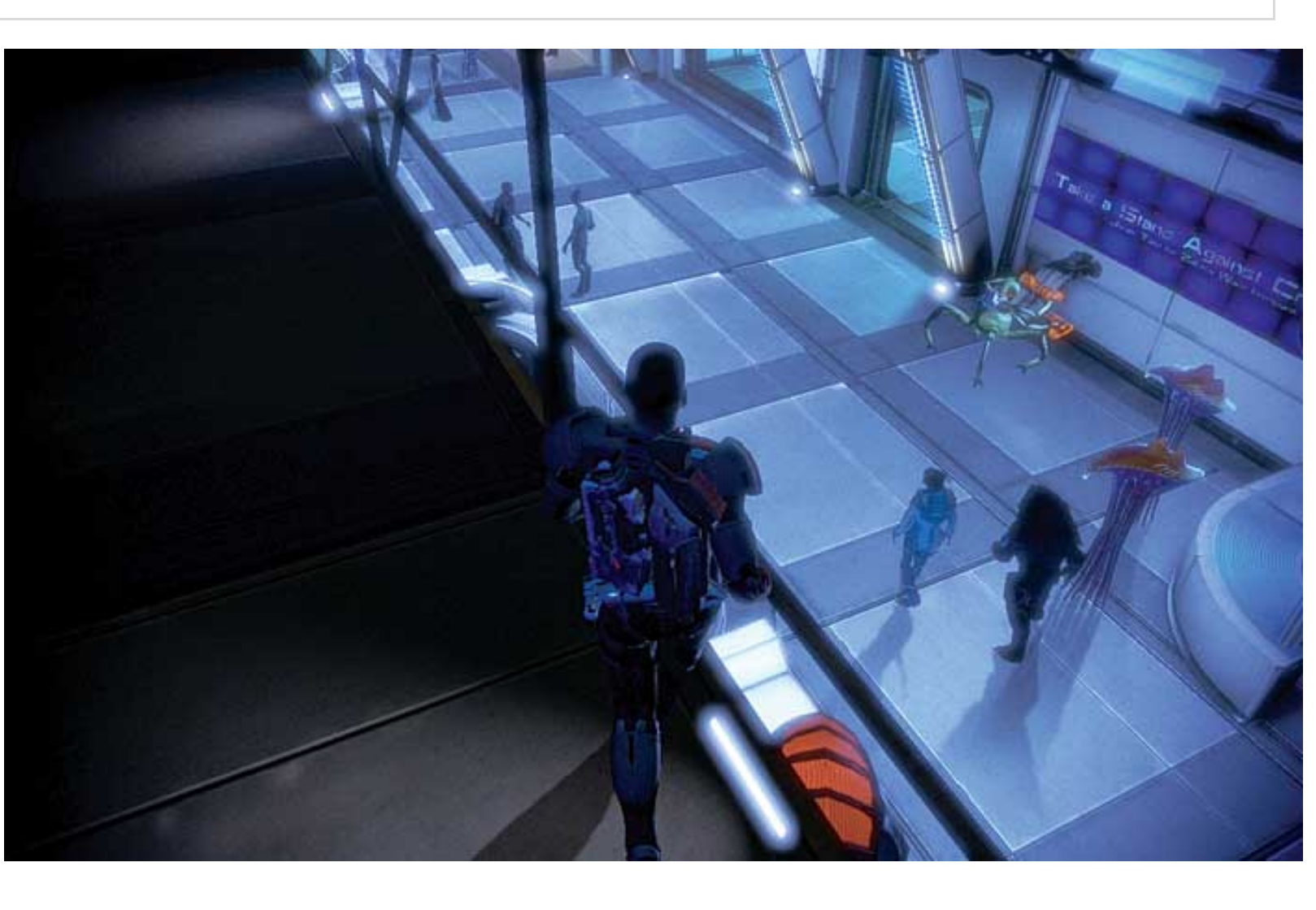


[011]

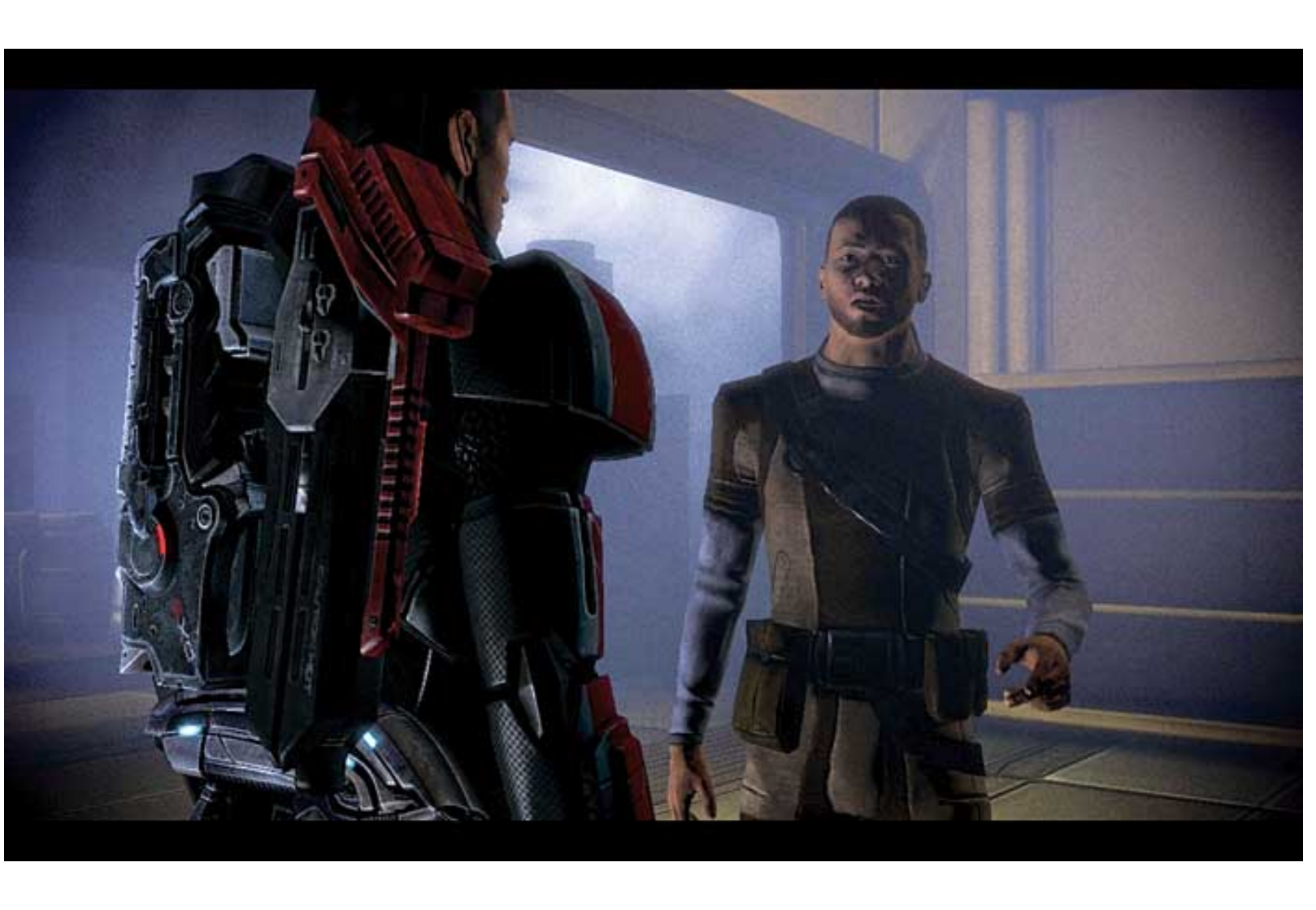
You begin the next segment of the mission in the catwalks above the 800 block **[010]** . You can hear Joram spouting his anti-human propaganda below.

While listening in, be sure to hack the datapad on the nearby desk for a Titan Pulsar upgrade, which increases heavy pistol damage. Watch Joram move through the ward. His krogan bodyguard is easy to track **[011]** .

Upgrade > Datapad > Access > Heavy Pistol Damage



[012]

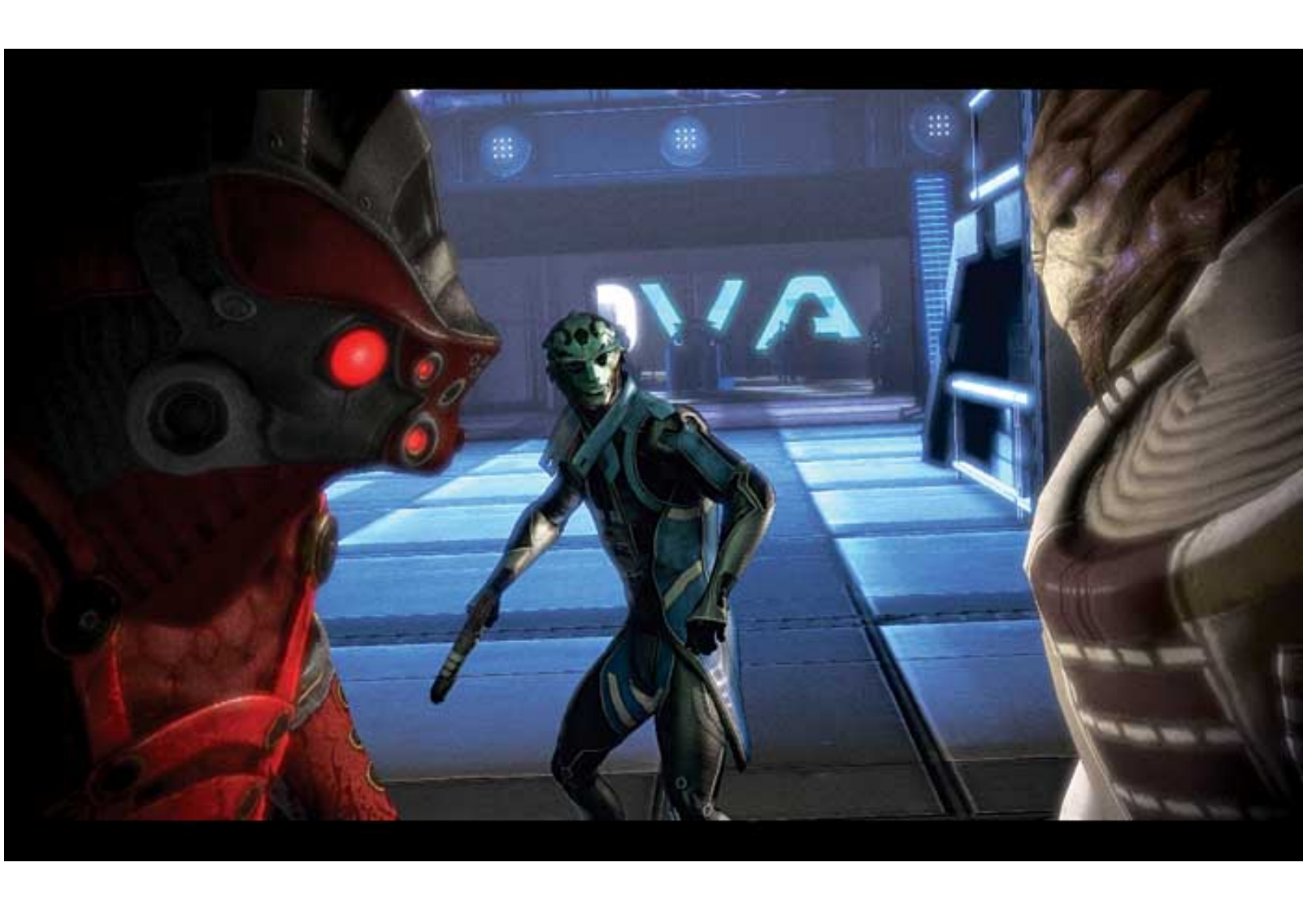


[013]

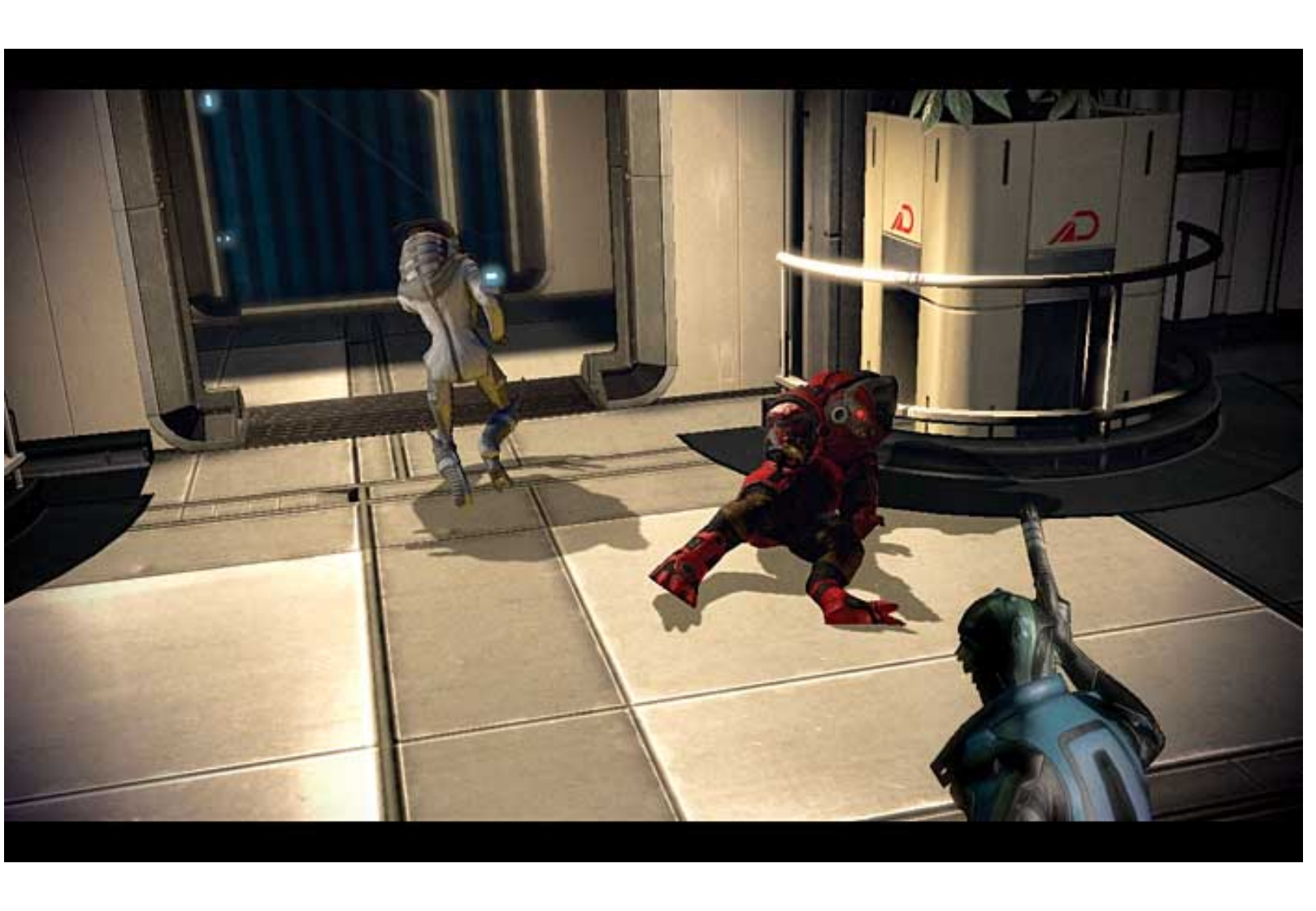
Keep moving along the catwalks. Thane is in constant contact. If you let Joram get too far ahead, Thane gets a little panicky. Consistently update Thane **[012]** to keep the operation moving smoothly.

As you follow Joram above a nightclub that he and his bodyguard enter, you encounter a storage worker **[013]** ; if you are worried about taking too much time to talk to him, you can use a Renegade interrupt to shut him up.

If you run slightly ahead of Joram as you enter the storage area above the nightclub, you'll have time to think up a Paragon-based excuse (health inspection) or deal with the worker quickly and silently.



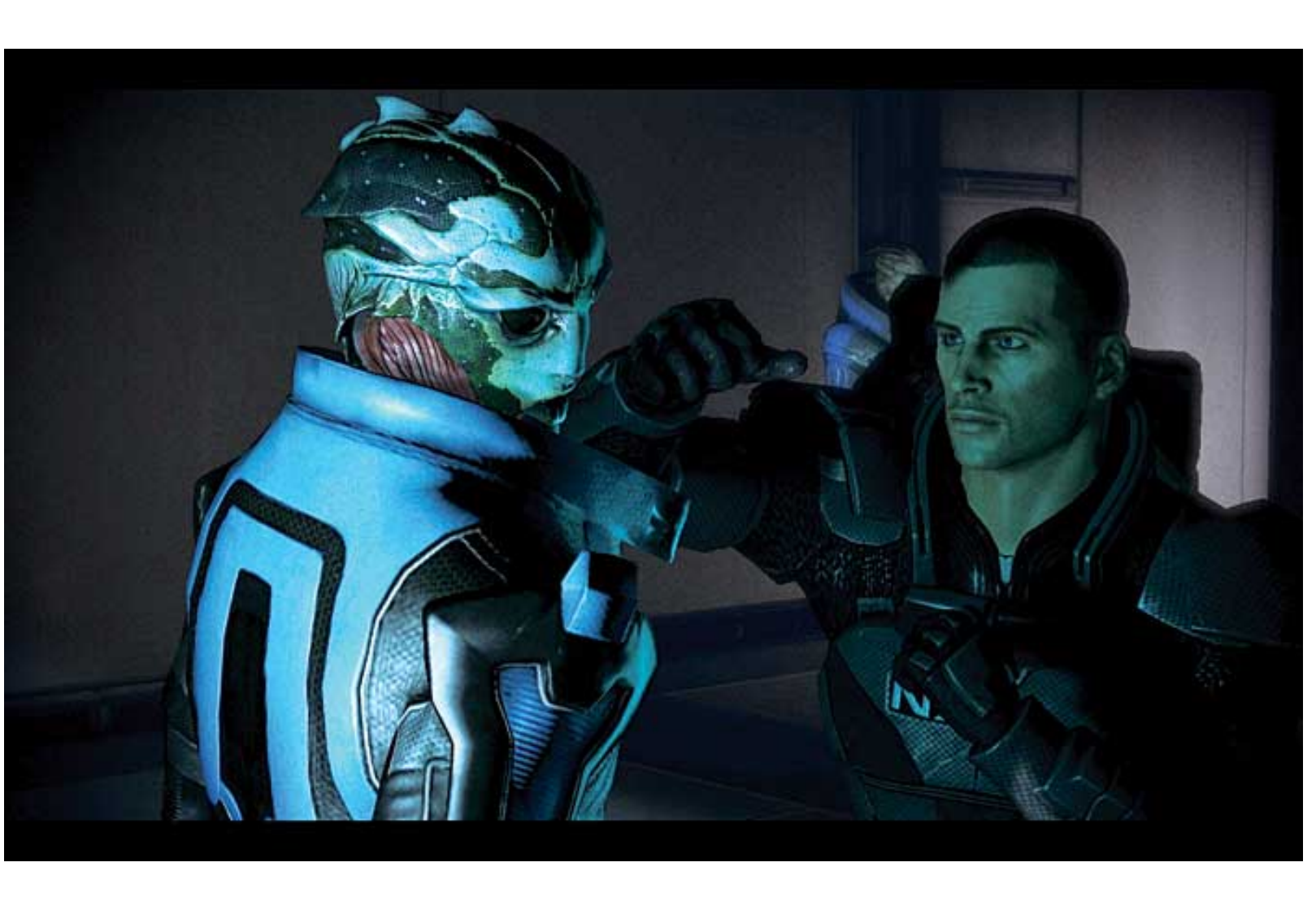
[014]



[015]

If you kept up, you see Kolyat make his move on Joram **[014]** . You call out, alerting Joram. Kolyat opens fire and shoots the krogan bodyguard while Joram runs. Kolyat pursues Joram and corners him in a dark room.

Thane catches up to Kolyat before he pulls the trigger and kills the turian. Bailey and C-Sec are right behind him **[015]** . Use a Paragon interrupt to distract and disarm Kolyat to end the standoff between father and son.



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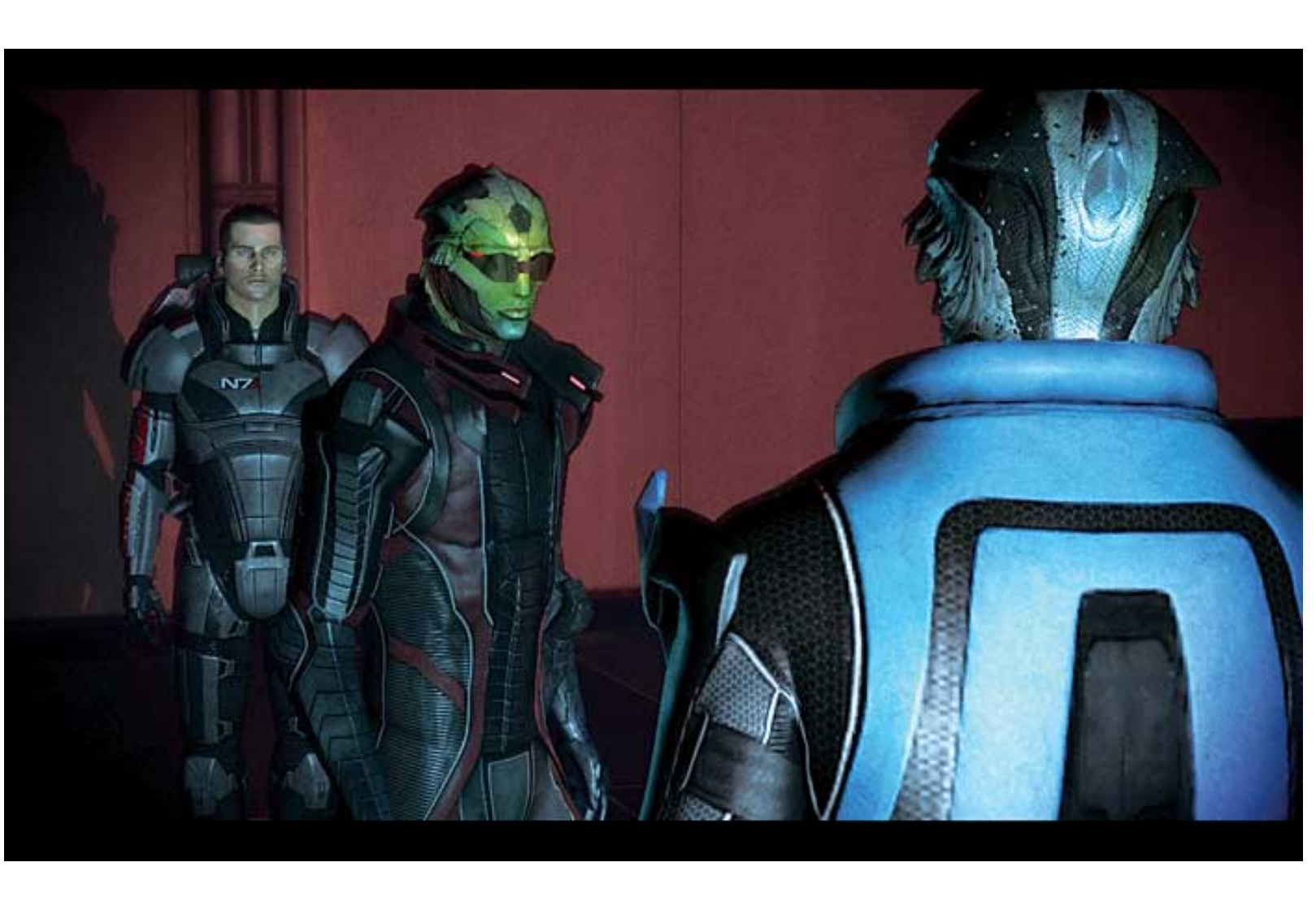

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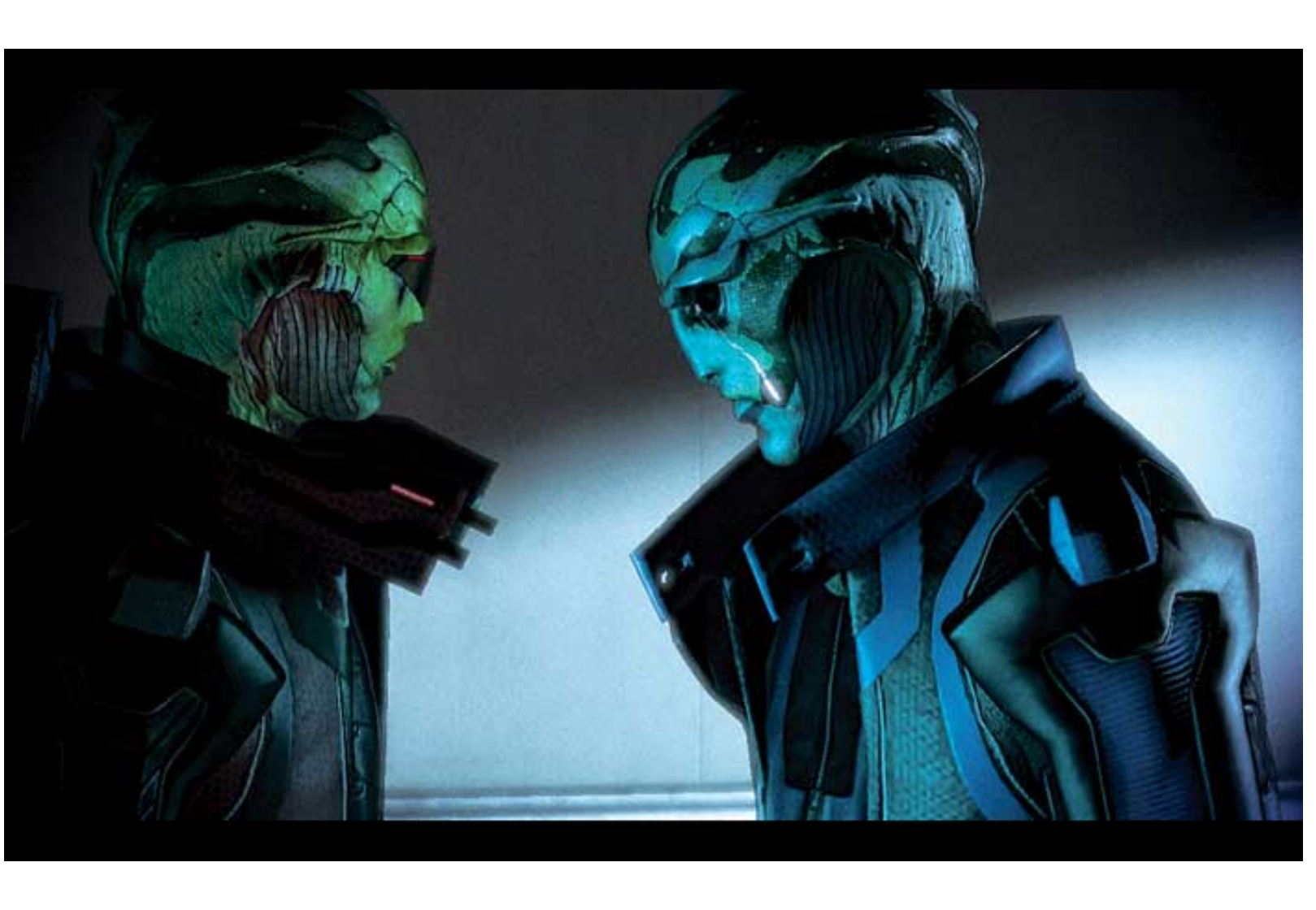


[018]

You must end this standoff peacefully to help Thane. There is a Paragon interrupt that makes you fire a shot right past Kolyat's head, distracting him so you can move in and knock the gun out of his hand **[016]** .

Once he's been disarmed, you try to facilitate the reunion between Thane and Kolyat. It is not an easy one—Kolyat holds a long grudge against his father.

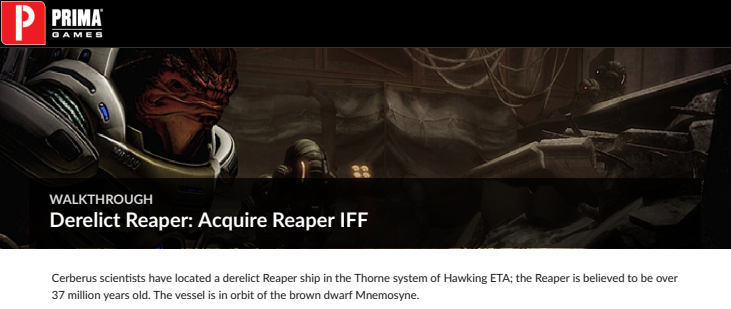
Thane tells Kolyat **[017]** that the reason he disappeared following his mother's death was that he was hunting the assassins who killed her. She was killed to hurt Thane, and he wanted to exact revenge.

He eventually got it, but it took much longer than anticipated. When he returned, Kolyat was much older. Kolyat softens a little **[018]** . Bailey intervenes and orders C-Sec to take Thane and Kolyat back to the station.

They are to be given a private room for talking and as much time as they need. Resolving this matter makes Thane loyal to the team and unlocks his Shredder Ammo power.

Squad Members > Thane > Loyalty

Squad Members > Thane > Power > Shredder Ammo



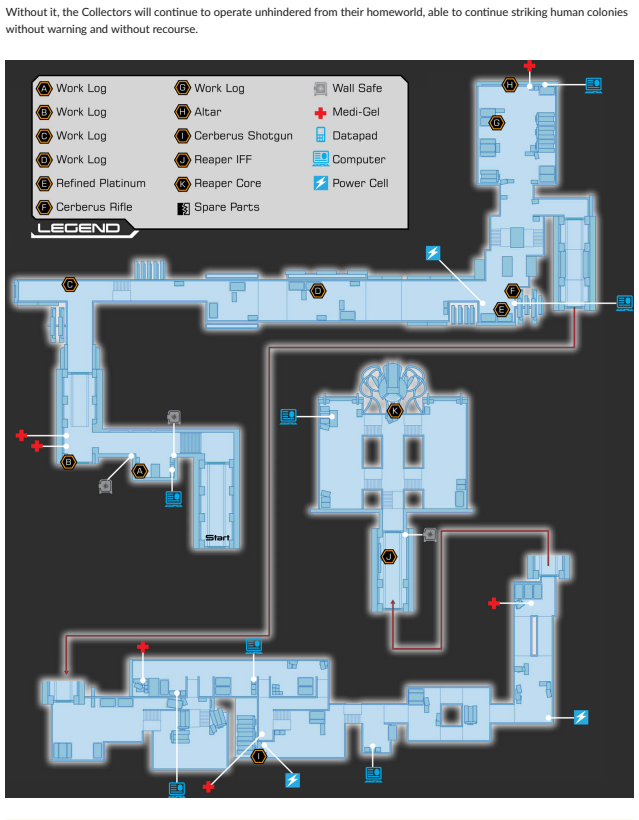
Derelict Reaper: Acquire Reaper IFF

Cerberus scientists have located a derelict Reaper ship in the Thorne system of Hawking ETA; the Reaper is believed to be over 37 million years old. The vessel is in orbit of the brown dwarf Mnemosyne.

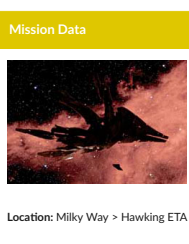
There is no outward sign of life on the ship, but energy signatures indicate a mass effect shield that keeps it from falling into the star. The science team that discovered the Reaper has ceased communications.

Shepard and the squad must infiltrate the Reaper ship and take the IFF so the *Normandy* can pass through the Omega 4 relay.

Without it, the Collectors will continue to operate unhindered from their homeworld, able to continue striking human colonies without warning and without recourse.



Mission Data



Location: Milky Way > Hawking ETA > Thorne > Derelict Reaper

Experience Available: 1,000

Entities Encountered > Enemies

- Geth > Abomination
- Geth > Husk
- Geth > Scion

Spoils of War > Total Credits: 50,000

- Cerberus Funding: 25,000
- Credits: 25,000

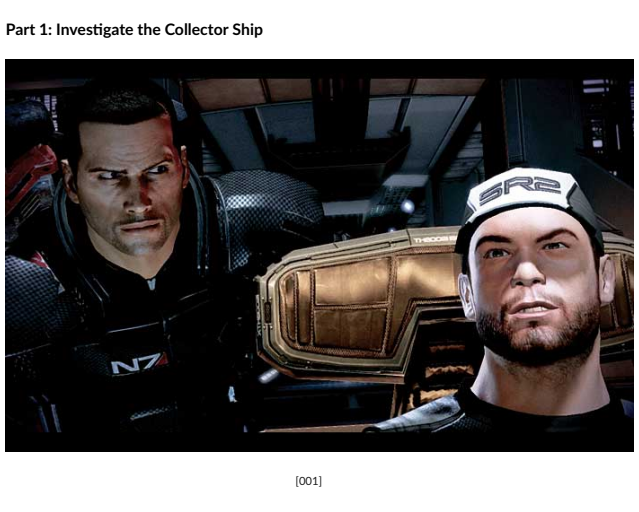
Spoils of War > Upgrades > Heavy Skin Weave (Lattice Shunting)

Spoils of War > Upgrades > Shotgun Damage (Synchronized Pulsar)

Spoils of War > Upgrades > Sniper Rifle Damage (Scram Pulsar)

Spoils of War > Resources > Platinum: 2,000

Part 1: Investigate the Collector Ship

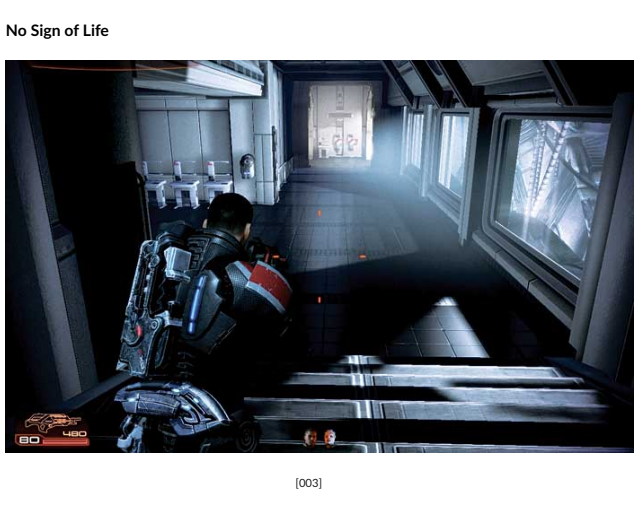


[001]

[002]

When Joker nears the Reaper **[001]** , the crew discovers a second ship alongside of it **[002]** . The profile fits a geth ship. It is not transmitting at all, but it gives an indication of why the science team stopped reporting in.

No Sign of Life



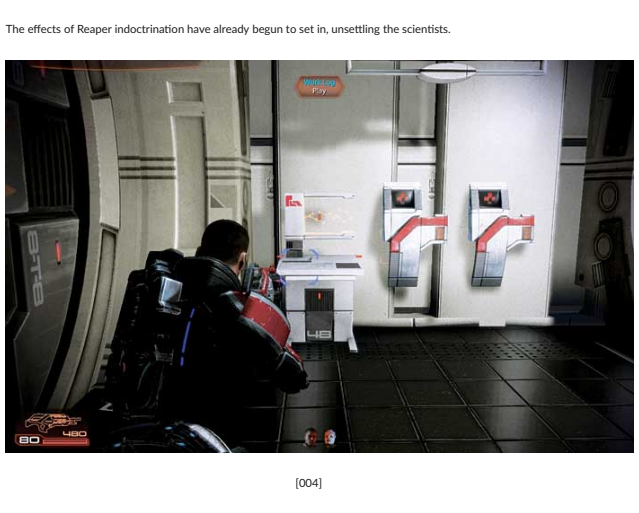
[003]

You and the squad disembark the *Normandy* , stepping into the science ship **[003]** . There is blood on the walls.

This is not necessarily a sign of the geth, which have been generally bloodless killers in previous attacks on human settlements and ships. Now you must explore the ship not just for the IFF, but for any sign of life.

There are two wall safes and a secure terminal down the hall to the left of the airlock. Activate one of the terminals to see a message from a Cerberus scientist.

The effects of Reaper indoctrination have already begun to set in, unsettling the scientists.

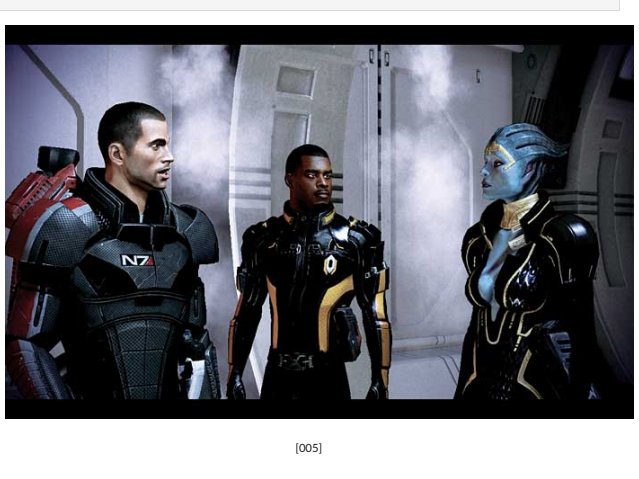


[004]

At the end of the hallway **[004]** , next to a medi-gel station, is another Cerberus terminal. Play the message. The team had begun taking samples of the Reaper.

The scientists studying the samples from the Reaper were starting to act differently, just staring at the samples for hours on end, claiming to be "listening" to them.

Spoils of War > Wall Safe > Bypass > 4,000 Credits
Spoils of War > Wall Safe > Bypass > 2,000 Credits
Spoils of War > Terminal > Access > 2,000 Credits
Medical Station > Open > Med Kit > 100 Credits
Journal Updated > Work Log > Play
Journal Updated > Work Log > Play

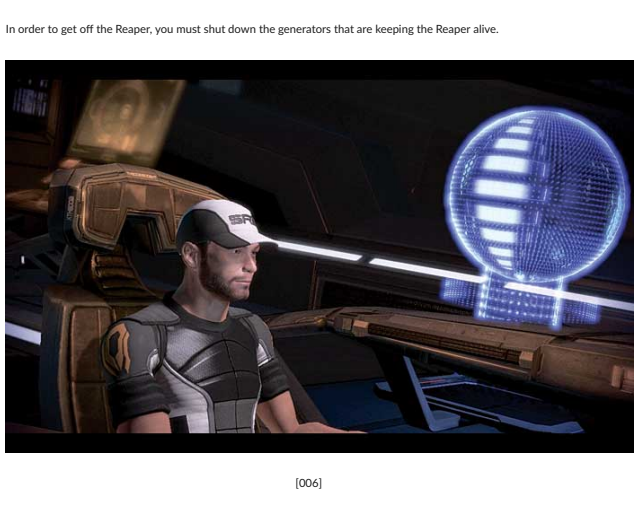


[005]

When you pass through the door next to the medi-gel station, the entire ship shudders **[005]** . It seems the Reaper might not have been as dead as originally thought.

According to Joker **[006]** , the Reaper has just put up kinetic barriers blocking the rest of the team on the *Normandy* from entering the science vessel or the Reaper.

In order to get off the Reaper, you must shut down the generators that are keeping the Reaper alive.



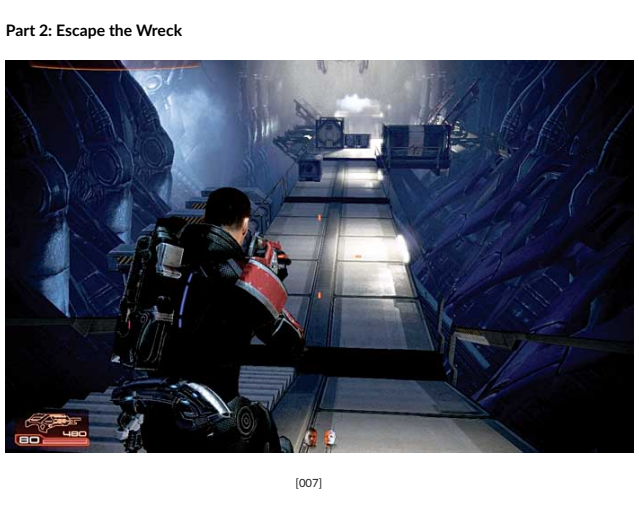
[006]

EDI pinpoints the location of the core thanks to the energy spike from raising the barriers.

There is a catch, though: Taking down the core will also shut down the mass field that has kept the Reaper from falling out of orbit.

After destroying the core, the squad will not have very long to escape before they are doomed along with the Reaper.

Part 2: Escape the Wreck



[007]

The door leads into the Reaper **[007]** . Only a few steps of human technology remain. Once you step off the Cerberus bridge, you are completely enveloped by the Reaper.

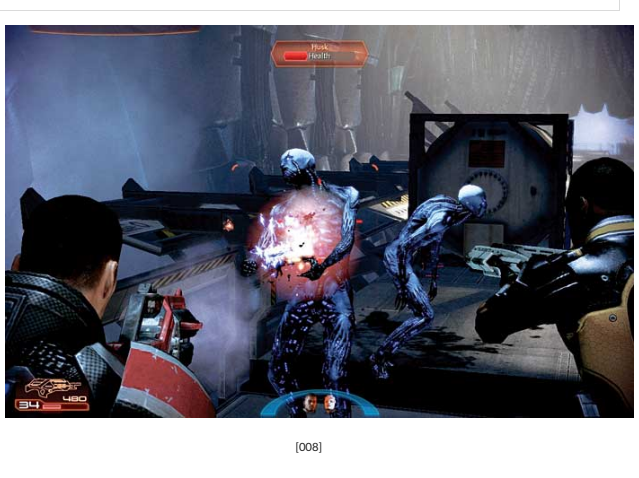
The signs of massacred human beings on the bridge are discomforting, to say the least. But there is no turning back now.

Seeking the Core

Before leaving the bridge and stepping all the way into the Reaper, watch the video log on the bridge terminal. Two Cerberus scientists are discussing their marriages.

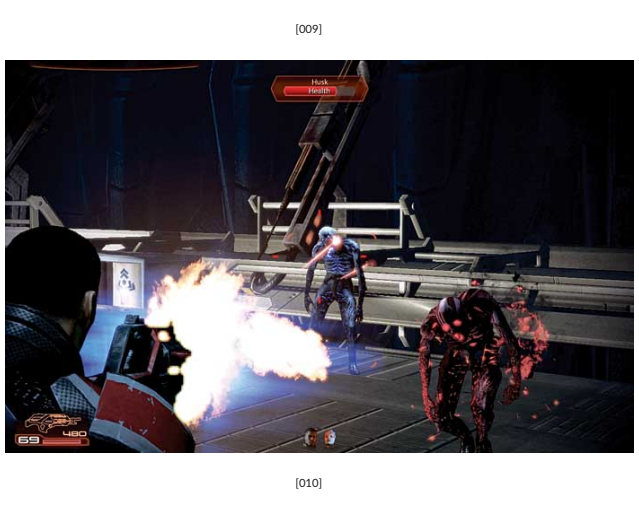
But something is wrong. Each believes himself to be married to the same woman. They both remember the same stockings. Why are they sharing memories?

Journal Updated > Work Log > Play



[008]

[009]



[010]

As you work your way down to the bridge, you see the first stirrings of life: husks **[008]** . Several husks pull themselves up to the bridge and rush you.

Quickly assign your squad to target the husks, and then unload your first clip, too **[009]** . Stand your ground and try to keep the husks from reaching you on the upper level of the bridge.

Since the husks have no armor or shields, biotics are effective for pushing them back. Pull can fling them off the bridge, and the recoil from Charge or Warp will also push them out of the way.

Beware of red-hued abominations, too **[010]** . These take precedence when targeting foes, as they move more quickly and are explosive shells of fleshy meat and sinew. Drop them before they do the same to you.

Tip

Use the explosive containers on the bridge as bombs. When the husks near the containers, shoot them.

There are explosive containers farther back on the bridge (closer to that first terminal with the shared memory log), so don't be afraid to fall back and let the husks swarm near the bombs.

Tip

On higher difficulty levels: There are plenty of options when tackling husks and abominations during this mission. Sentinels can utilize their Tech Armor, removing health or armor from a husk.

Also, the use of Shockwave (by either Jack or Shepard if adept or vanguard class) can help remove the husk threat.

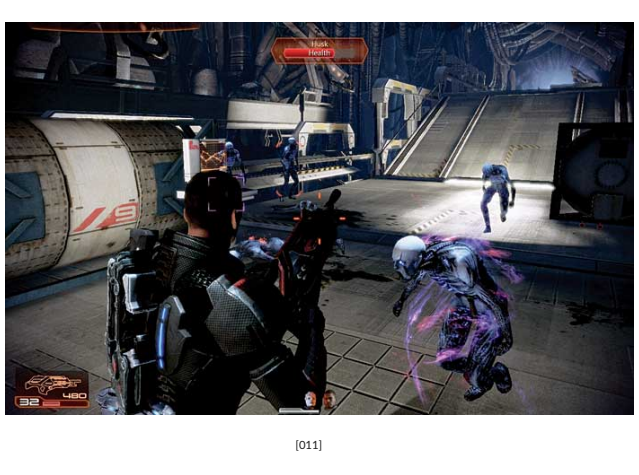
Squad members with physical-based biotic attacks, such as Garrus, Grunt (in particular), Jack, and Samara are helpful when removing husks and attacking scions.

Grunt's Charge is extremely effective at battering multiple husks.

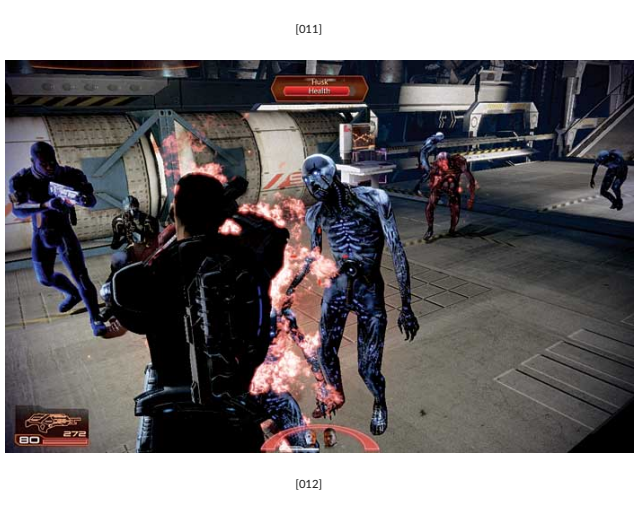
The combination of Incineration and Shockwave allows you to whittle husk hordes down quickly.

Incinerate, Warp, and regular firearms are essential if the husks have armor; change to Throw, Pull, or Singularity to defeat them when they have no armor.

Retreat to a narrow area if you can, so the husks are forced through, and target abominations first, as they explode when killed.



[011]



[012]

Continue along the bridge as it dips, and another dozen or so husks (including a couple of abominations) shamble toward your crew **[011]** .

Make sure your squad members are there to back you up, and try not to get swamped by them. Remember; your melee attack is a quick way to dispatch a wounded husk **[012]** .

During a lull in the bloodshed, check another video log on the bridge, which plays disturbing video. A scientist thinks he sees a gray shape moving out of a wall panel, but it vanishes when he looks directly at it.

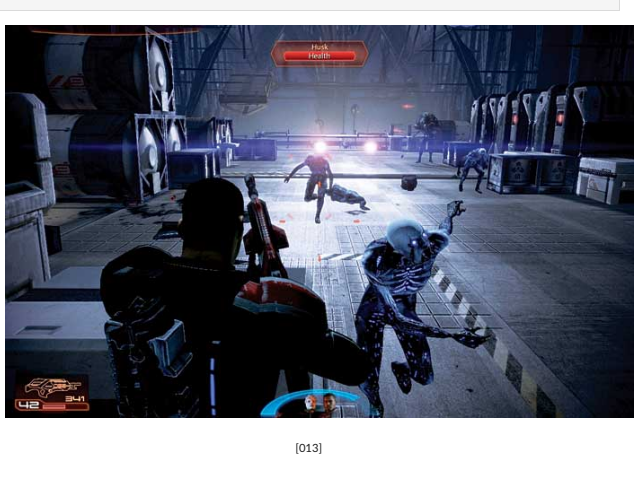
As you near the corner of the Cerberus ship's bridge, more husks move into position. However, they are shot by an unseen assailant. The husks collapse and the shooting stops.

You need to find the shooter—it could be a Cerberus survivor. There is a good trove of pickups at the end of the bridge.

There are not only clips and power cells, but also a crate of refined platinum and a Cerberus sniper rifle. When you scan the rifle, you receive the Scram Pulsar, which upgrades sniper rifle damage for the entire squad.

Scan the terminal to pocket some credits.

Ammunition > Power Cells > 2 Heavy Weapon Ammo
Spoils of War > Resources > Refined Platinum > Open > 2,000 Platinum
Spoils of War > Terminal > Access > 3,500 Credits
Upgrade > Cerberus Rifle > Scan > Sniper Rifle Damage



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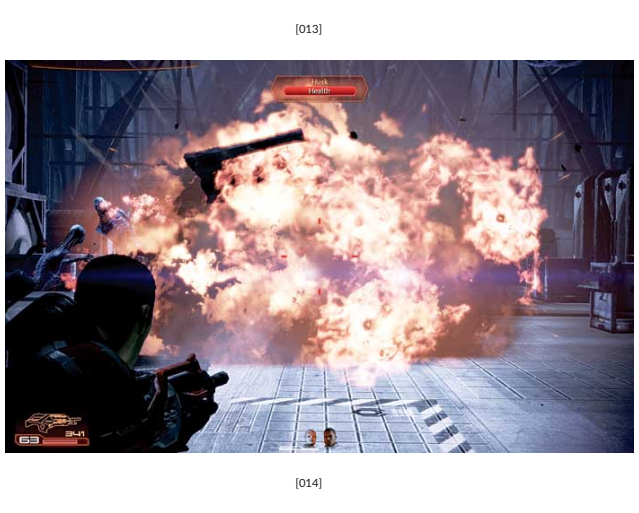


[014]

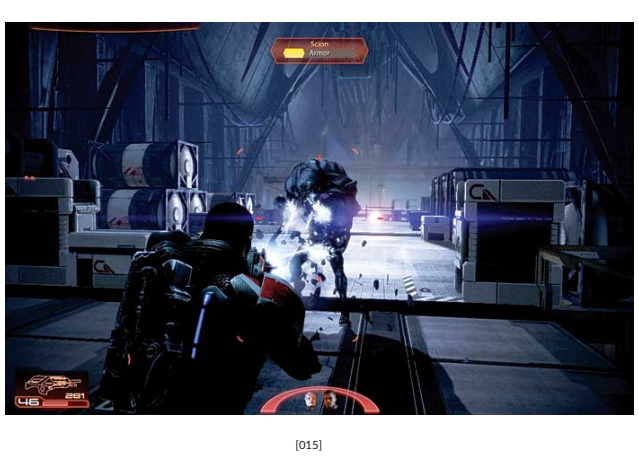
Farther down the bridge, you encounter another pack of husks. Abominations mingle with the husks **[013]** . Blast the abominations when they are surrounded by husks so that the resulting explosion damages them.

You should also use the giant explosive crate in the center of the area as a makeshift bomb **[014]** , waiting until the husks swarm around it to detonate it.

The explosion is powerful enough to rip apart any husk standing right next to the crate. Remember, too: If a husk gets close, knock it back with a melee attack and then finish it off with your weapon.

Tip

Ram into a pack of husks with Charge. If the biotic power has been upgraded, the force of impact will destroy the targeted husk and push back any husk in the immediate area.

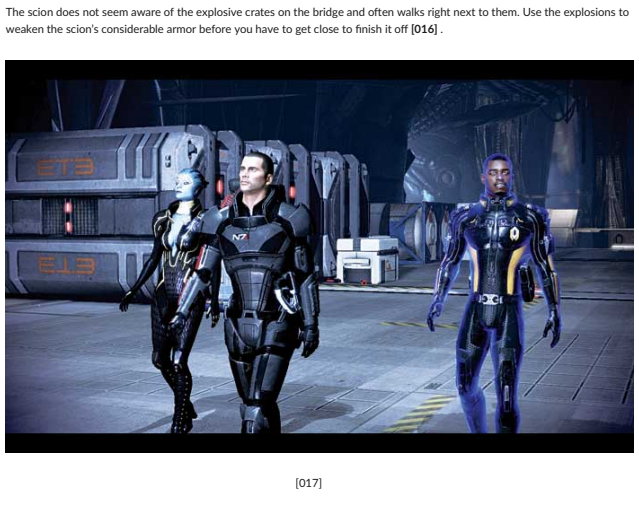


[015]

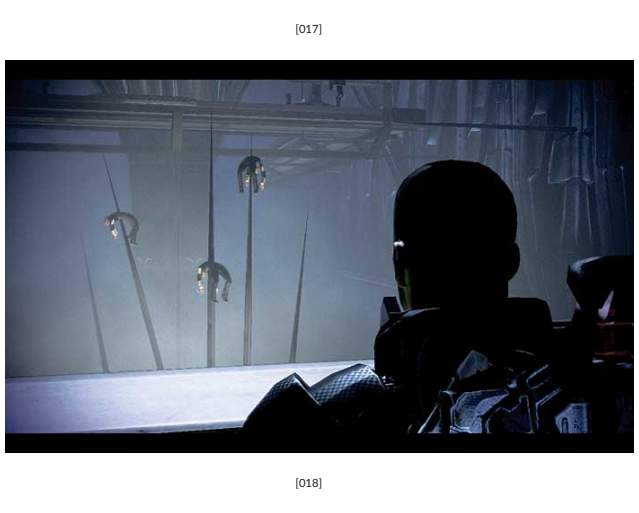
[016]

Before long, the husks and abominations are joined by a scion **[015]** . The lumbering scion does not rush you. Instead, it lingers toward the back of the platform and releases its blast attack.

The scion does not seem aware of the explosive crates on the bridge and often walks right next to them. Use the explosions to weaken the scion's considerable armor before you have to get close to finish it off **[016]** .



[017]



[018]

When the scene calms, collect the clips around the bridge. Pick up the medi-gel near the terminals and then hack one to recover Lattice Shunting, a health booster.

Before leaving the area (you need to bypass the locked door to the right), play the video log on one of the terminals.

The scientists were truly starting to crack under the mental effects of the Reaper, calling it a god. You can view the atrocities carried out on the human population **[017]** as you gaze into the chasm **[018]** .

Journal Updated > Work Log > Play
Upgrade > Research Terminal > Hack > Heavy Skin Weave
Med Kit > +1 Medi-gel > 100 Credits

Fearing the Reaper

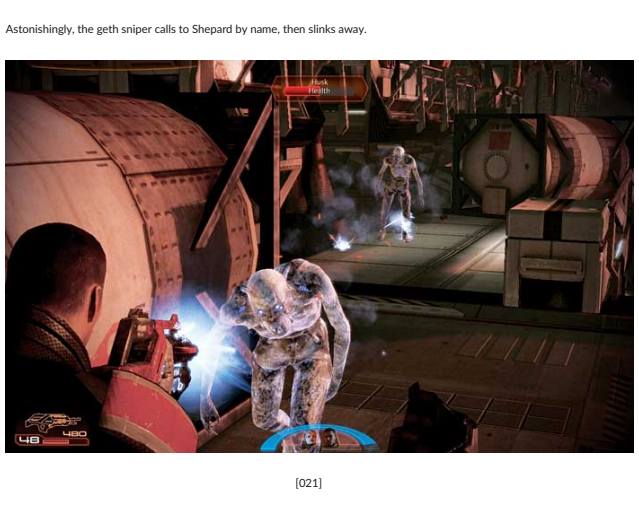
[019]

[020]

Bypassing the side door allows you access to the actual Reaper, not just the outside area where the Cerberus ship was docked. However, soon you see yourself through a scoped weapon.

Something has you in its sights **[019]** . But instead of shooting you, it snipes the husks sneaking up on you. Who is this unexpected ally on the Reaper? It's a geth **[020]** !

Astonishingly, the geth sniper calls to Shepard by name, then slinks away.



[021]

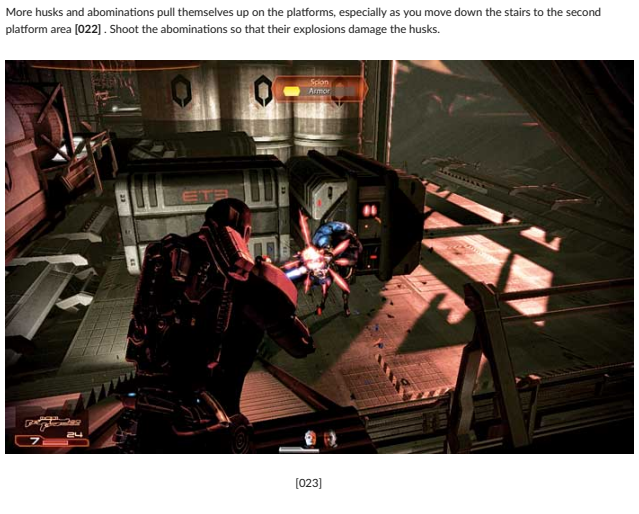
[022]

Soon, more husks and abominations arrive **[021]** . The husks pull themselves up from the depths of the ship. Shoot them as they clamber onto the platform.

You have space behind you to fall back so the husks don't get too close, but make sure you do not back yourself completely into a corner. Mix up gunplay with biotics to eliminate the husks.

Charge is a great biotic attack to use against husks. The impact is strong enough to shatter their weak, unarmored bodies. Slam is also quite effective against husks.

More husks and abominations pull themselves up on the platforms, especially as you move down the stairs to the second platform area **[022]** . Shoot the abominations so that their explosions damage the husks.



[023]

[024]

As the husk raid subsides, a scion enters the picture **[023]** . The lumbering monster moves toward you, fearless. Back off. If you have heavy weapons, use them to break down the scion's armor.

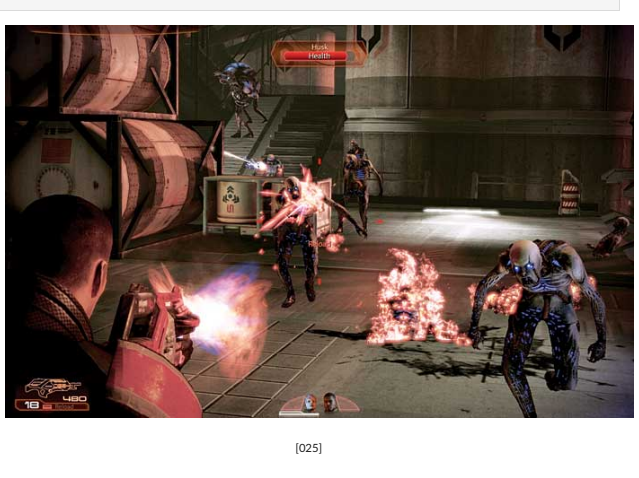
Biotics are not necessarily effective against the scion right away, so hold off on using them. Instead, concentrate on keeping your distance and making shots count.

When there's a lull in the frantic battling, move up the ramps to find clips, medi-gel, and a terminal to hack. There is another terminal farther down the bridge.

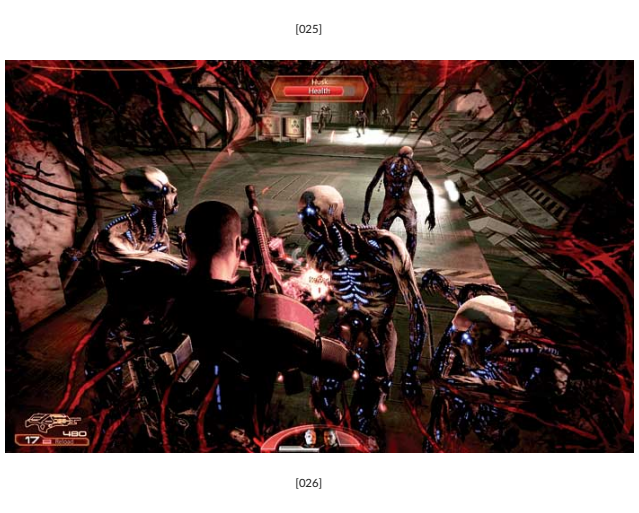
When you reach it, prepare for further husk and abomination incursions **[024]** . Fortunately, there's enough room to circle-strafe or retreat if the foes swarm you.

Then follow the ramp down to a balcony with more clips and a med kit.

Spoils of War > Terminal > Access > 3,000 Credits
Spoils of War > Terminal > Access > 3,500 Credits
Med Kit > +1 Medi-gel > 100 Credits
Med Kit > +1 Medi-gel > 100 Credits



[025]



[026]

[027]

[028]

When you drop back down to the main level of the ship, more husks and abominations rise from the floor below **[025]** .

Stay back and open fire as the husks gather themselves up; don't venture around to grab the power cells until the coast is clear, or you may find yourself trapped **[026]** .

Unload on the explosive crate and explosive container on the platform. The explosions should tear apart a few of the husks and seriously weaken those nearby.

Back up to the top platforms and funnel the husks as they climb the stairs **[027]** , positioning your team to catch them in the crossfire. As you clear out the husks, another scion shambles down the steps **[028]** .

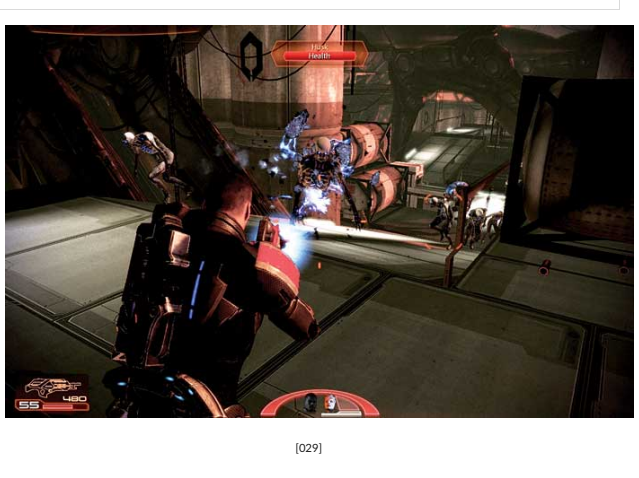
Empty a few clips into the scion before it has a chance to unleash its attack. Only now should you head down the stairs to secure some power cells.

There's a Cerberus shotgun to scan, too, which increases shotgun damage. Now move forward, up the opposite stairs, and access the nearby terminal for credits.

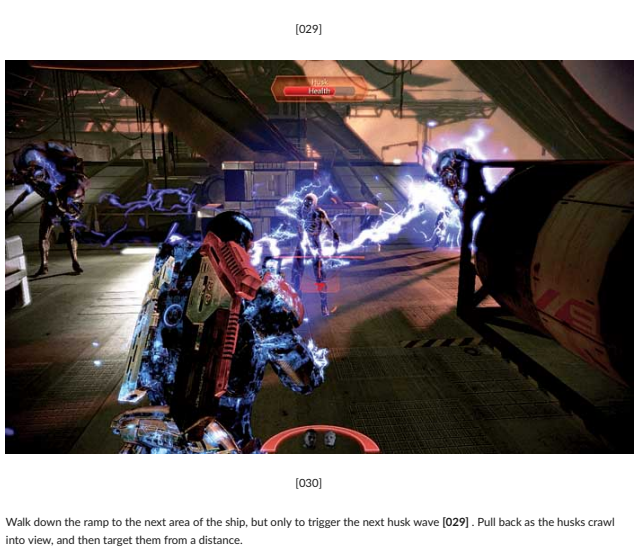
Tip

Incendiary ammo and cryo ammo are very effective on the husks.

Ammunition > Power Cells > 2 Heavy Weapon Ammo
Upgrade > Cerberus Shotgun > Scan > Shotgun Damage
Spoils of War > Terminal > Access > 3,500 Credits



[029]



[030]

Walk down the ramp to the next area of the ship, but only to trigger the next husk wave **[029]** . Pull back as the husks crawl into view, and then target them from a distance.

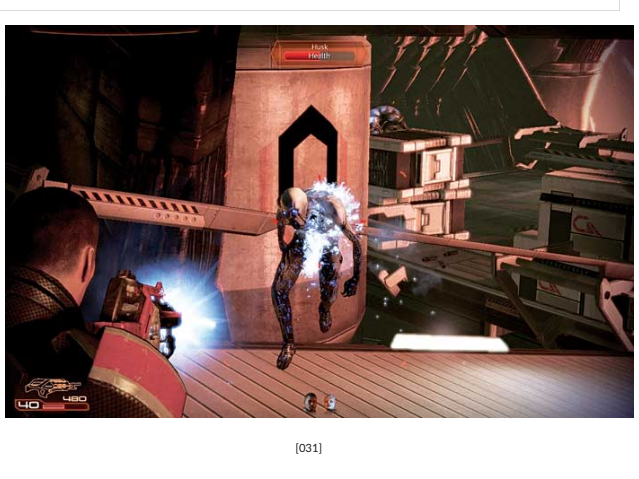
The explosive containers on the floor are great crowd control, but you may wish to save them for the pair of incoming scions. Be patient and accurate, as combat is both dangerous and elongated.

Remove both the scion threats **[030]** . After collecting the power cells where the bridge turns to the left, look for more husks; they arrive soon enough.

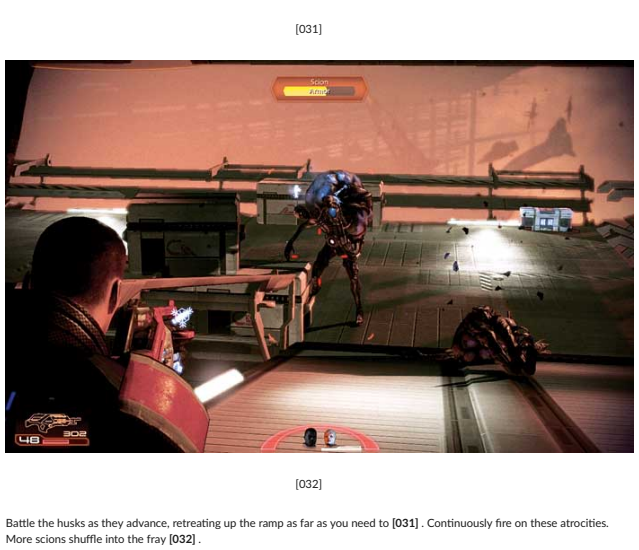
Tip

If you have Shockwave, use it on the husks to knock them to the floor. Incendiary and Cryo attacks are also recommended.

Ammunition > Power Cells > 2 Heavy Weapon Ammo



[031]

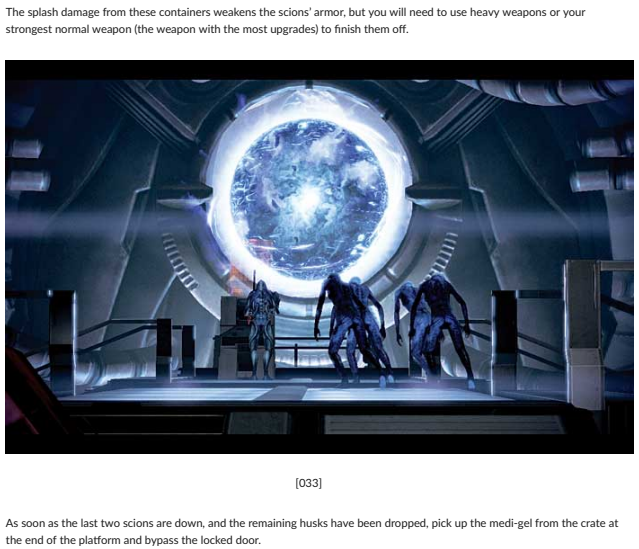


[032]

Battle the husks as they advance, retreating up the ramp as far as you need to **[031]** . Continuously fire on these atrocities. More scions shuffle into the fray **[032]** .

Back away from the scions and let them move close to the explosive containers.

The splash damage from these containers weakens the scions' armor, but you will need to use heavy weapons or your strongest normal weapon (the weapon with the most upgrades) to finish them off.



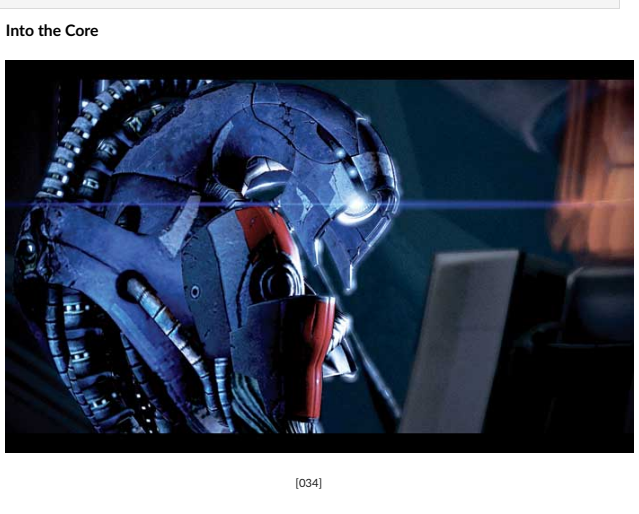
[033]

As soon as the last two scions are down, and the remaining husks have been dropped, pick up the medi-gel from the crate at the end of the platform and bypass the locked door.

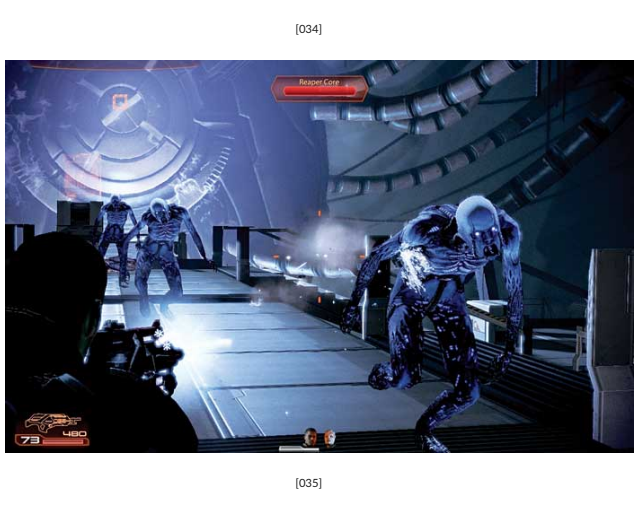
It leads to a short corridor with a wall safe and the Reaper IFF . Go through the next door to locate the Reaper core so you can get off this derelict before it's too late.

Med Kit > +1 Medi-gel > 100 Credits
Spoils of War > Wall Safe > Bypass > 2,500 Credits

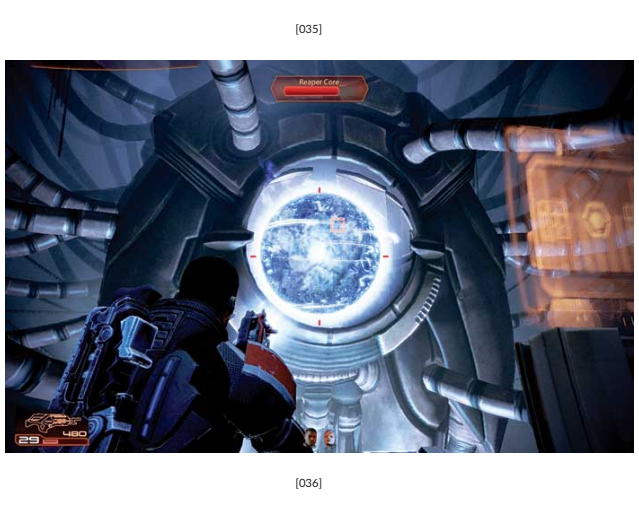
Into the Core



[034]



[035]



[036]

[037]

Inside the core chamber, the geth sniper is busy accessing the core and shooting husks that attempt to stop it **[034]** .

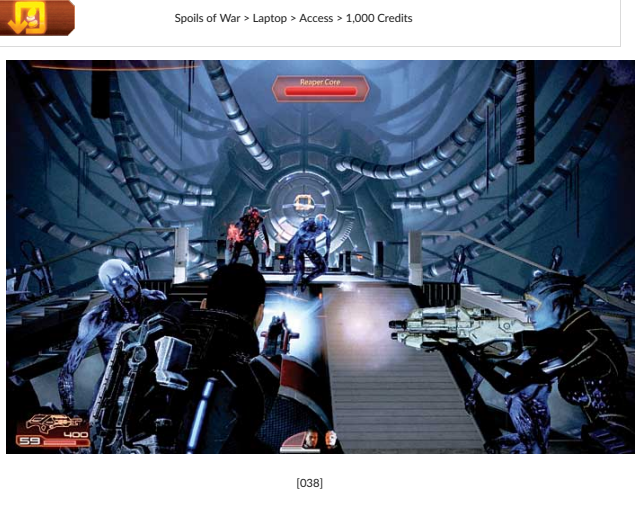
The geth is taken down just as you arrive, but not before using the terminal in front of the core to lower a barrier between you and it.

You must now tackle waves of husks and abominations **[035]** , but your main task is to destroy the core in the center of the room. The core has a revolving shield on it.

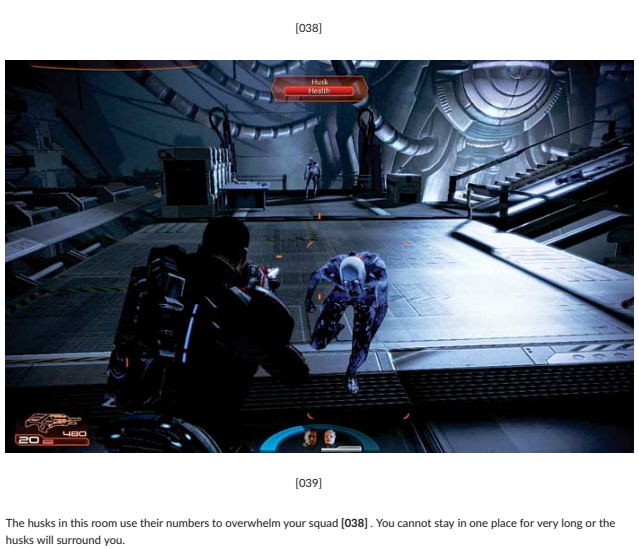
When the crackling core is revealed, you can unload on it **[036]** . But when the shield moves across the front **[037]** , you are far better served taking down the dozens of husks swarming the chamber.

When there's time to reach it, look for a scannable laptop to the left of the core, guarded by an abomination and some husks.

Spoils of War > Laptop > Access > 1,000 Credits



[038]



[039]

The husks in this room use their numbers to overwhelm your squad **[038]** . You cannot stay in one place for very long or the husks will surround you.

Move around the room **[039]** , constantly putting distance between you and the horde, and pick them off until you eliminate them all.

Keep an eye on the core at all times. When the shield lifts, shoot the core. If you have any remaining heavy weapon ammo, drop it into the core to do maximum damage.

However, any weapon will work here. Even the heavy pistol will damage the core—and if you have upgraded the weapon multiple times, you may be surprised by how much damage it (or any upgraded weapon) does.

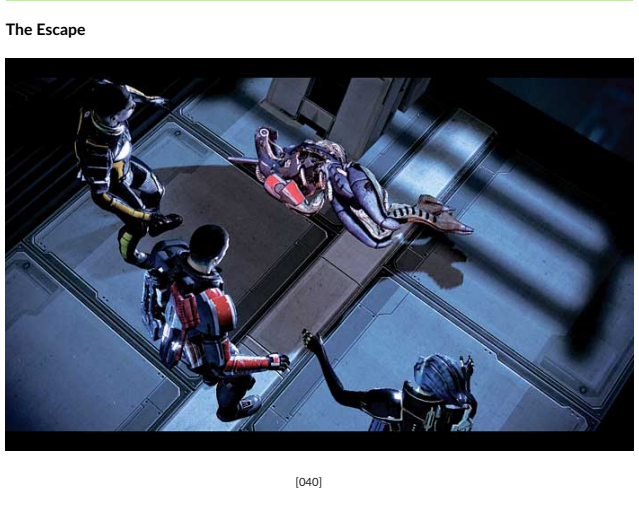
When the core is almost destroyed, concentrate all of your fire on it. Let your squad keep the husks busy while you move around the floor and hammer the remainder of the core.

No matter how many husks are in the room, as soon as the core has been destroyed the battle ends.

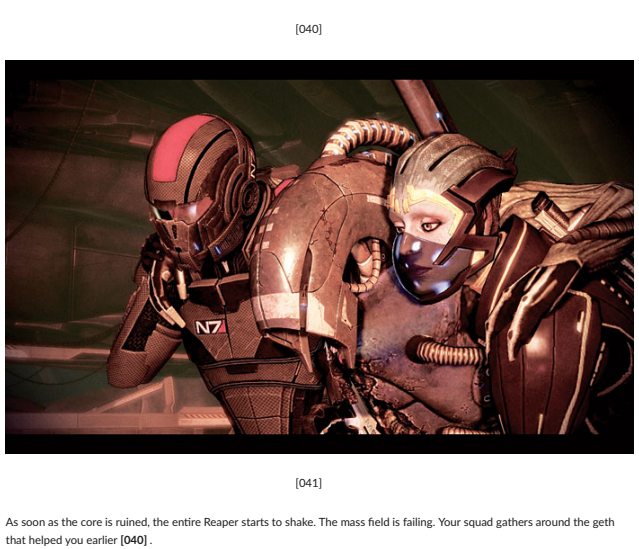
Tip

Aiming the M-920 Cain at the core usually ends the battle in one or two shots.

The Escape



[040]

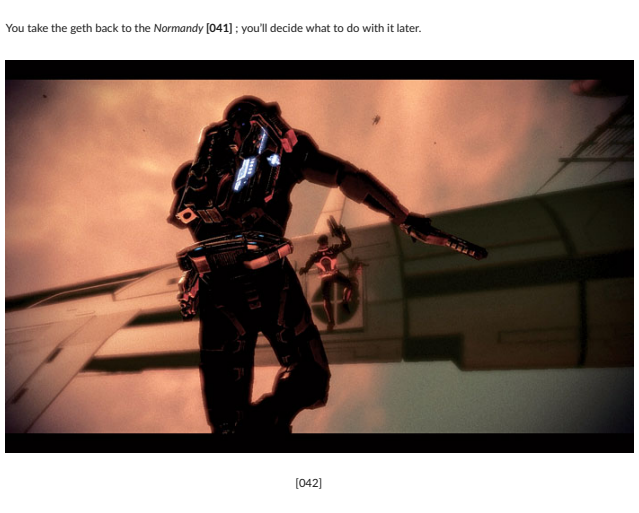


[041]

As soon as the core is ruined, the entire Reaper starts to shake. The mass field is failing. Your squad gathers around the geth that helped you earlier **[040]** .

Something was different about this geth. It spoke. It acknowledged you by name. No geth has been known to interact with a human before, much less save one.

You take the geth back to the *Normandy* **[041]** ; you'll decide what to do with it later.

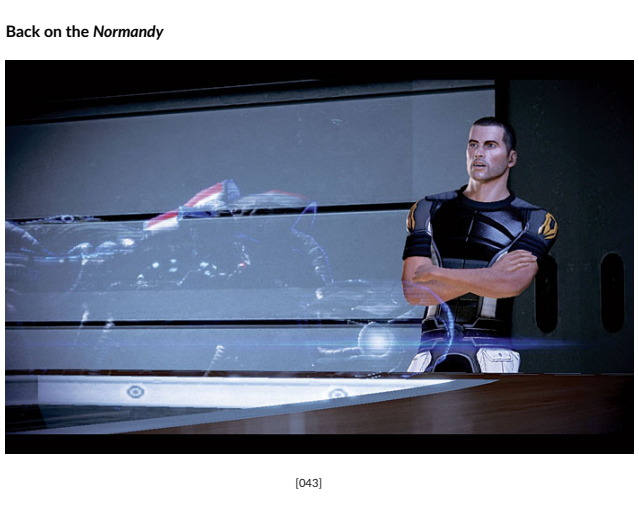


[042]

Outside, Joker brings the *Normandy* close. He opens the airlock. You throw the geth into the airlock while your squad holds off the last of the husks. Then, you jump **[042]** , sailing through the warped gravity field.

Joker pulls the *Normandy* away from the Reaper just as the derelict falls into the brown dwarf. It implodes as it reaches crush depth. You now have the IFF and a mysterious geth.

Back on the *Normandy*



[043]

The crew collects in the communications room to discuss the geth aboard the ship **[043]** . It has been stored near EDI's AI core for now. Miranda is pleased with the discovery.

She thinks that Cerberus could learn a lot by studying this advanced geth (you can hand the geth over to Cerberus for some Renegade points, but then Legion isn't available as a squad member).

Jacob dissents; he's been on the wrong end of geth attacks too many times to put his mistrust aside, no matter how unique this geth seemed back on the Reaper.

You can choose whether to leave the geth dormant or activate and interrogate it.

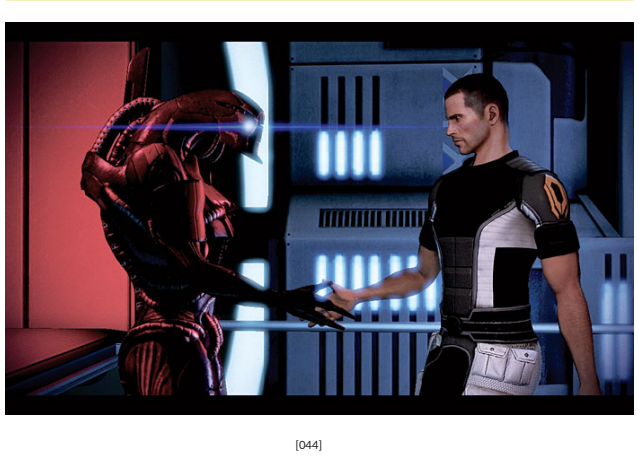
Note

With great tech abilities like AI Hacking and Combat Drone, the geth would make an excellent addition to the team.

If you activate the geth and complete its loyalty mission, though, a potential rift could develop between you and Tali. She is furious that there's a geth on board, and even holds the geth at gunpoint.

If you have a high enough Paragon or Renegade rating, you can defuse this situation without alienating either crew member.

However, without the charm or intimidate dialog options, you must make a choice between them. If you choose the geth over Tali, this shuts down a relationship with her.



[044]

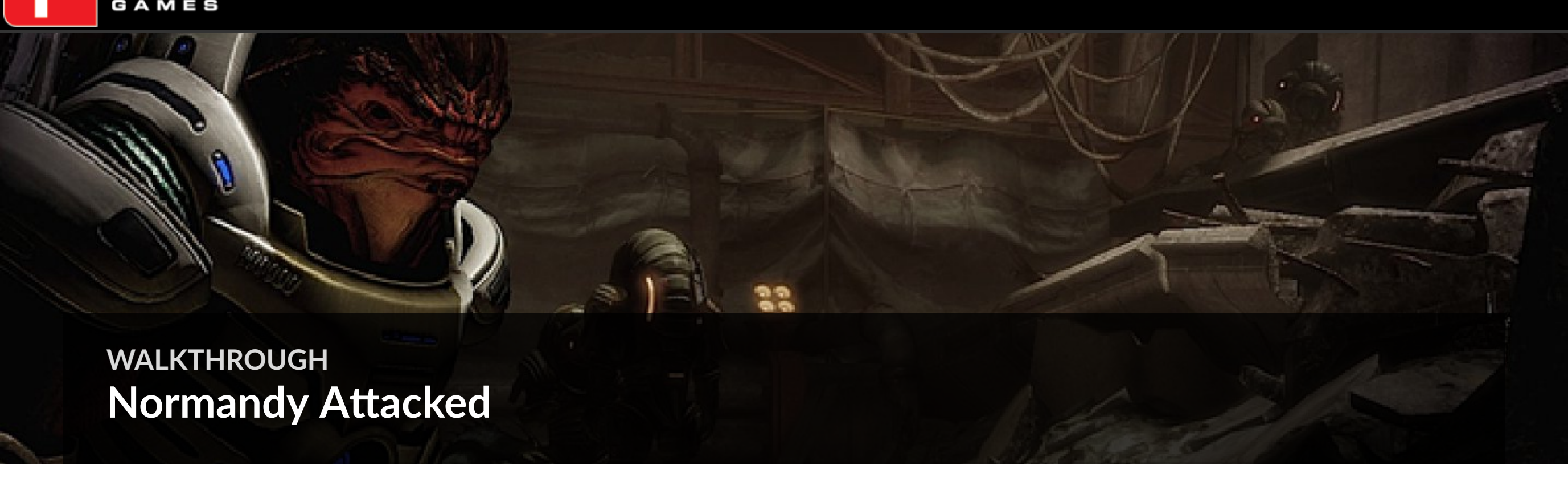
EDI comes over the comm and says that she has discovered how to integrate the IFF with the *Normandy* , but she advises caution. It is Reaper technology.

You have a choice. You can either turn it on right away **[044]** or allow EDI to further investigate the IFF, and she will tell you when it is ready to go online.

Note

At this point, you can continue the main mission or complete any additional recruitment or loyalty missions.

If you brought the geth aboard and want to test it, now is also a good time to go to EDI's core and switch on the geth.



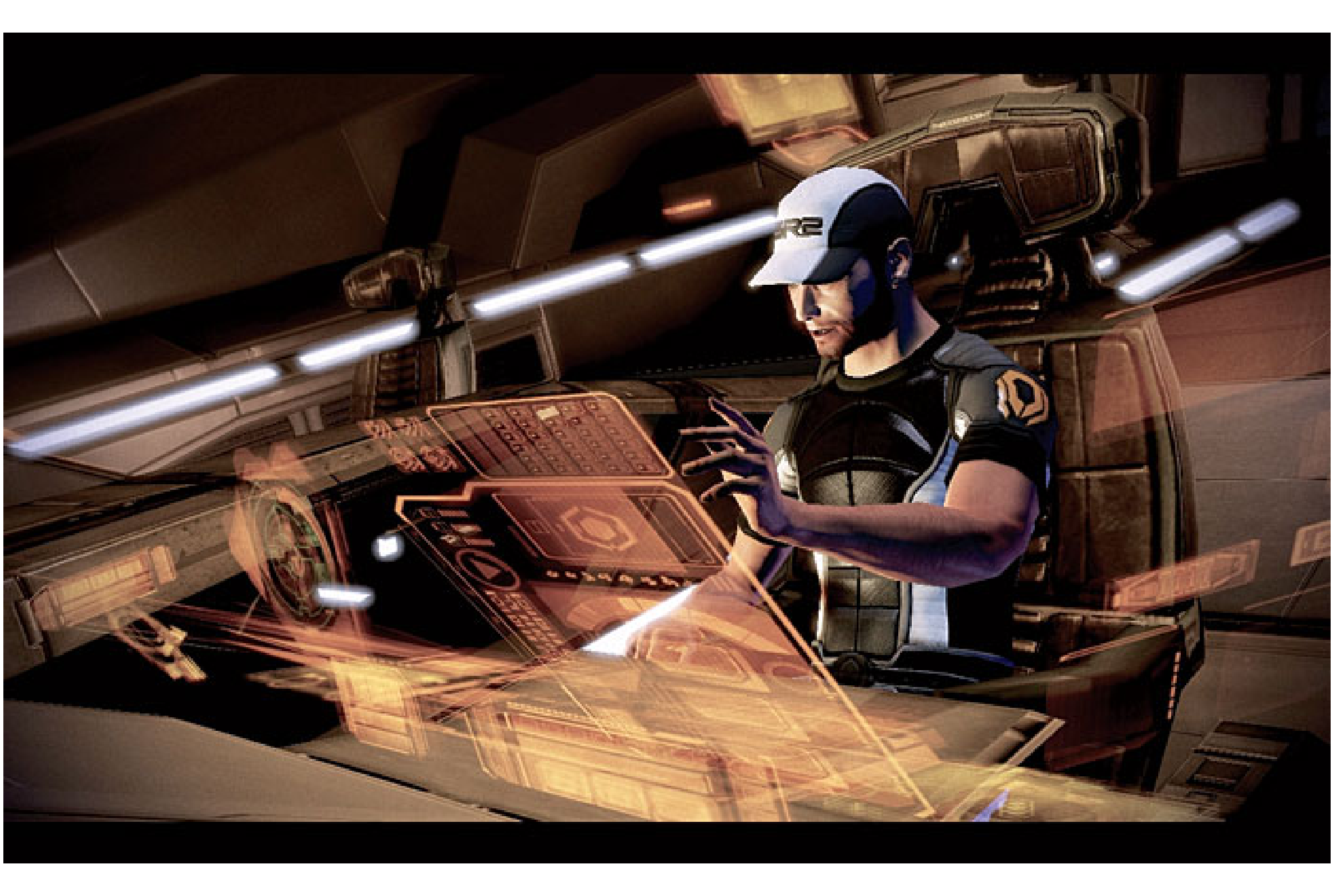
WALKTHROUGH

Normandy Attacked

Caution

Warning! It would be prudent to complete any remaining special assignments or romance missions with the *Normandy* crew before beginning this mission!

The Reaper IFF Online

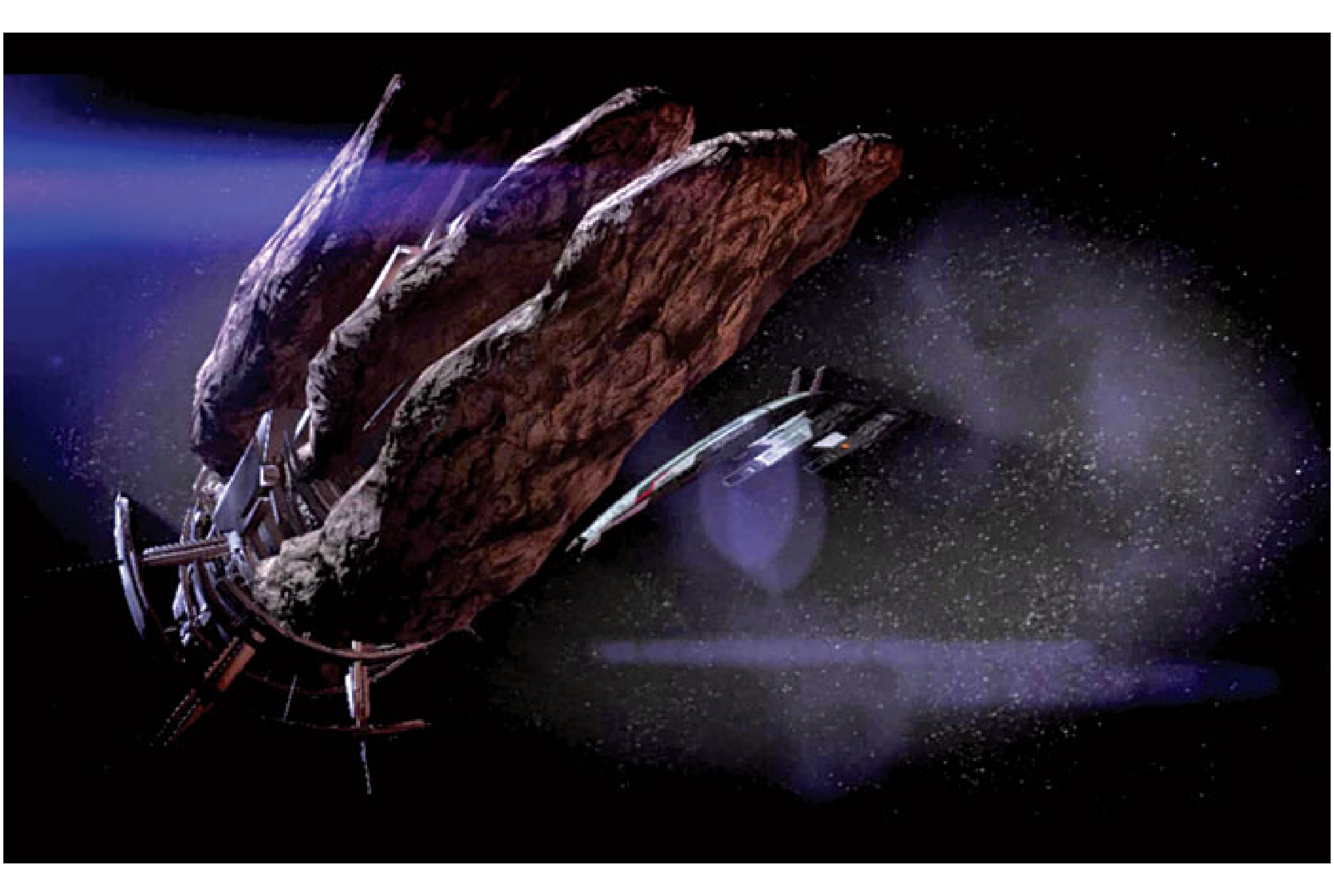


[001]

Just as Shepard decides to go on the next mission, EDI says that it is time to test out the Reaper IFF.

Joker **[001]** recommends that Shepard and the squad use the shuttle for the mission; by the time they get back, he and EDI will have the IFF fully integrated with the *Normandy* .

Shepard agrees and departs the *Normandy* with a squad.



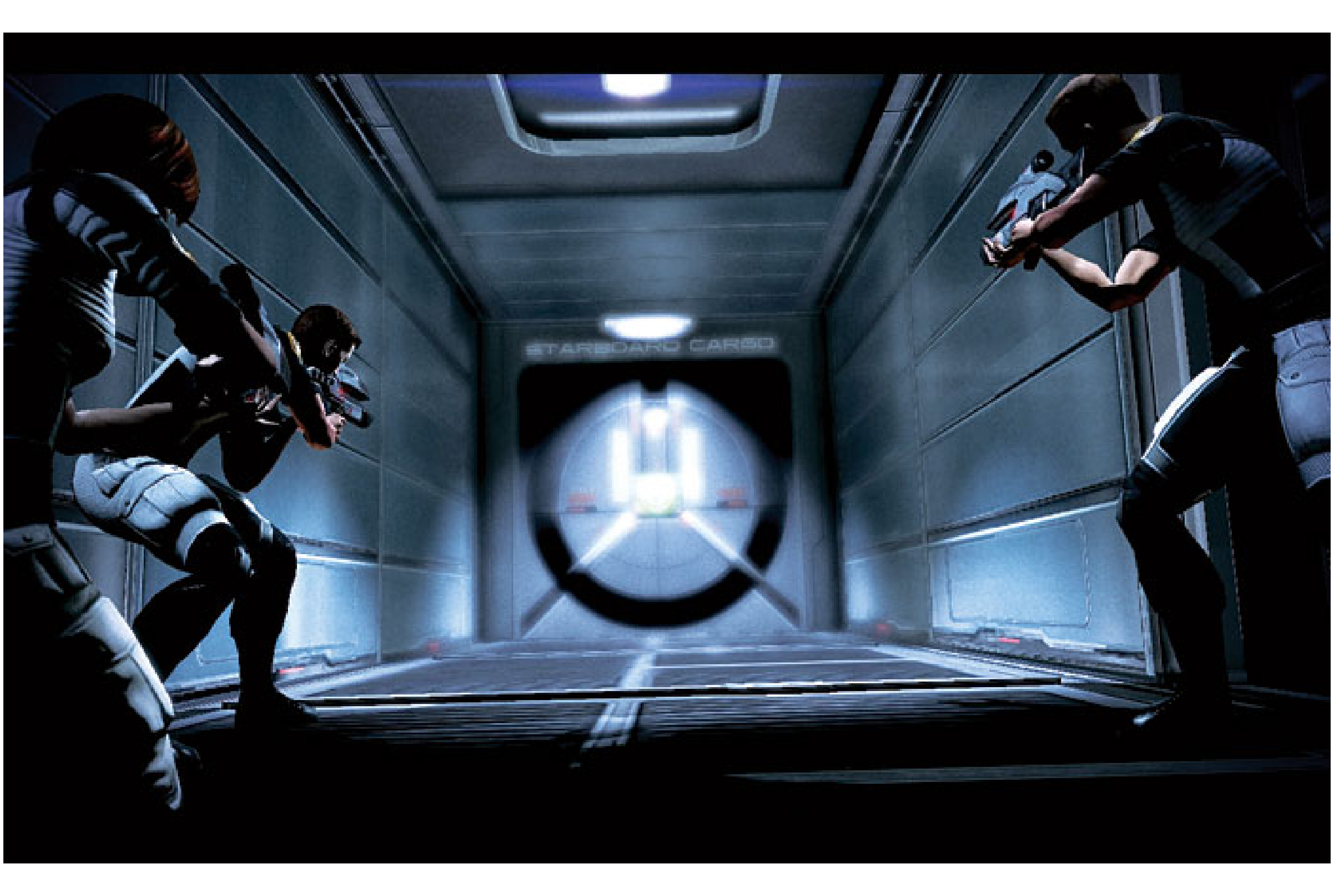
[002]

However, something goes dreadfully wrong when the IFF is brought online. EDI discovers that the IFF has begun broadcasting the exact location of the *Normandy* to the Collectors.

A massive Collector ship comes out of warp right on top of the *Normandy* **[002]** . A virus emitted from the IFF has fully disabled the ship's defenses. The *Normandy* is helpless against the incoming Collector attack.

EDI tells Joker that it is possible to save the *Normandy* , but he must get out of that pilot's chair and physically help her flush the virus from the system.

Save the *Normandy*



[003]

[004]

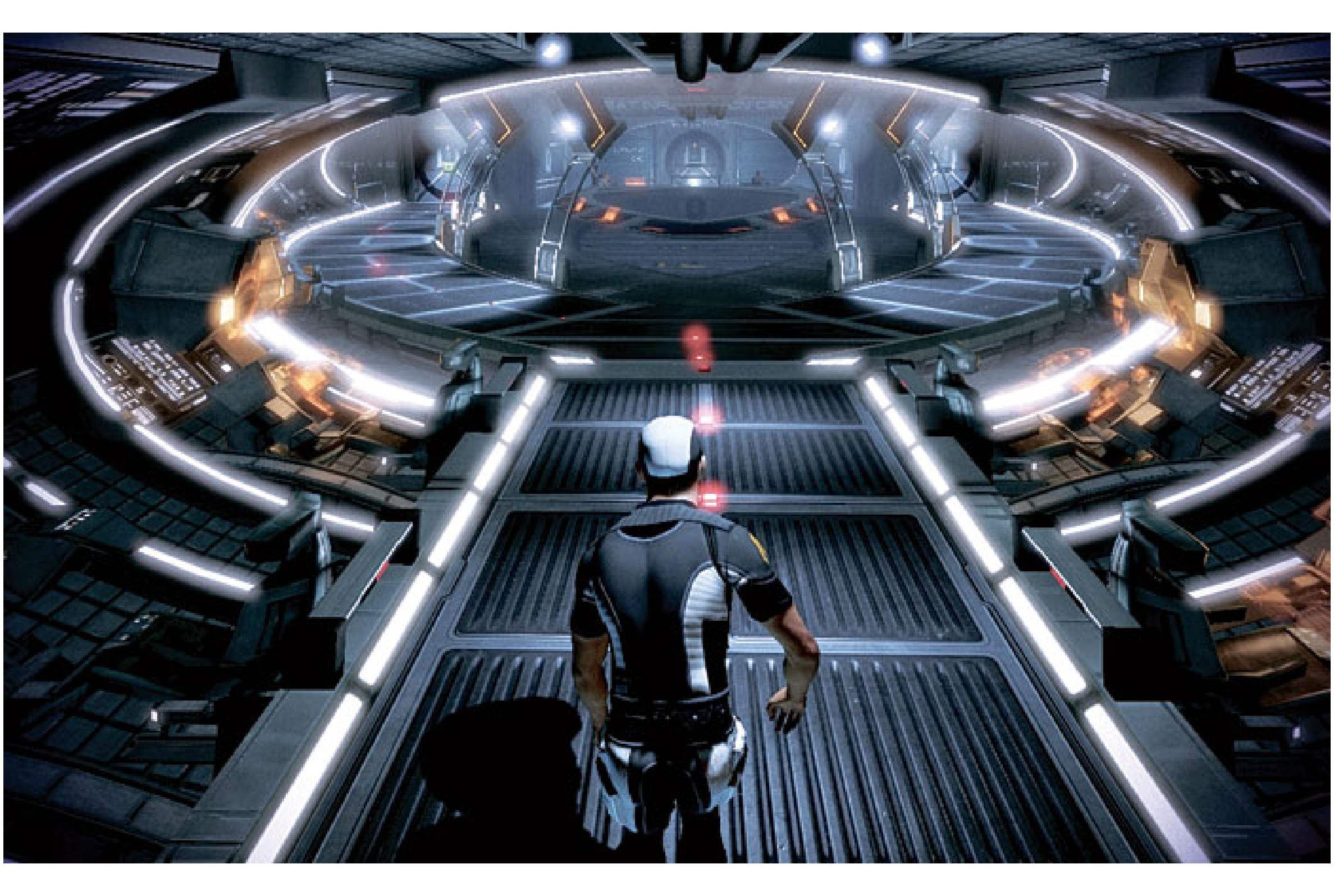
The crew of the *Normandy* prepares to be boarded. EDI implores Joker to give the AI control of the ship **[003]** . Joker is skeptical as he knows of too many bad results when AI assumes complete control of anything.

EDI says she can initiate countermeasures if Joker unlocks her sealed databases by hand. Joker **[004]** must go into the depths of *Normandy* and access EDI's AI core.

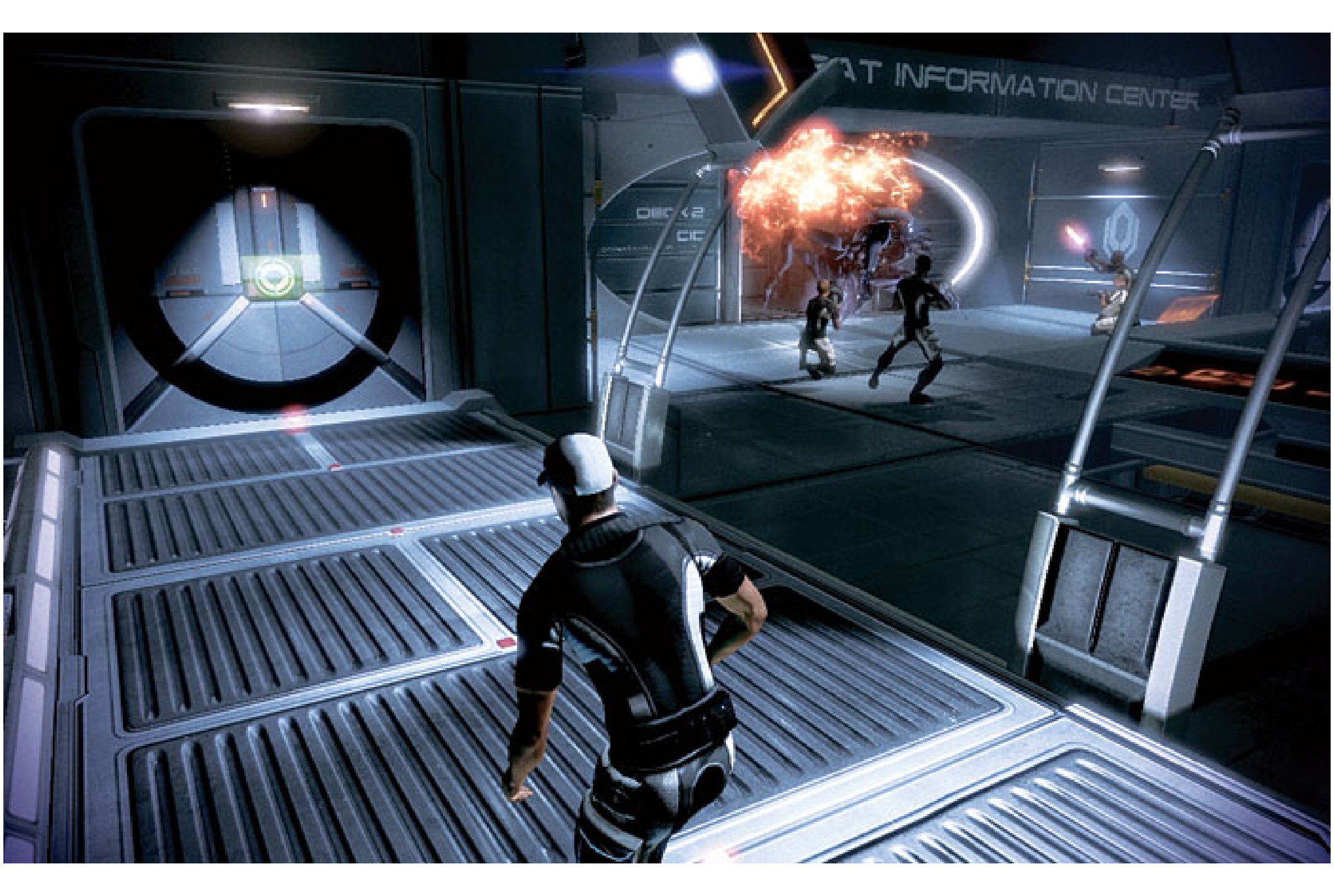
However, Joker must avoid using any of the main corridors. The Collectors have boarded and are already wreaking havoc on the crew. The stasis swarms are freezing the crew, and the Collectors are dragging them off.

If Joker follows the emergency floor lighting, EDI will lead him to a small maintenance tunnel in the science lab that will deposit him at EDI's core.

No Joke



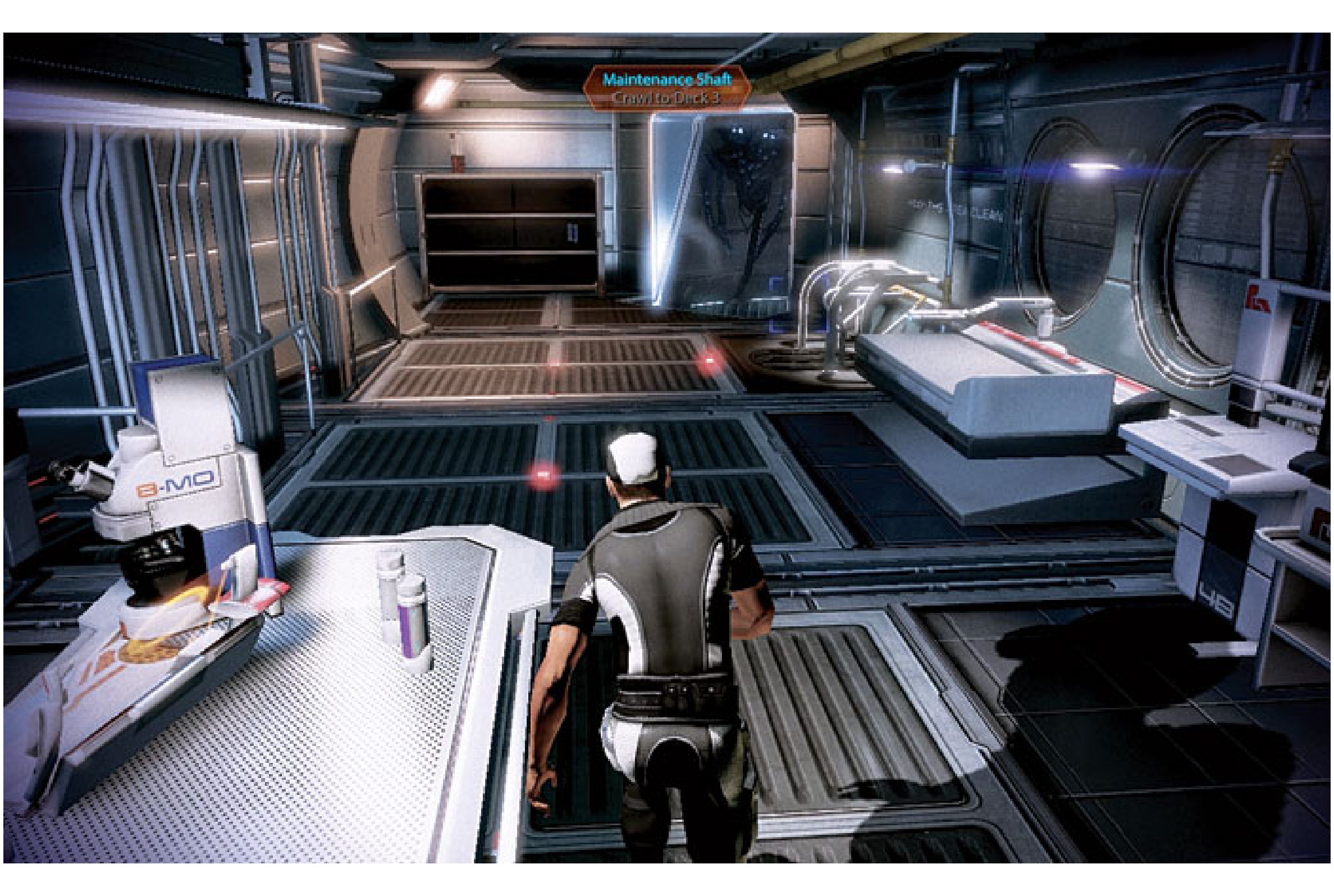
[005]



[006]

Sure enough, EDI's emergency lighting **[005]** leads to the secret tunnel. Follow the lighting away from the bridge and into the CIC. Failure to follow the lighting results in a gruesome death.

The crew is trying to hold back a praetorian that has broken through into the CIC **[006]** . As the crew opens fire on the praetorian, duck through the door to the tech lab.



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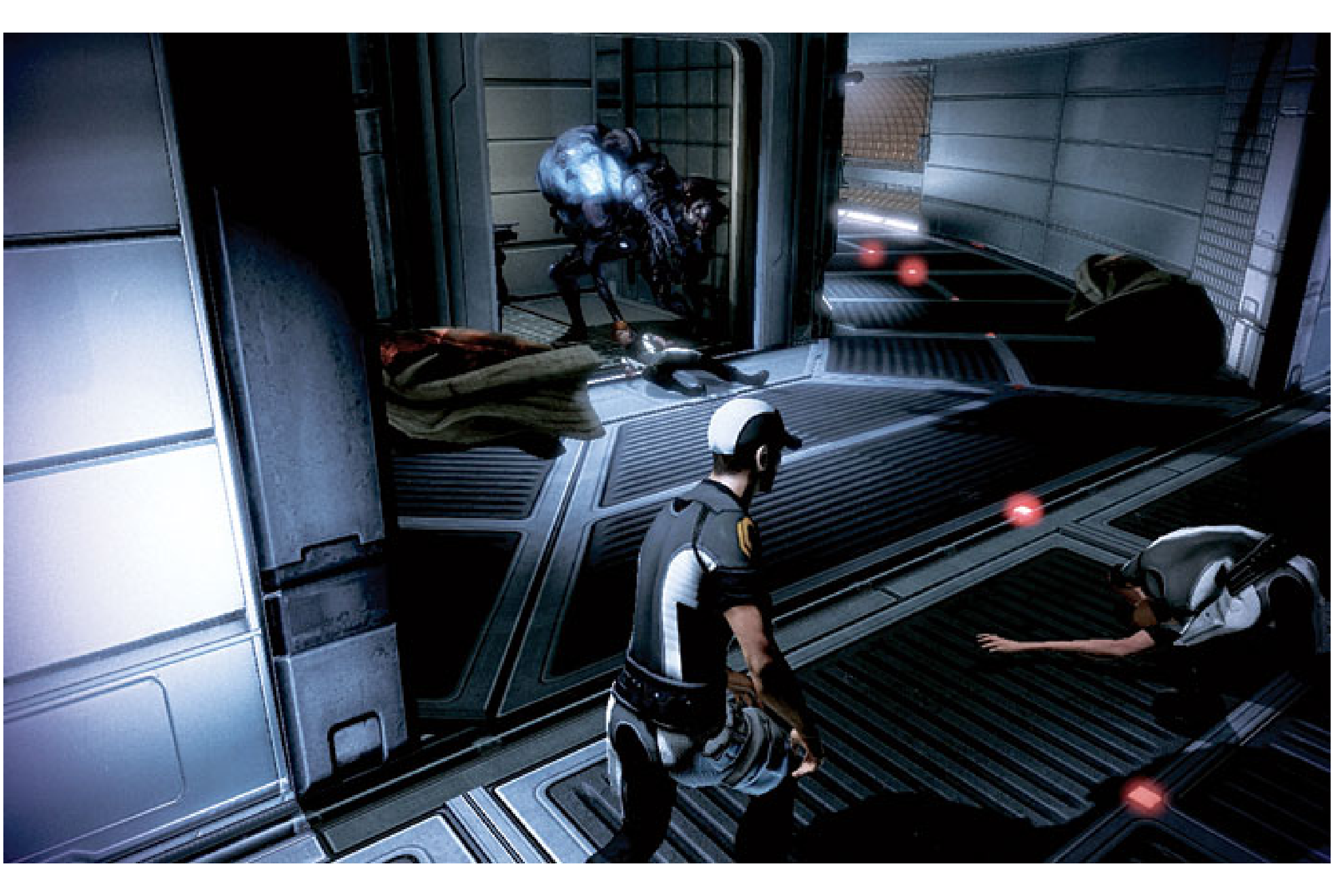
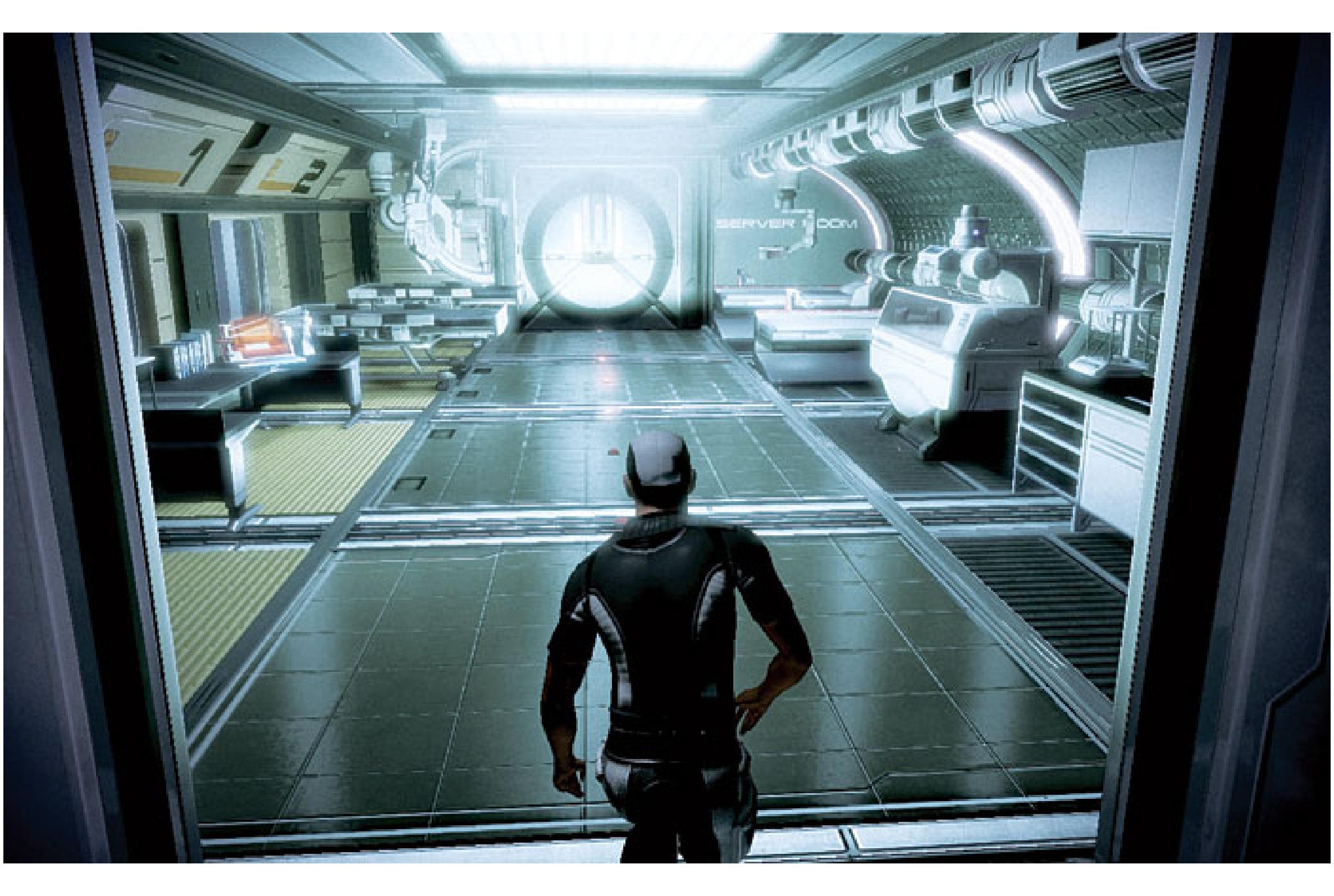


[008]

Inside the tech lab, look for the maintenance shaft to deck 3 at the back of the room. There is another praetorian attacking the *Normandy* 's drive core, but it cannot break through the window into the lab **[007]** .

Crawl down the ladder to reach deck 3, the crew deck. One of the crew tells you that the crew deck is crawling with Collectors. He will try to cover you so you can reach the AI core in the medical lab.

Follow the lighting on the floor. The crew member doesn't last long against the Collectors **[008]** . When you pass the elevator, a scion is dragging another *Normandy* crew member away. You're almost to the medical lab.



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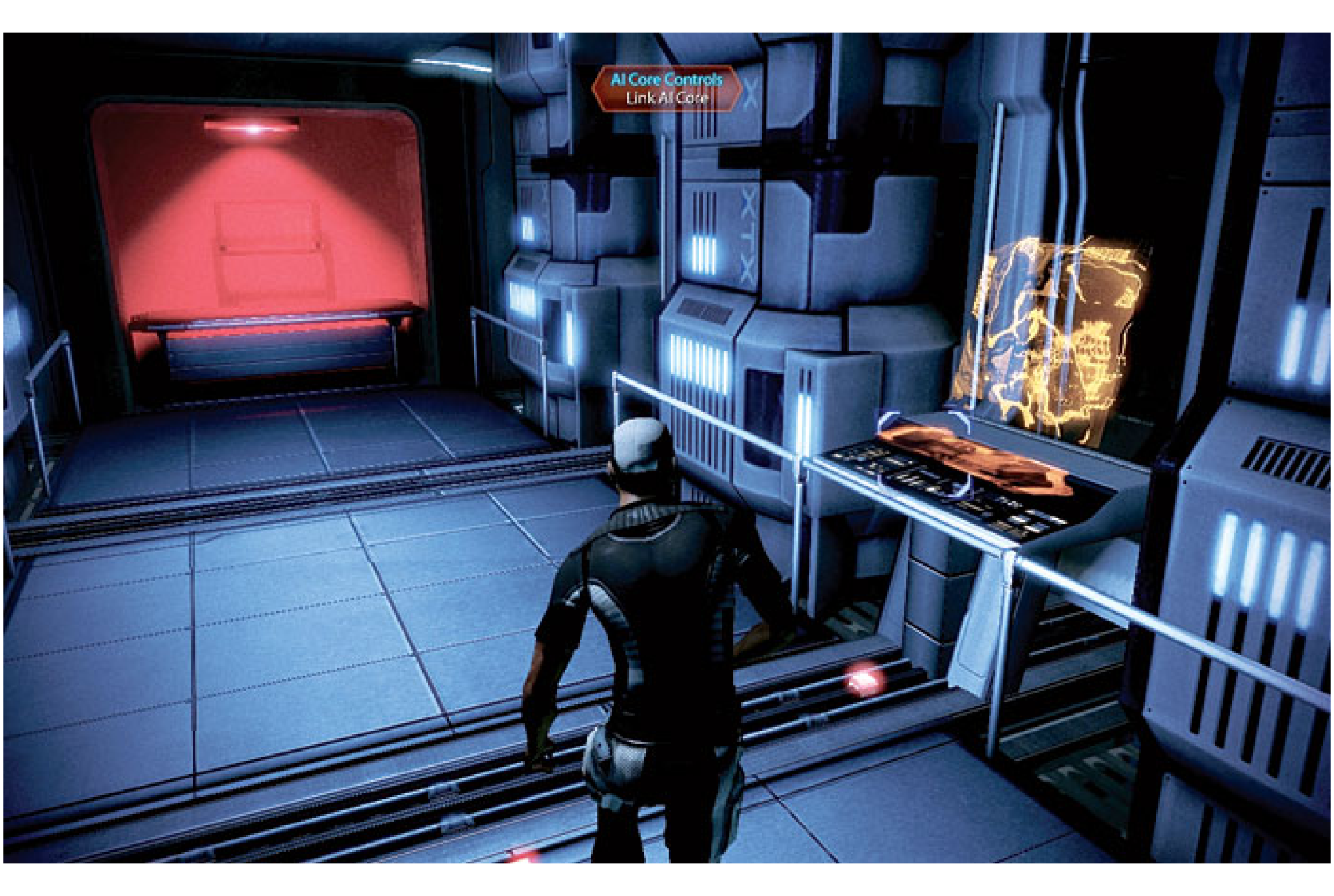


[010]

Move through the medical lab and into the AI core room. Access the terminal inside the core **[009]** to give EDI control over the *Normandy* .

Next, EDI requests that you go to the engineering deck and reactivate the primary drive. This requires another dive into the maintenance tunnels.

Follow the lights on the floor to pass through engineering and reach the main drive. As you walk, EDI explains the plan to save the ship.

Just as the drive comes back online, EDI will open the airlocks and eject the Collectors when the ship enters warp. This will not injure the crew as they are already gone. The Collectors have taken them all.

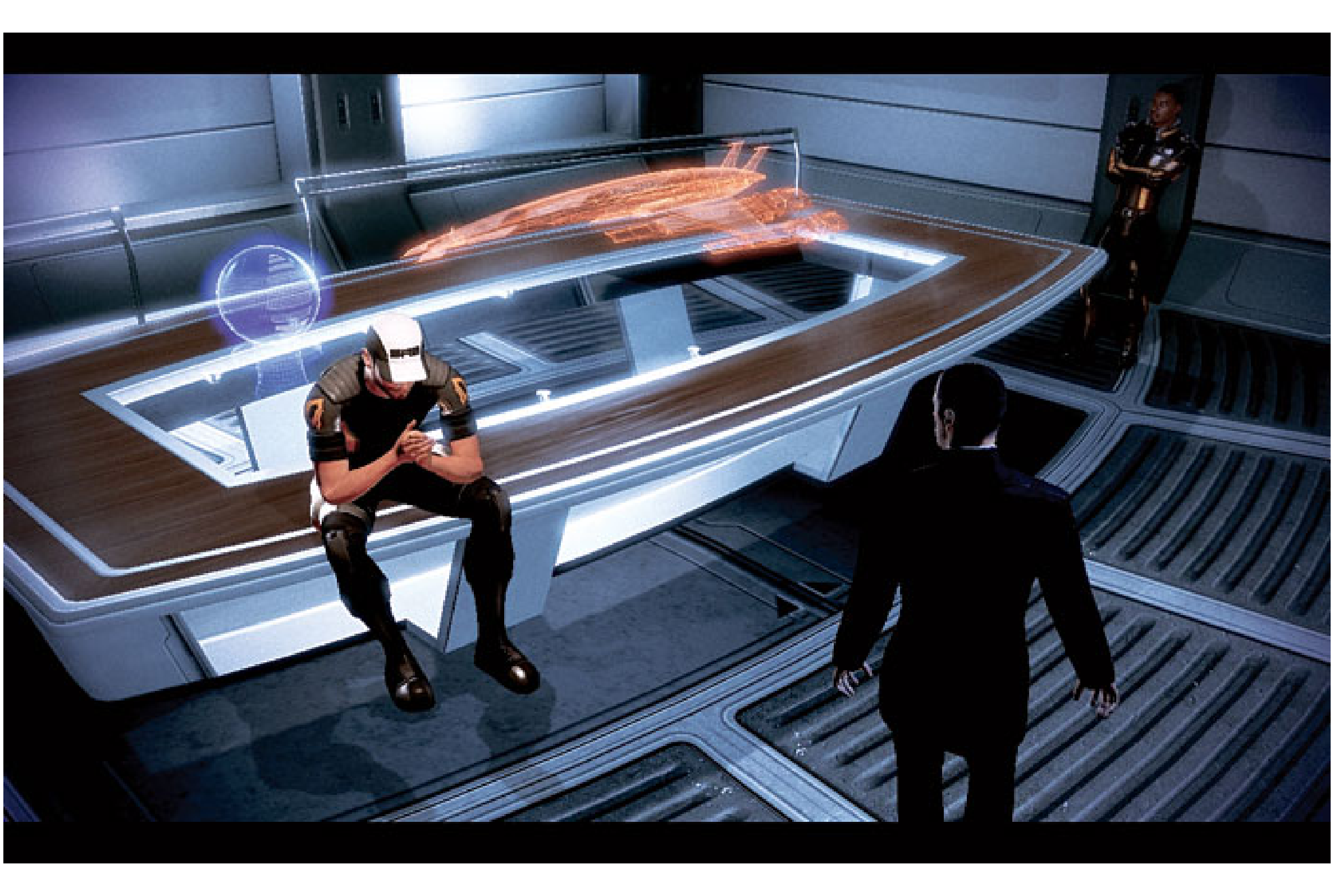
Caution

Wait near the bottom of the stairs in engineering for the Collector shadows to pass. If you get too close you'll alert the scion, and the last laugh will be on you.

Joker finally accesses the terminal in front of the core **[010]** to bring the drive back up. When the drive is functional, EDI ejects the Collectors and enters warp, blasting away from the Collector ship.

When the ship is a safe distance away, EDI sends a message out to Shepard's shuttle and informs the commander of the dire situation on the *Normandy* .

Shepard's Return



[011]

[012]

Shepard and the squad return to the *Normandy* **[011]** . Miranda berates Joker for losing the entire crew and almost the ship, but EDI informs her that it was not Joker's fault.

Nobody saw the bad code in the IFF. Fortunately, EDI and Joker have completely flushed any remnants of it from the system. The *Normandy* is no longer transmitting its position to the Reapers.

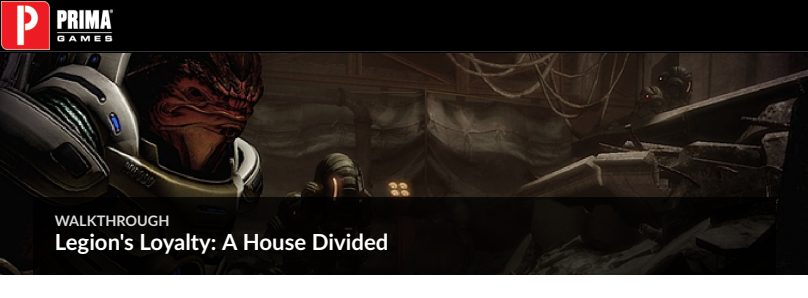
Joker says that with the IFF now online **[012]** , the *Normandy* can pass through the Omega 4 relay.

Shepard can now go straight for the relay, continue any outstanding recruitment missions, or fulfill any loyalty requests from the crew. Joker's work on EDI's core also unlocked some new conversation options with EDI.

Note

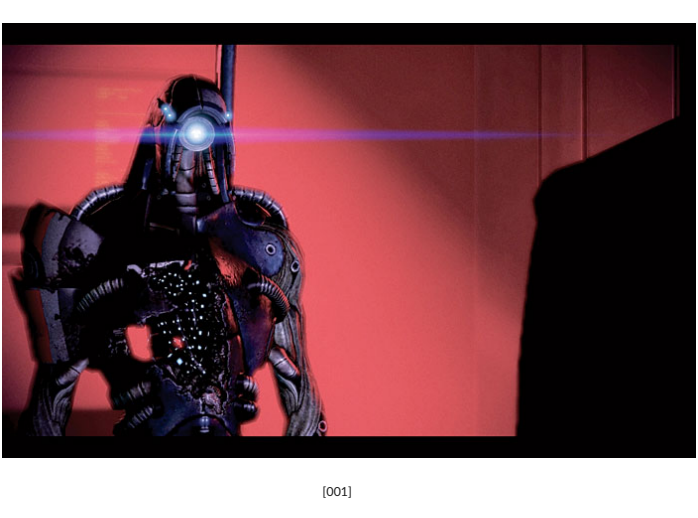
If you make the decision to activate the geth, it joins the crew. The geth's loyalty mission—A House Divided—is optional.

However, the first part of the walkthrough section does deal with the conversation following the geth activation and the acquisition of its name, Legion.



WALKTHROUGH

Legion's Loyalty: A House Divided



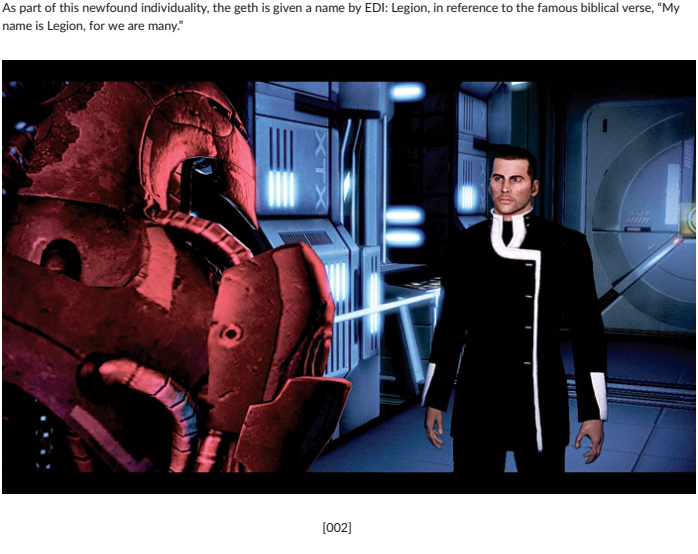
[001]

Once in the AI core, Shepard can awaken the geth salvaged from the derelict Reaper **[001]** .

The reactivated geth speaks to Shepard, though EDI erected a field between the two to keep the geth contained in the event it turns hostile.

Because the geth are a collective, it constantly refers to itself as "we," despite it currently being cut off from the rest of the geth.

As part of this newfound individuality, the geth is given a name by EDI: Legion, in reference to the famous biblical verse, "My name is Legion, for we are many."



[002]

Legion explains **[002]** that there is a growing schism between the heretics and the mainstream geth. The heretics are a small portion of the geth.

The majority of the geth have largely kept to themselves (Legion says that the geth believe all intelligent life should command its own destiny) while the heretics are those that have lashed out against humanity.

The schism occurred when some of the geth were assigned to study the Reapers, which the geth called the Old Machines.

The geth heretics decided to worship the Old Machines and agreed to help them create a new future for the geth.

The remainder of the geth oppose the Reapers because they understand that the geth and the Reapers, while both machines, are not the same.

The geth fall outside the Reapers' plans for continued dominance.

Mission Data

Location: Milky Way > The Phoenix Massing > The Sea of Storms > Heretic Station

Experience Available: 750

Entities Encountered > Enemies

- Geth > Hunter
- Geth > Prime
- Geth > Rocket Trooper
- Geth > Trooper

Spoils of War > Total Credits: 30,000

- Cerberus Funding: 15,000
- Credits: 15,000

Spoils of War > Upgrades > Geth Shield Strength (Cyclonic Particles)

Spoils of War > Resources > Palladium: 2,000

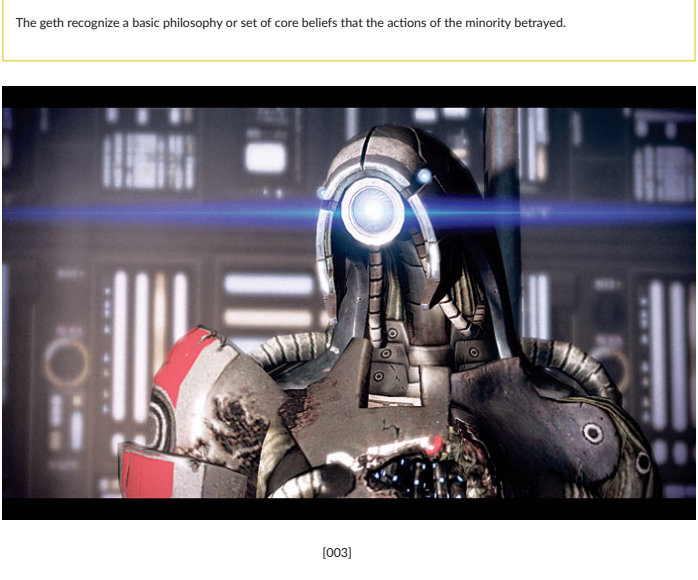
New Power > Squad Member > Legion > Geth Shield Boost

Note

The existence of the heretics implies that there is a greater degree of free will to the geth programming than originally thought.

If the geth were truly a collective, then majority rule would have prevented any alliance with Saren. The use of the word "heretic" also has religious implications.

The geth recognize a basic philosophy or set of core beliefs that the actions of the minority betrayed.



[003]

[004]

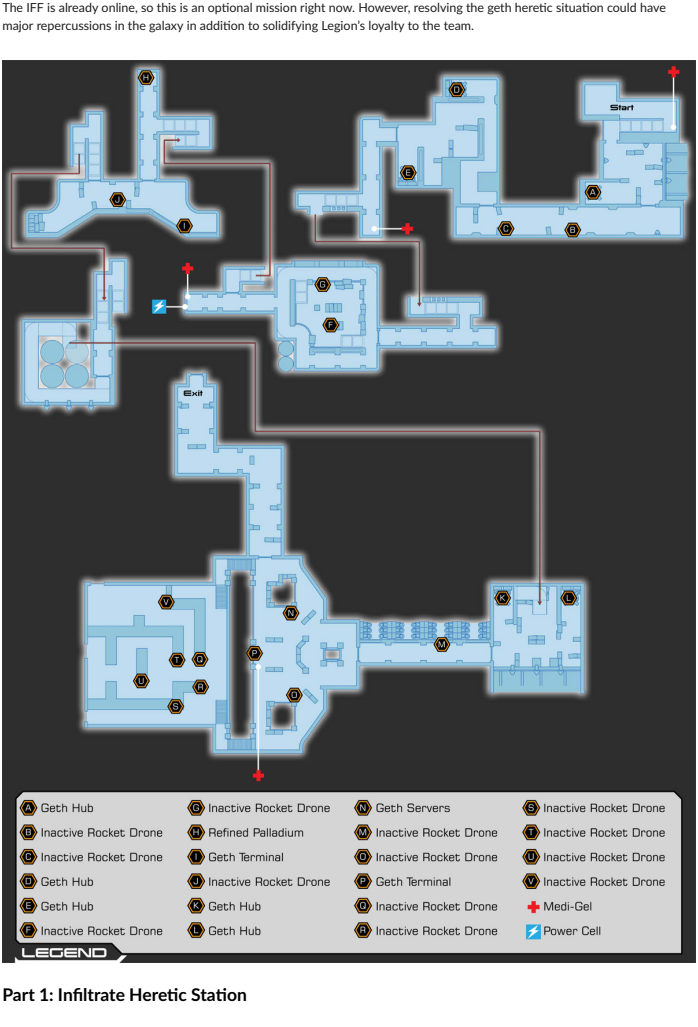
The discovery of the heretic geth **[003]** completely upends all previous assumptions about the geth. The geth and most of the Citadel species actually have a common goal: survival.

This has far-reaching potential. Shepard agrees to have Legion join the crew. Together they will fight the Reapers.

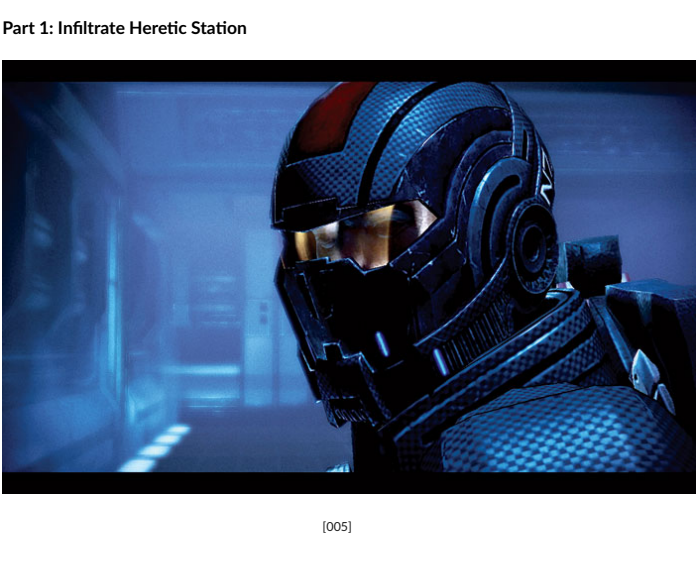
But first, Legion wishes for Shepard to go to the Heretic Station **[004]** , which is just beyond the Perseus Veil and in geth space.

Legion says that the heretics have developed a geth virus that will be spread with the help of the Reapers. This virus will "convert" the rest of the geth to the programming of the heretics.

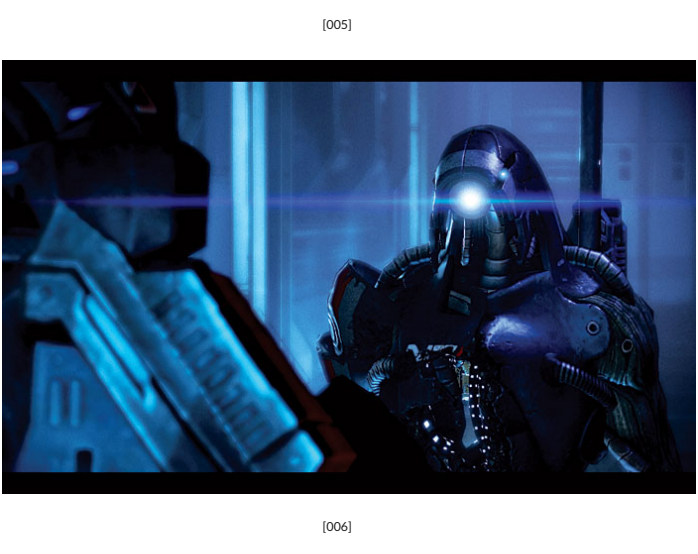
The IFF is already online, so this is an optional mission right now. However, resolving the geth heretic situation could have major repercussions in the galaxy in addition to solidifying Legion's loyalty to the team.



Part 1: Infiltrate Heretic Station



[005]



[006]

When you arrive on the Heretic Station **[005]** , you learn that the heretic virus is now complete and could be relayed to the non-heretic geth at any point. Legion says **[006]** there are now two options.

The virus could be repurposed to program the heretics to shed their allegiance to the Reapers and "think" like the rest of the collective.

Or, the station could simply be destroyed, taking the virus and all heretics on board with it. The choice will be yours if you can reach the main core of the station.

Tip

Don't forget to allocate Legion's squad points when you start this mission.

Legion has some excellent skills, such as AI Hacking, which lets it reprogram heretics to attack their own kind, and Combat Drone, which releases a small battle robot to help with the fight.

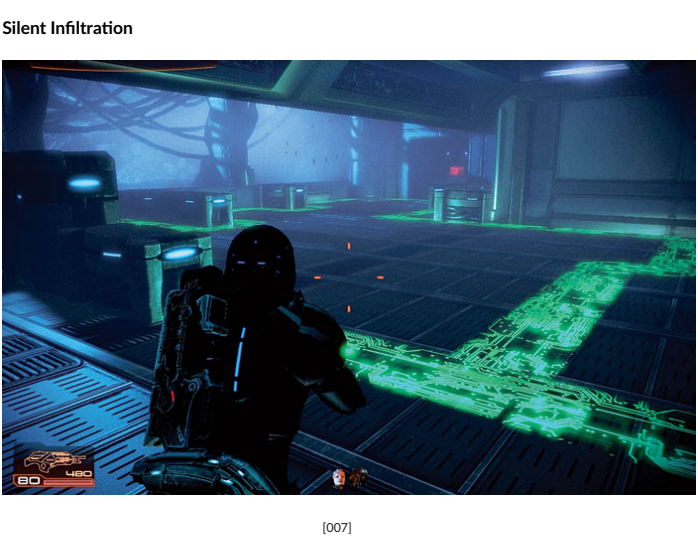
Legion has deployed data noise to the programming aboard the Heretic Station.

The geth programming will busy itself to scrub the noise from the system, thus allowing you to move through the ship undetected. However, there are more conventional alarm systems in place.

Tip

Look for green bands along the floor—these are data streams. Avoid stepping on them. If you step on one of the bands, the geth along the band will activate and attack.

Silent Infiltration



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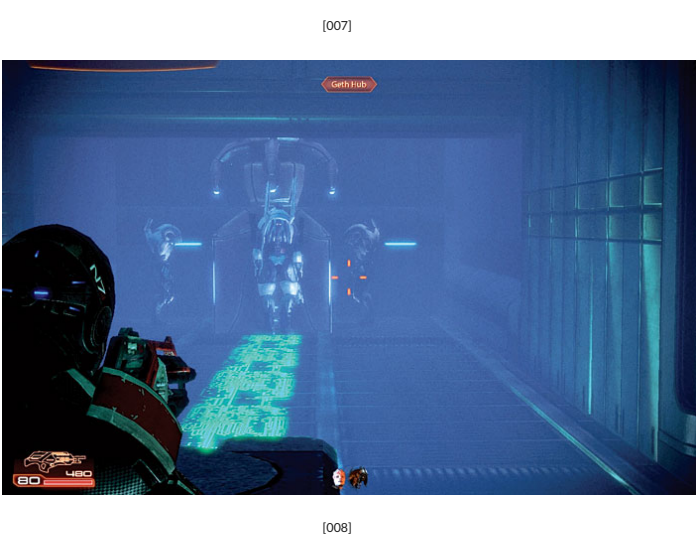
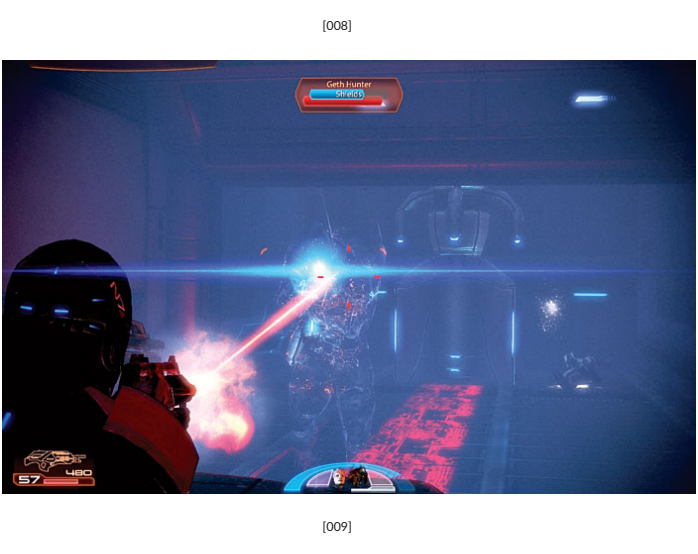


[008]



[009]

Unfortunately, once you've located a med kit and descended the stairs to view the green data stream bands **[007]**, the only way out of the first room in the Heretic Station requires you to step over a data stream to reach the door.

Before doing so, look to the right of the door. Three geth are hooked into a geth hub **[008]** : two geth troopers and one geth hunter. You can get the drop on these geth by attacking first.

However, as soon as a single shot hits one of the geth, all three activate. Make that first shot count, for instance by unloading your heavy weapon into the back of the geth hunter.

After eliminating the geth hooked up to the hub, destroy and salvage it **[009]** for credits. Use this technique throughout the Heretic Station.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Geth Hub > Salvage > 3,000 Credits

Legion explains how the geth hubs work. They are mobile platforms separate from the geth network. Normally, attacking one geth would filter out to all others.

Take this moment to further question Legion about the heretics and the shared geth experience.

Legion explains how all geth see the same thing with the same eyes, but their perception is what makes them different. That perception is then uploaded into the collective software.

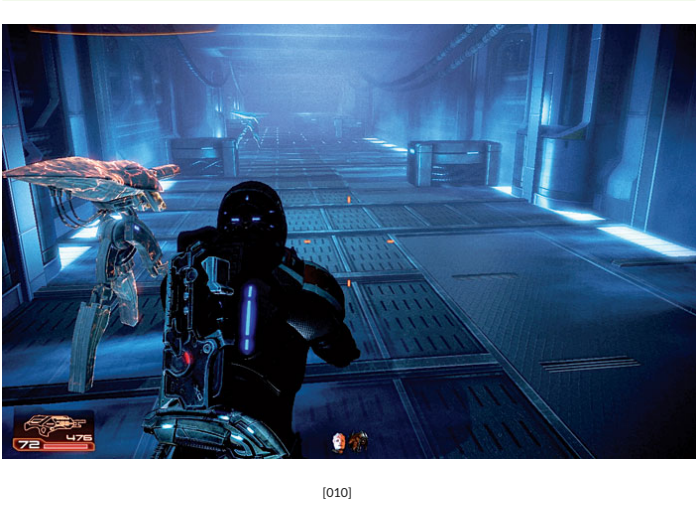
Caution

The geth are machines, so don't bother using incendiary ammo or attacks in this station. Stick to cryo and shredder ammo.

Tip

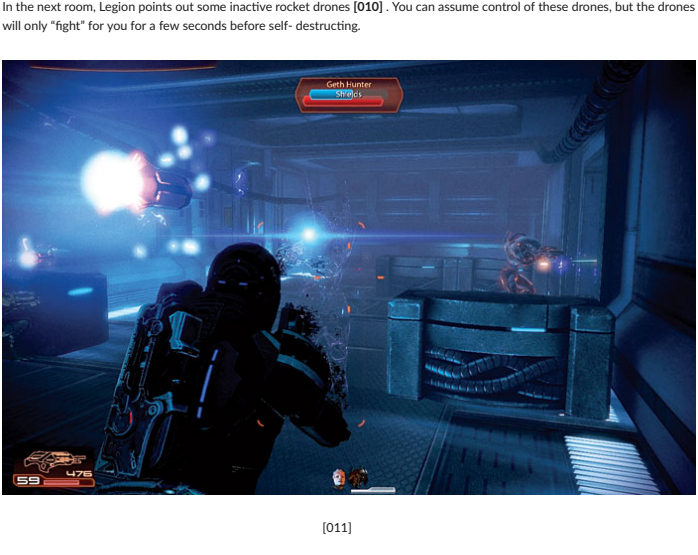
On higher difficulty levels: Make use of Legion's AI Hacking and target hunters with it. Combat drones launched at the geth are also effective at delaying them, allowing you to finish them off.

A biotic with Overlord is the perfect third member of your squad.

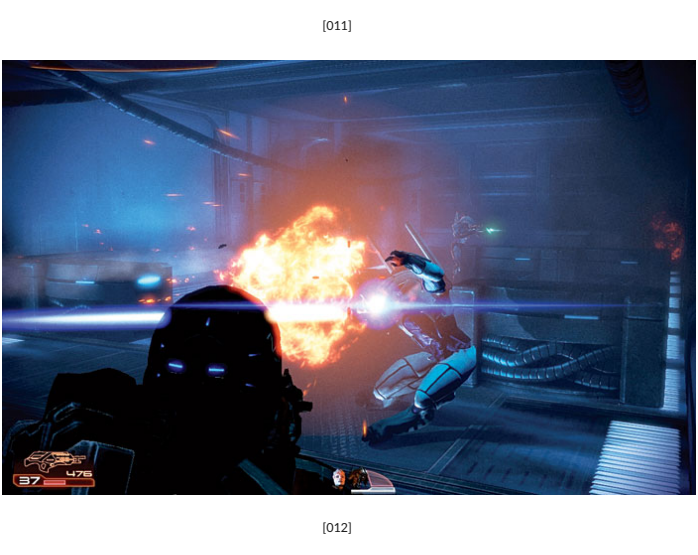


[010]

In the next room, Legion points out some inactive rocket drones **[010]** . You can assume control of these drones, but the drones will only "fight" for you for a few seconds before self- destructing.



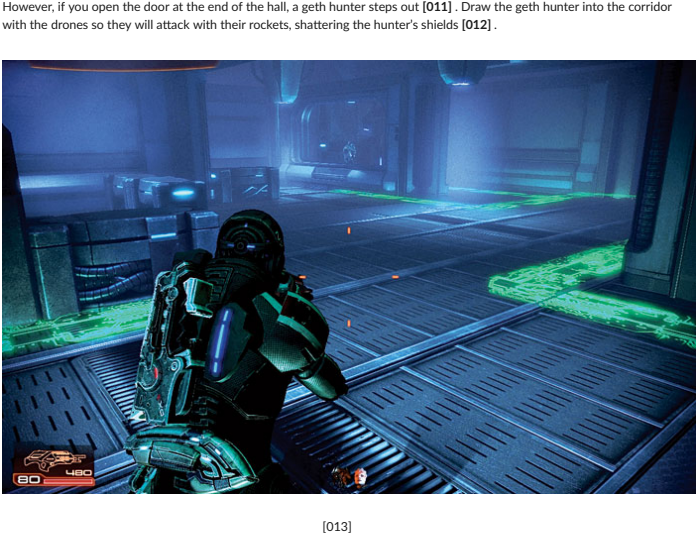
[011]



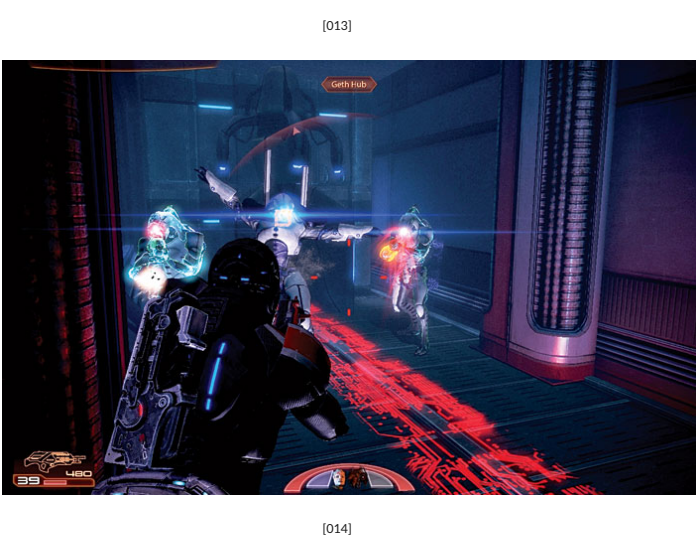
[012]

So, make sure to activate the drones when the battle is just about to start. Otherwise, the drones will self-destruct before the first geth shows its head.

However, if you open the door at the end of the hall, a geth hunter steps out **[011]** . Draw the geth hunter into the corridor with the drones so they will attack with their rockets, shattering the hunter's shields **[012]** .



[013]



[014]

The next room is lined with data streams. These streams lead to two geth hubs. The streams are not linked. The stream closest to the door leads to a geth hub to your left (just as you enter) **[013]** .

The data stream across the room (it starts along the wall on the right) hooks into a geth hub against the far wall **[014]** .

In a firefight, it would be easy to accidentally step on the second data stream and wake all of the geth in the room, so you may wish to tag a geth on the right side hub first and retreat back close to the hallway you came in from.

Tip

Because of the low gravity in the station, using biotics to throw the geth around is effective. Also try using Legion's AI Hacking power to turn the geth against each other.

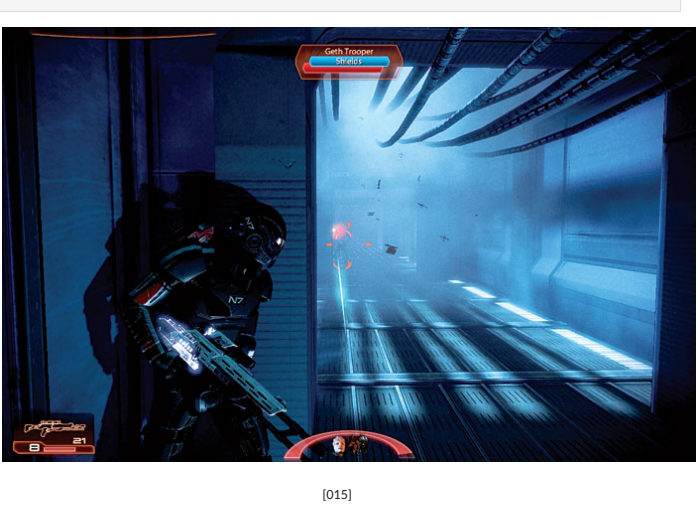
Depending on how much you advance the skill, the hack can last up to a few seconds. You can use the hacked geth to attack its brethren, then finish it off when its back is turned.

After all, that geth will turn its gun on you when the hack wears off.

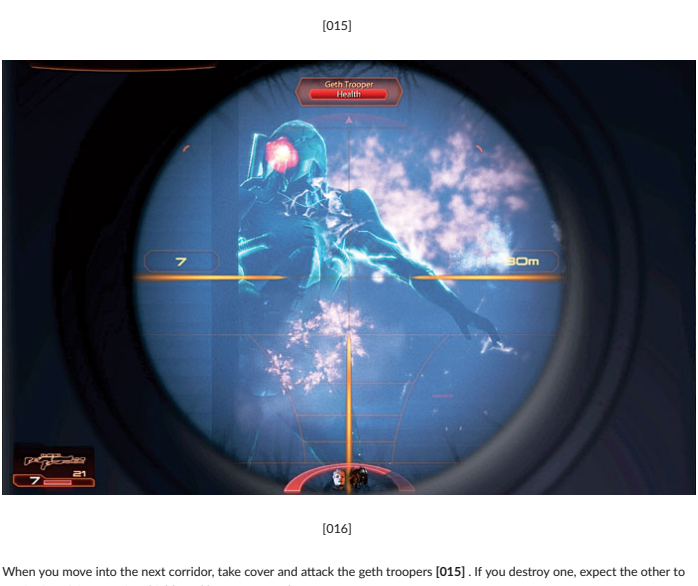
Tear apart the geth in the room with a mixture of gunplay and biotics. When the coast is clear, sweep the room and salvage the hubs for credits.

Spoils of War > Geth Hub > Salvage > 3,000 Credits

Spoils of War > Geth Hub > Salvage > 3,000 Credits



[015]



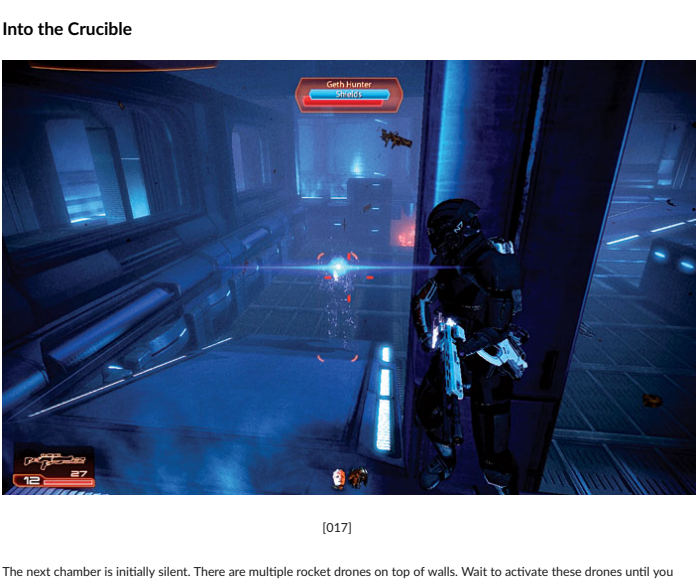
[016]

When you move into the next corridor, take cover and attack the geth troopers **[015]** . If you destroy one, expect the other to use its fanaticism to raise shields and become a tougher target.

There is medi-gel at the end of the corridor. After collecting it, head up the ramps to the right. More geth troopers occupy the corridor at the top of the ramps **[016]** .

Due to the long corridors and excellent wall cover, sniper rifles with cryo or other effective powers can cut down the geth before they threaten your team.

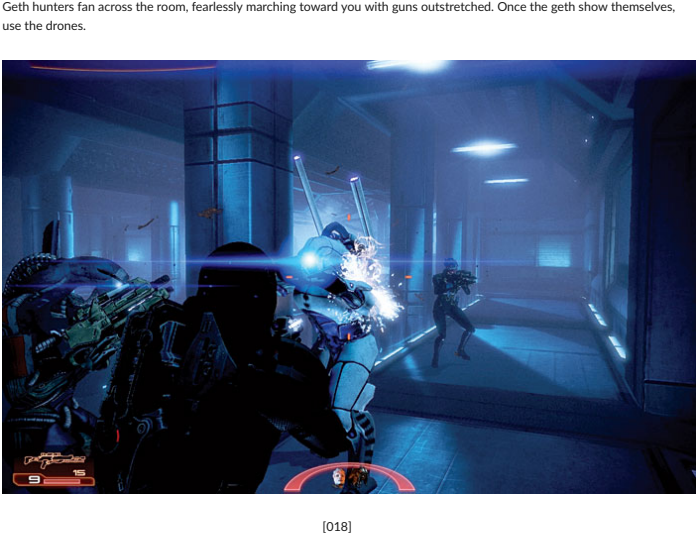
Into the Crucible



[017]

The next chamber is initially silent. There are multiple rocket drones on top of walls. Wait to activate these drones until you step far enough into the room to activate the geth guards **[017]** .

Geth hunters fan across the room, fearlessly marching toward you with guns outstretched. Once the geth show themselves, use the drones.



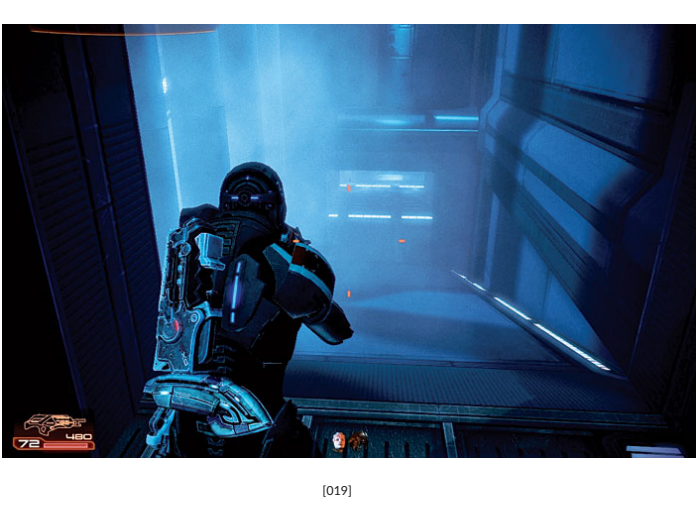
[018]

Stay along the edges of the room. The drones will pepper the geth hunters with rockets. Pound the geth from above with guns until the shields go down, and then direct biotic attacks at them.

Not all geth hunters move through the center of the room. Look for at least one geth hunter to track you along the outer edge **[018]**.

Caution

The rocket drones will not attack you, but if you are close enough to a geth hunter when the drone strikes, you risk getting hit with splash damage.



[019]

At the conclusion of the battle, sweep the room to pick up clips. Leave through the door on the opposite side of the room from the one you came through. There are power cells and a medi-gel at the end of the hall.

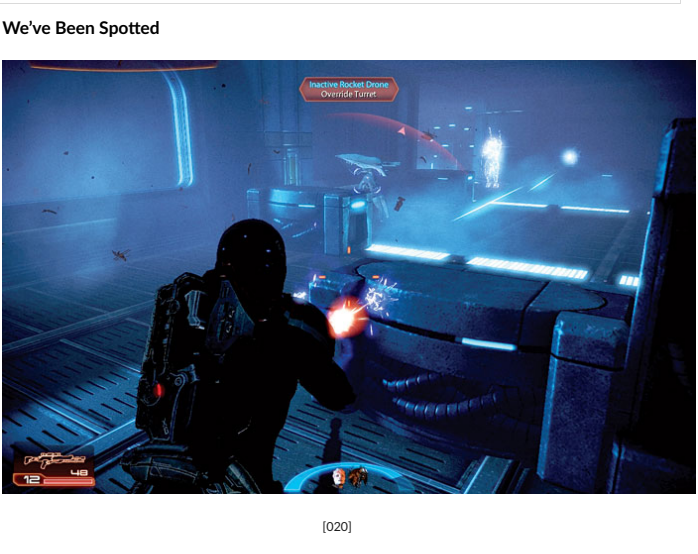
Collect them and then use the ramps to drop farther into Heretic Station **[019]** . When you reach the bottom of the ramps, turn away from the door to collect a crate of refined palladium, along with a few more thermal clips.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium

We've Been Spotted



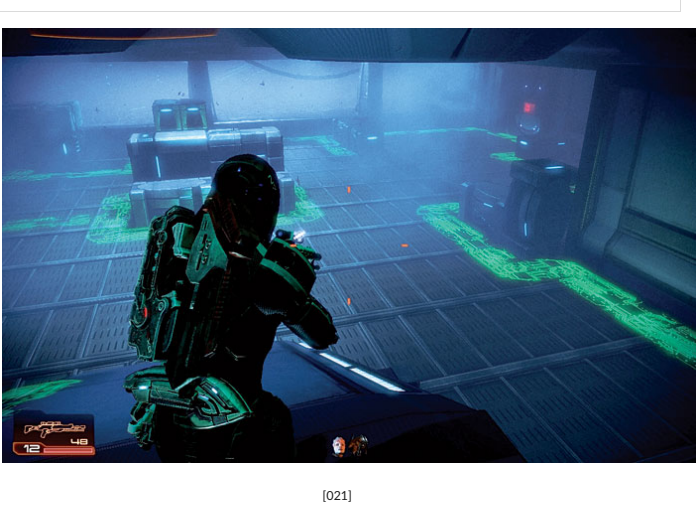
[020]

More geth lurk just beyond the door at the bottom of the ramp, to your right. When you step inside, a geth hunter initiates a cloak and two geth troopers flank **[020]** .

There is cover immediately inside the door, but you should also hack the rocket drone so it hammers the geth. Once the geth are down, turn around and hack the geth terminal along the window bay.

The terminal unlocks the Cyclonic Particles upgrade, which increases geth shield strength—fortunately, just for the geth in your squad.

Upgrade > Geth Terminal > Bypass > Geth Shield Strength



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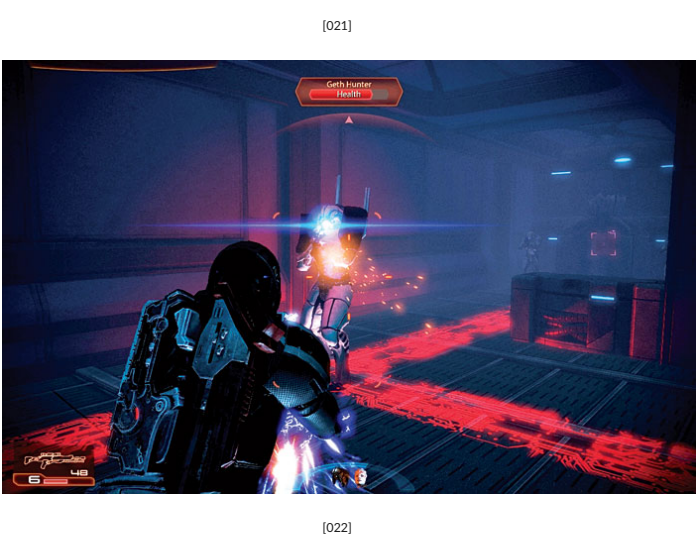
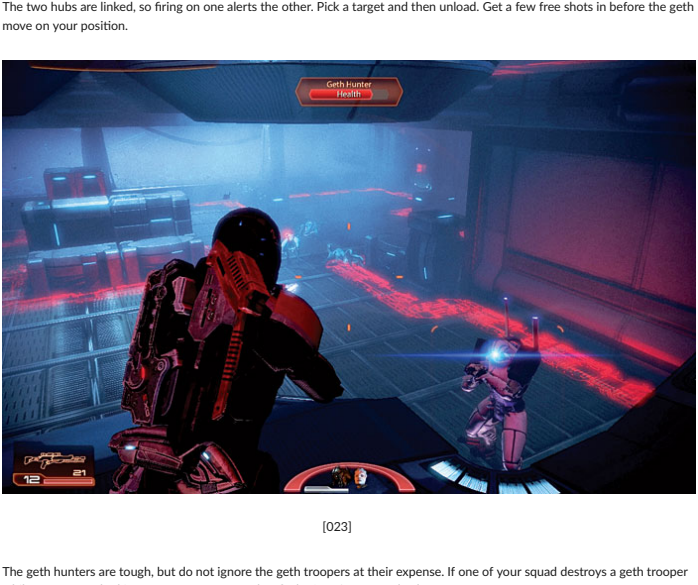


[022]

After dropping the geth, exit the room and ease down the ramps **[021]** . The next room is lined with data streams, so watch your step. Follow the data streams to the bottom of this chamber.

When you reach the locked door, look to the left and the right. There are twin geth hubs, each with two geth hunters and a geth trooper **[022]** . Stepping on the data stream wakes them, but so does a shot.

The two hubs are linked, so firing on one alerts the other. Pick a target and then unload. Get a few free shots in before the geth move on your position.

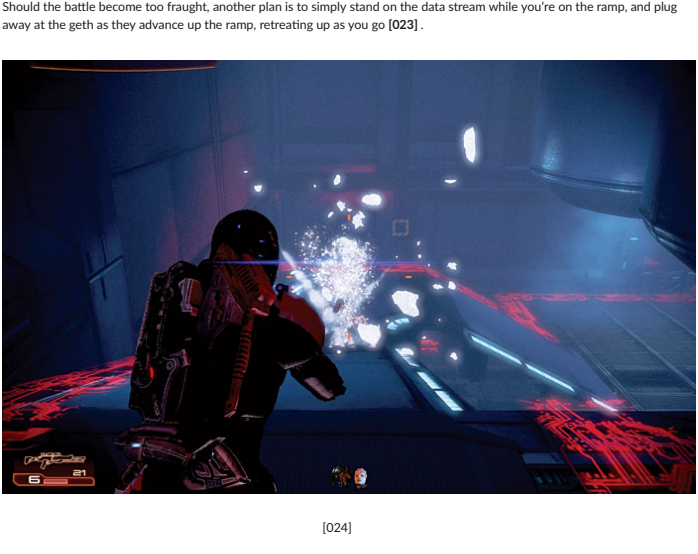


[023]

The geth hunters are tough, but do not ignore the geth troopers at their expense. If one of your squad destroys a geth trooper while you are not looking, you may turn around to find a fanatic on your back.

If you have biotics at your disposal, use them whenever you eliminate the shields of any of the geth. Slam, for example, will finish off a trooper.

Should the battle become too fraught, another plan is to simply stand on the data stream while you're on the ramp, and plug away at the geth as they advance up the ramp, retreating up as you go **[023]** .



[024]

In such close quarters, the geth hunters will not rely on their cloaking. It's hard to hide in such a narrow area and make it effective. Instead, these hunters are rather brutish—getting right up in your face.

If you have special ammo like cryo **[024]** , use it to defeat the hunters. Cryo ammo will freeze a geth. The frozen geth then lifts off the ground.

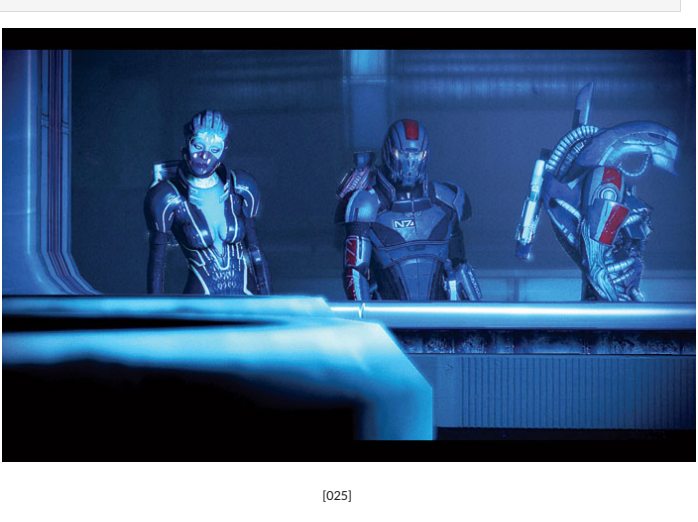
Keep firing and you can shatter the frozen geth, finishing it off no matter how much health it had left.

Tip

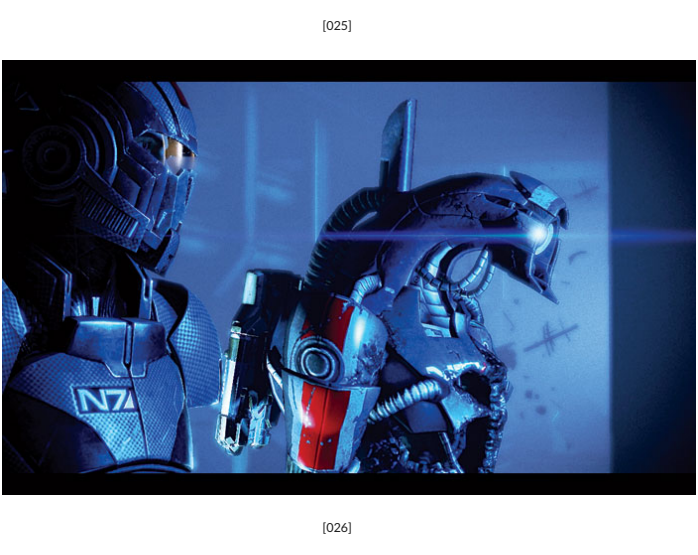
Don't forget to salvage those geth hubs for easy credits!

Spoils of War > Geth Hub > Salvage > 3,000 Credits

Spoils of War > Geth Hub > Salvage > 3,000 Credits



[025]



[026]

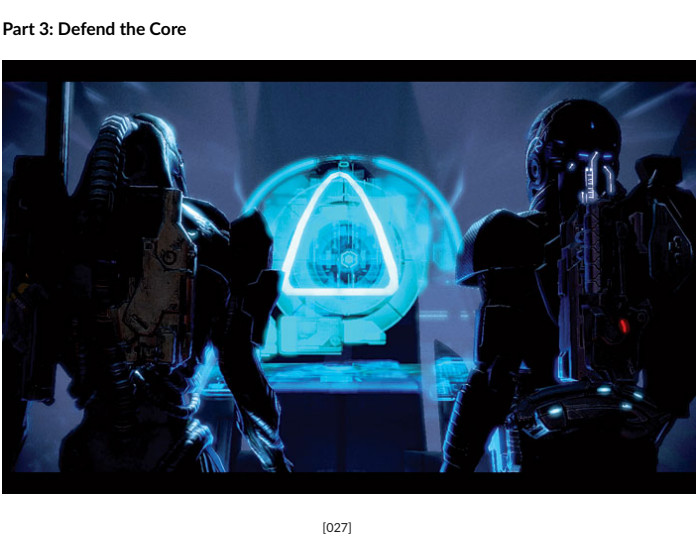
Eliminating all of the geth in the room unlocks the door. Exit and walk alongside the geth servers **[025]** . Ask Legion about the servers. Legion explains **[026]** that these are not like the hubs.

These servers contain the programming for thousands upon thousands of geth and a portion of the accumulated heretic memories.

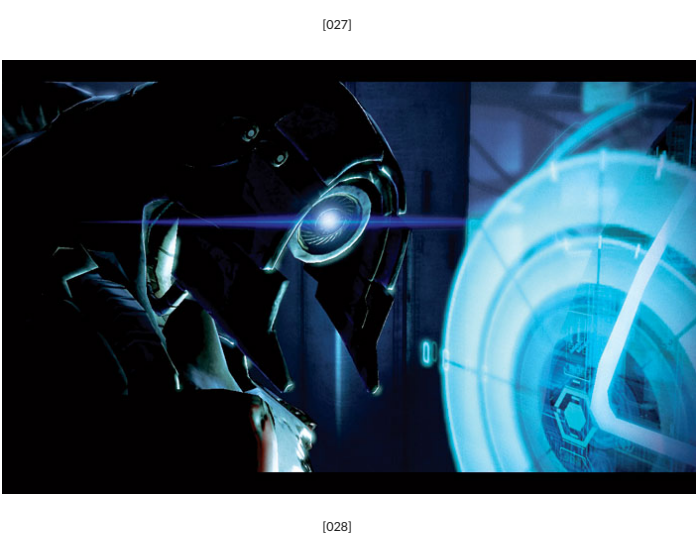
As Legion looks at the servers, it discovers that the heretics have truly broken ranks with the rest of the geth. The heretics have been spying on the rest of the geth.

This implies that the heretics have disconnected part of their programming from the collective. That is a new development for geth, which normally share everything with the collective.

Part 3: Defend the Core



[027]



[028]

When you leave the server window, you locate the main terminal **[027]** , which will allow Legion to either rewrite the heretic code or initiate the station's destruction.

No matter which you choose, you still have to delete the virus from the system. Legion says he can do that **[028]** , but it will take time. While the virus is being purged, all geth on the station will become aware.

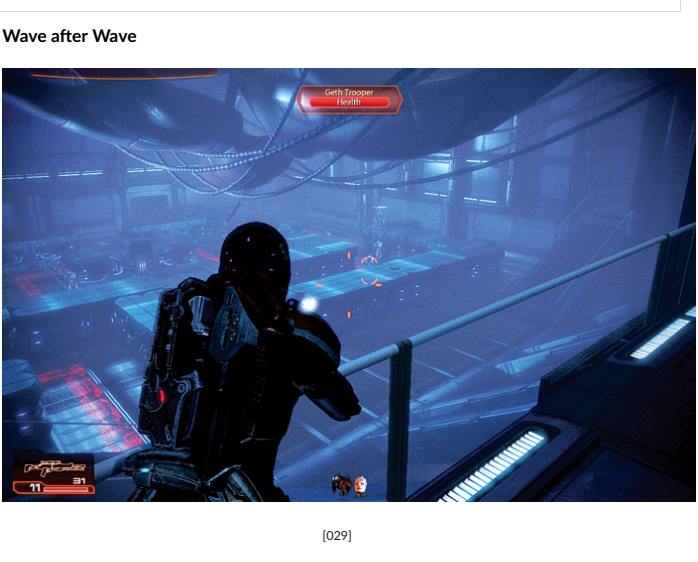
They will attack, filing into this room to stop you. You must hold the room until the virus has been scrubbed.

Fortunately, there are several rocket drones in the room that you can hack when the geth do attack. Wait until the geth enter and get close enough to the drones to use them.

At this time, you can pick up the med kit or note the location of it, close to the geth terminal.

Med Kit > +1 Medi-gel > 100 Credits

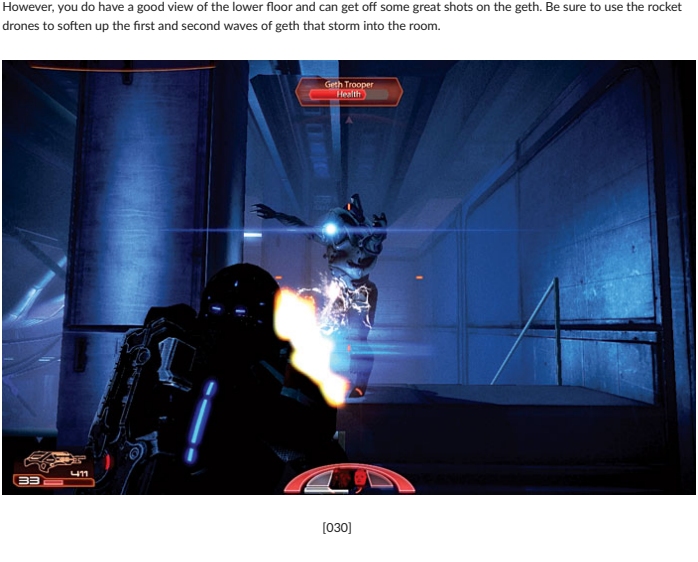
Wave after Wave



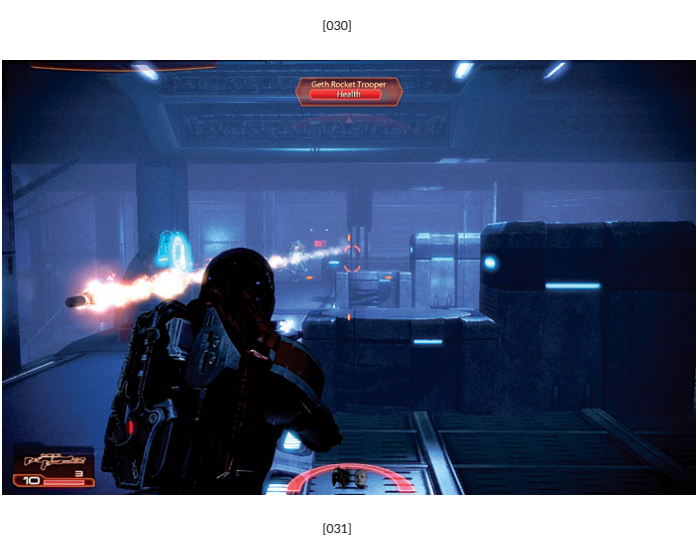
[029]

The geth come through the room below the terminal **[029]** . You can't move down into the lower chamber. Only the geth can come up those ramps and attack you on the upper floor.

However, you do have a good view of the lower floor and can get off some great shots on the geth. Be sure to use the rocket drones to soften up the first and second waves of geth that storm into the room.



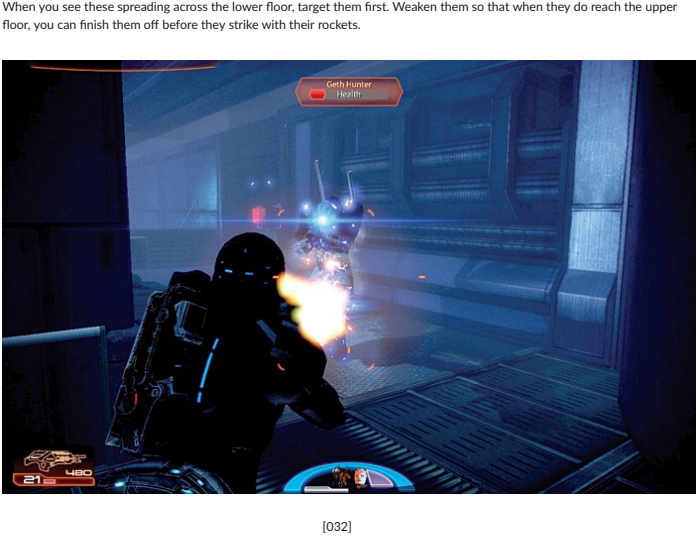
[030]



[031]

The first wave is just geth troopers **[030]** . These are not difficult to manage. However, wave two adds geth rocket troopers to the mix **[031]** . These geth are much deadlier, thanks to their rocket launchers.

When you see these spreading across the lower floor, target them first. Weaken them so that when they do reach the upper floor, you can finish them off before they strike with their rockets.



[032]

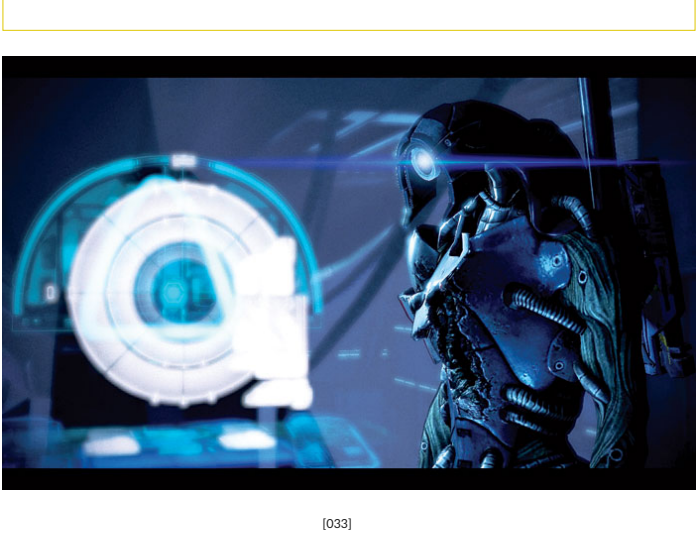
The third wave of heretics is made up of geth hunters and geth troopers. These hunters **[032]** quickly weave through the servers on the bottom floor and take to the ramps.

Deliver what damage you can from above and then fall back to repel the geth hunters as they come up the ramps. The geth troopers use the distraction of the hunters to fan out.

Move from one target to the next, clearing them out systematically instead of just shooting at anything that moves.

Note

Surviving this onslaught is not easy. You need to keep up your own shields by diving into cover whenever you see that you are running low. Let those shields regenerate before trying anything too brave.



[033]

Once the battle ends, Legion returns to the terminal **[033]** . It is now time to make the choice. You can either use the rewritten virus to reprogram the heretics or destroy all of them aboard the Heretic Station.

Neither path is without risk. If you choose to rewrite the heretics, they will shed the allegiance to the Reapers, but their experiences will join the collective.

That has potential for being trouble down the line. If you destroy the station, just know that though this is the central station, there are other heretics out there. They will not leave this attack unanswered.

Neither result is an immediate problem—it's just something to think about before telling Legion what to do.

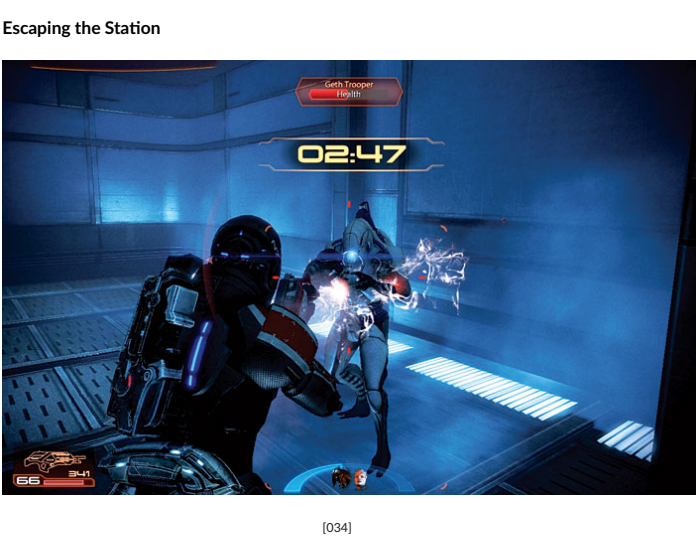
Note

Rewriting the code and saving the heretics results in Paragon points. Destroying the station is a major Renegade action.

Either way, you are going to need to do some running. If you opt for the destruction, you need to flee the station before it blows up.

If you rewrite the virus, you need to escape before a powerful EMP rips through the station as the new code is broadcast. You have three minutes to exit the station.

Escaping the Station

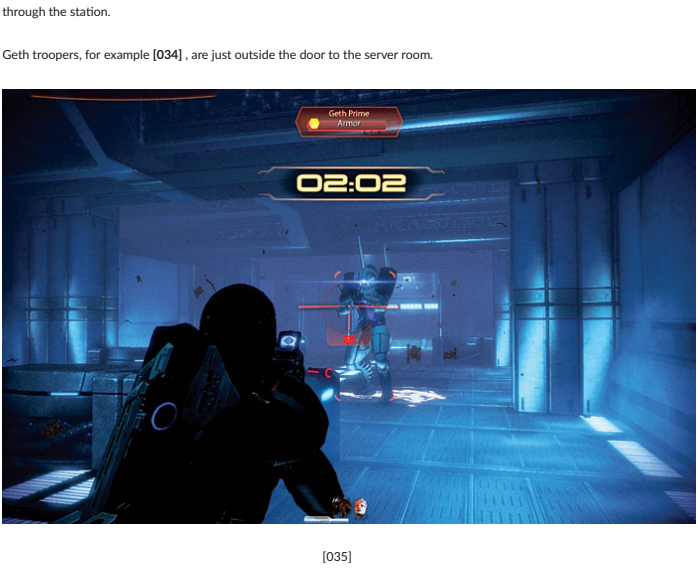


[034]

When you initiate the move on the servers, the countdown begins. You must rush through the station and return to the *Normandy* before the countdown ends.

The path through the station is clearly marked and easy to navigate, but it is not without threat. Geth attack as you rush through the station.

Geth troopers, for example **[034]** , are just outside the door to the server room.



[035]

Keep moving! A geth prime **[035]** around the next corner will slow you down. If you have any heavy weapon ammo left, use it to rip through the geth prime's shields and armor.

The geth prime is a real monster and will not budge (unless you budge it with biotics after lowering its defenses).

It also releases combat drones to slow you down, so take a firm but measured approach to defeating it.

Tip

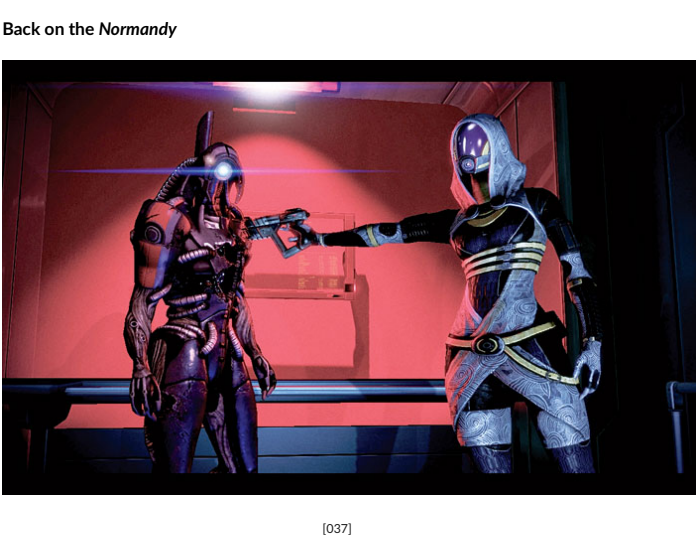
You can simply sprint past the geth prime to the door and exit this mission without facing it.

[036]

After defeating the geth prime, make a break for the door at the end of the corridor. This leads directly to the *Normandy* . Joker pulls away from the Heretic Station just in time **[036]** .

Legion is now loyal to the team, and his Geth Shielding power is unlocked.

Back on the *Normandy*



[037]

[038]

After the Heretic Station has been dealt with, Shepard must deal with a more immediate geth problem aboard the ship. Tali has found out that a geth is on board and is furious.

She has Legion at point-blank range in the AI core (through the medical bay) **[037]** . She discovered Legion uploading information about the quarian flotilla to the geth collective.

Legion says that just as the quarians are working to protect themselves from the geth, the geth must also be free to do the same. Shepard has multiple choices for ending this standoff **[038]** .

Shepard can either tell Tali to stand down, which sorely disappoints her, or tell Legion to cease the transmission.

However, if Shepard is enough of a Paragon, this can be solved peacefully by telling both of them that they are right. If the situation is solved amicably, Tali will give Legion some nonclassified quarian data to relay to the geth.

Legion in turn will agree not to give the geth an advantage against the quarians. Shepard hopes both of them will soon understand that fighting each other is not necessary.

It only weakens both races in the face of bigger threats, like the Collectors and the Reapers.

Note

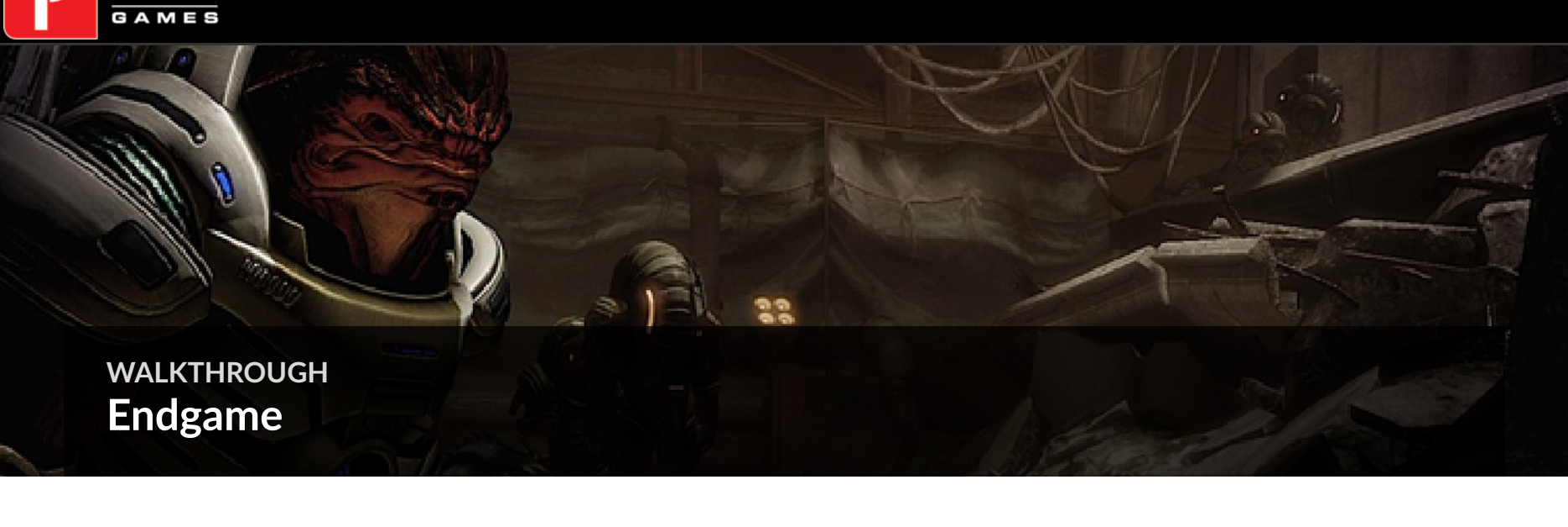
If this was the final loyalty mission, then you are ready for the Omega 4 relay. If you have outstanding loyalty missions, you can undertake those now to unlock extra powers.

The battle on the other side of the Omega 4 relay is the toughest yet. Consider making additional upgrades.

If you need minerals, use this opportunity to go on mining excursions across the galaxy to excavate the needed elements. Once you are ready, plot a course for the Omega 4 relay.

Tip

If you wish to complete this adventure with the maximum number of squad members alive, read the start of the next mission and finish all tasks that you can.



WALKTHROUGH

Endgame

Caution

Warning! It is prudent to complete any remaining special assignments or romance missions with the *Normandy* crew before beginning this mission!

Squad Survival: No One Left Behind

No One Left Behind is an Achievement or Trophy awarded if your entire squad survives this final mission. For this to occur, the following plans must be enacted:

1. Every squad member must be loyal; that is, you must have completed everyone's loyalty mission. A non-loyal squad member is likely to cause the death of another squad member (randomly determined).

2. You must have appropriately upgraded the *Normandy* 's armor, shielding, and weaponry (see the *Normandy Upgrades* chart).

3. During the final mission, you must assign roles to the most appropriate squad members (and they must be loyal). The choices to make, and when they are made, are detailed later in this mission.

Tasks 1 and 2 must be done prior to starting this suicide mission. Task 3 is a series of choices within the last mission. The chart shows the exact upgrades you must make to the *Normandy* , and the resulting losses if you ignore this advice:

Normandy Upgrades

Upgrade	Doomed Squad Member	Notes
Heavy Ship Armor	Jack	Upgrade this, or face the death of Jack.
Multicore Shielding	Kasumi, Legion, Tali, Thane, Garrus, Zaeed, or Grunt	Upgrade this, or face the death of one squad member (from most likely to least likely).
Thanix Cannon	Thane, Garrus, Zaeed, Grunt, Jack, Samara, or Morinth	Upgrade this, or face the death of one squad member (from most likely to least likely).

Omega 4 Relay: Launch Suicide Mission

The team is complete. The IFF is online. The *Normandy* and her crew are ready to pass through the Omega 4 relay and take the fight to the Collectors.

In the last thousand years, no ship has ever passed through the Omega 4 relay and returned. The *Normandy* might not be the first to survive, but there is no other course of action left.

The Collectors, powered by their Reaper alliance, will continue to attack humanity until their ends are met. The only way to learn their reason for targeting humanity is to travel through the Omega 4 relay.

Mission Data

Location: Milky Way > Omega Nebula > Sahrabarik > Omega 4 Relay

Entities Encountered > Enemies

- Collector > Oculus

Warning! Extreme Hazardous Conditions Ahead!

[001]

As soon as Shepard charts a course for the Omega 4 relay **[001]** , Joker says it will take approximately two hours for the *Normandy* to arrive.

During these hours, Shepard and the crew must make final preparations for the journey. That includes fulfilling any last wishes, since there is a very good chance that this is a one-way ticket.

Note

If you have pursued a romance with any of the squad members, now is when that relationship is consummated.

For example, if you played as a male Shepard and were extra friendly to Miranda, always taking her side in arguments (such as when she and Jack were fighting), Miranda will surprise you at the CIC once you give Joker orders to head for the relay.

For all possible romances, consult the Special Assignments chapter.

[002]

Before Shepard passes through the relay, the commander has one last hologram conference with the Illusive Man **[002]** .

The Illusive Man is sorry to not have more intelligence on what is just beyond the relay, but he wants to express his gratitude for all you have done so far and what you are risking to go through with this mission.

[003]

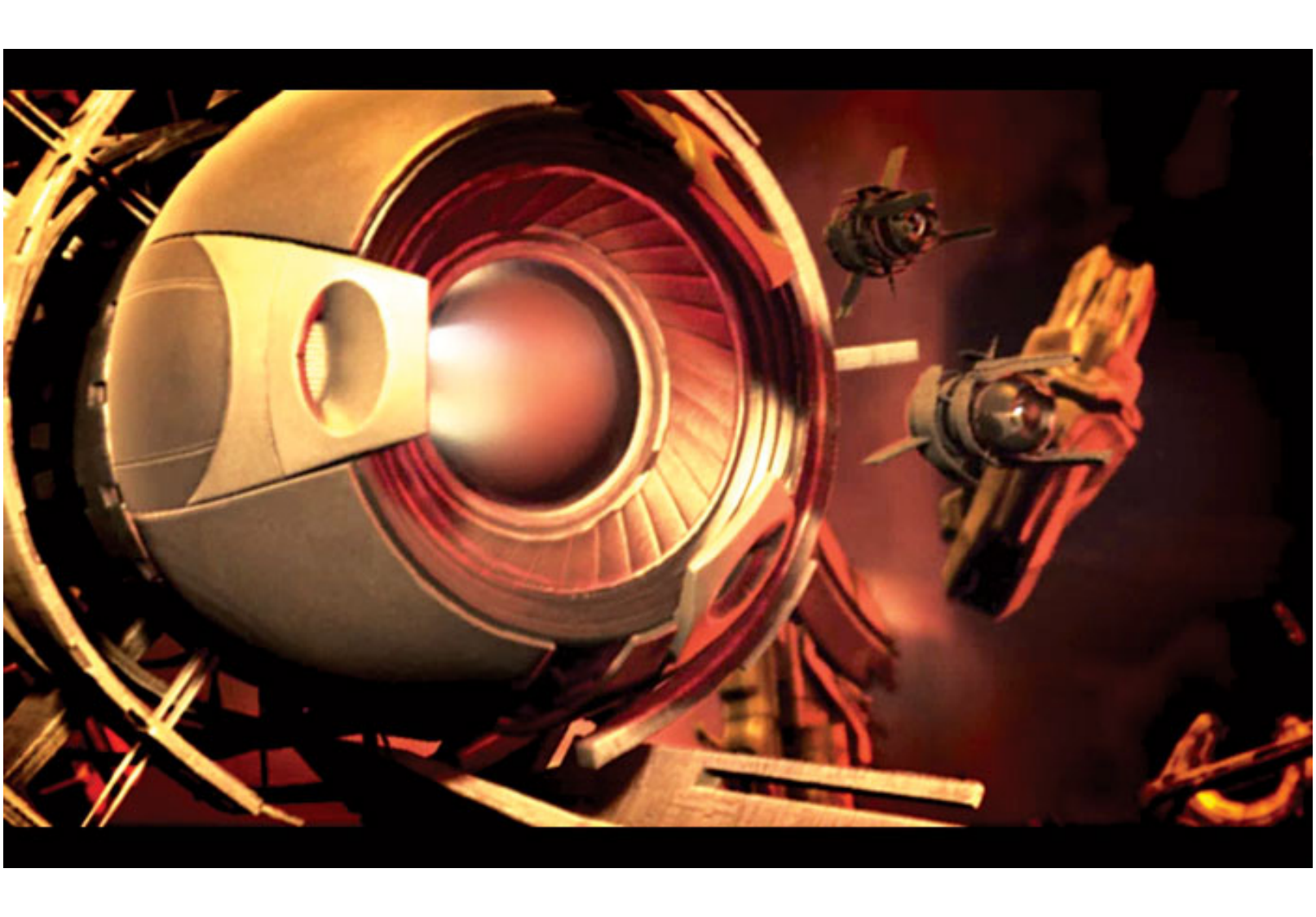
[004]

The IFF allows the *Normandy* to pass through the Omega 4 relay **[003]** . Immediately on the other side of the relay, the *Normandy* encounters a minefield of debris **[004]** .

Joker decelerates as best as he can to avoid slamming into any of the ghost ships and wrecks floating through space **[005]** . EDI pinpoints the location of the Collector base amid the field of debris.

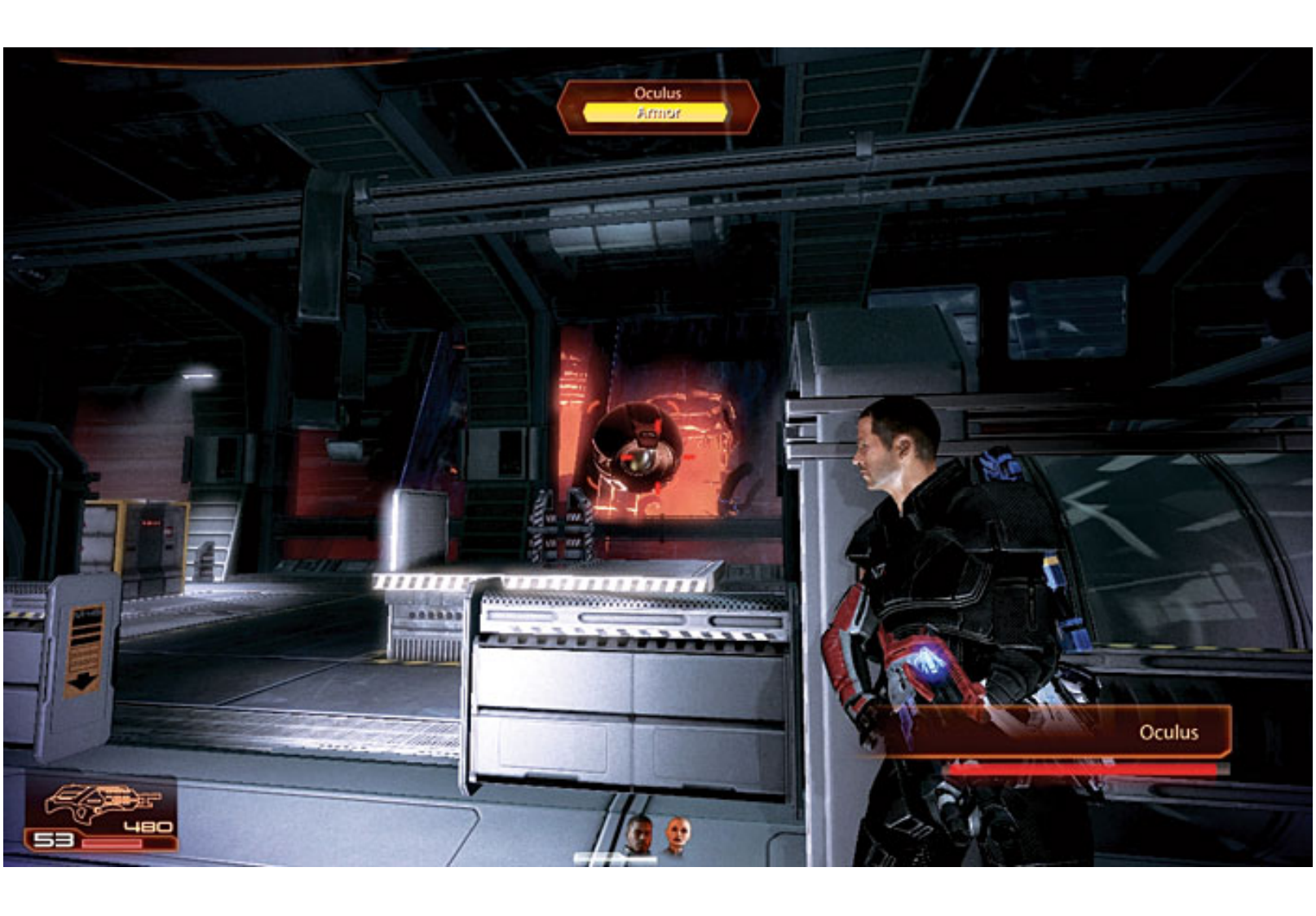
But as the *Normandy* approaches the base, the Collector's first line of defense springs into action. Small orbs called oculi tail the *Normandy* , blasting it with laser fire **[006]** .

[005]



[006]

Hull Breach

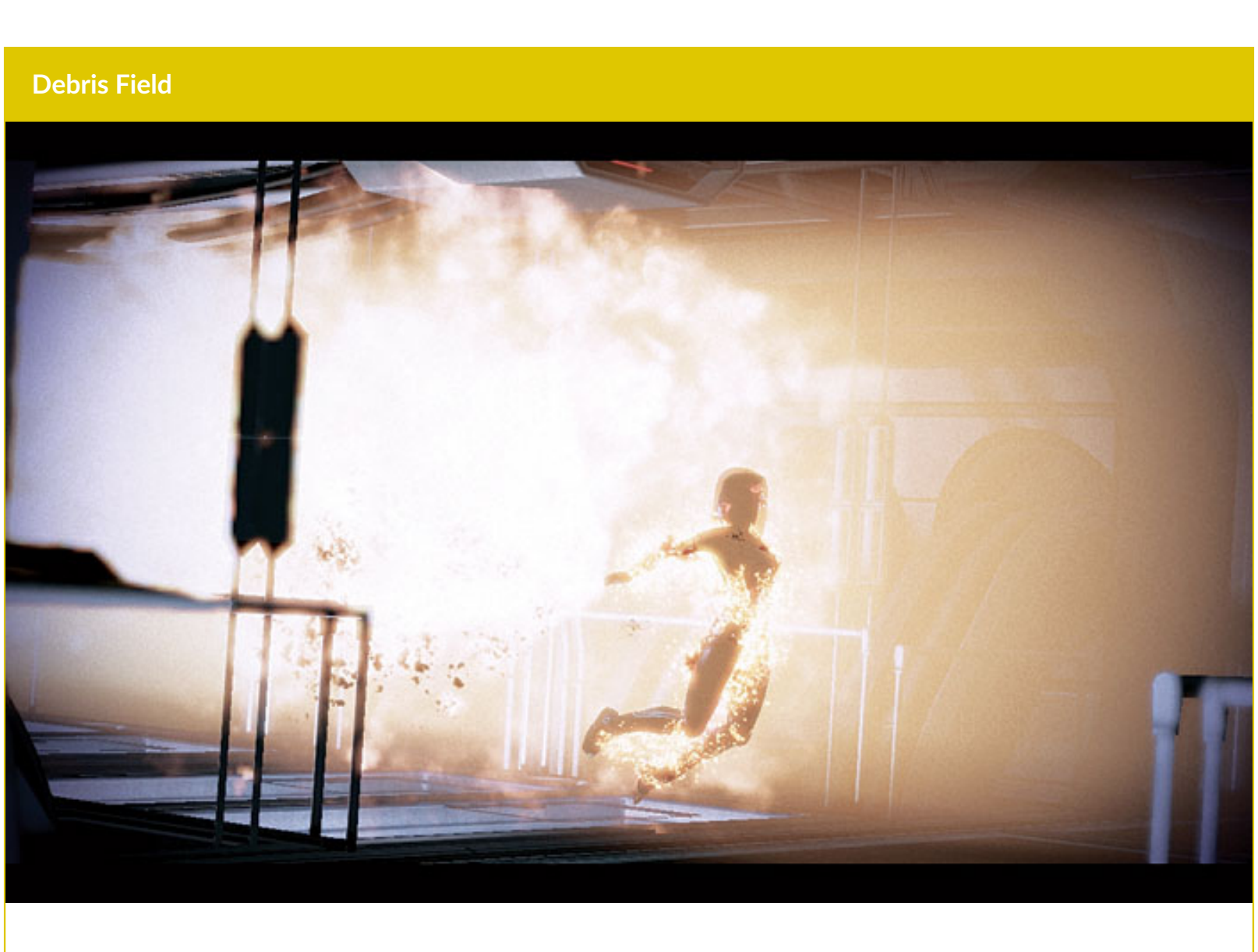


[007]

An oculus slams into the *Normandy* , tearing through the shields. You must rush to the cargo hold and destroy this interloper **[007]** .

Select your squad and weapon loadout. The action then automatically moves to the cargo hold.

Debris Field



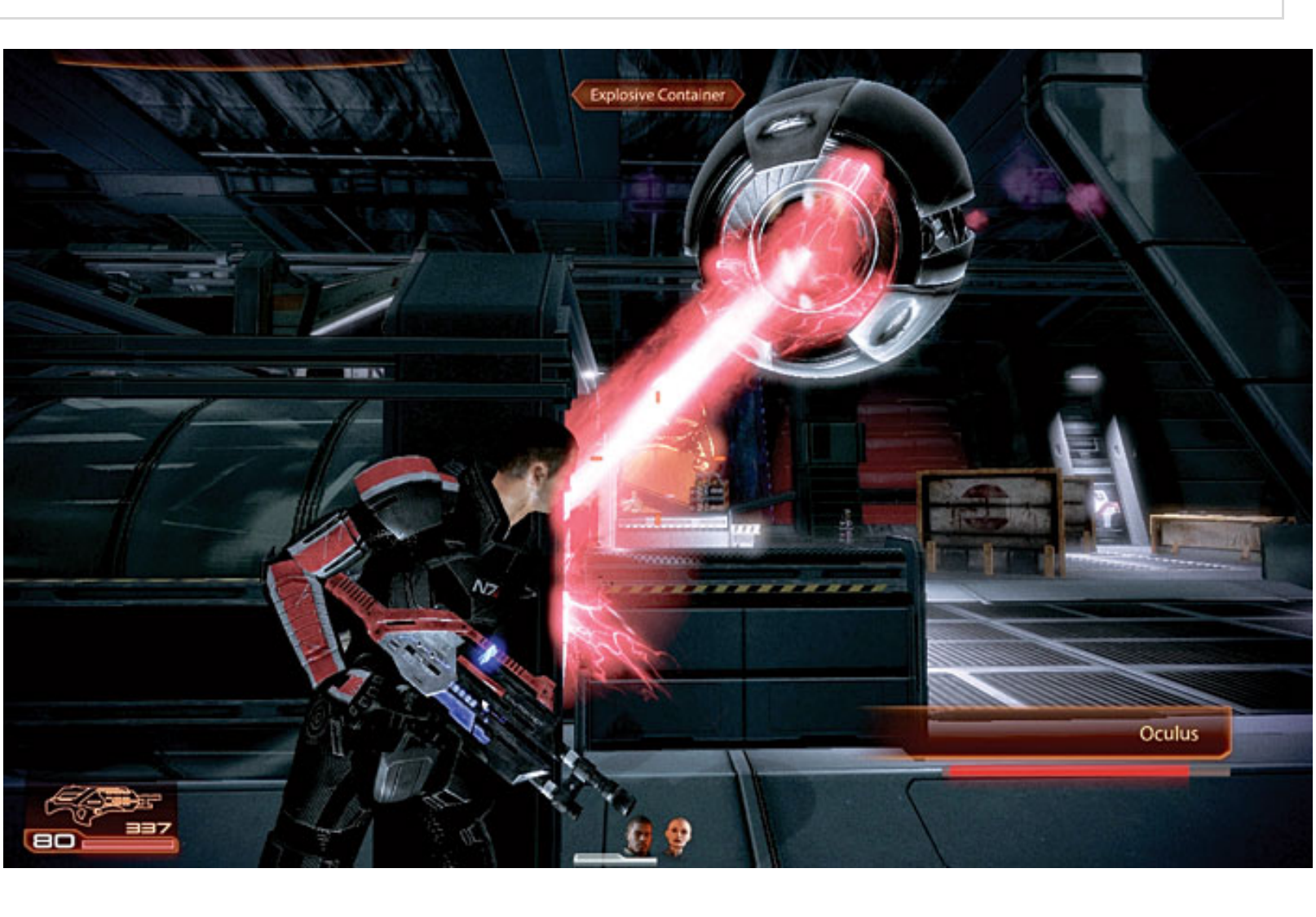
[008]

The debris field batters the *Normandy* . You may lose squad members **[008]** during the pounding this ship takes en route to the Collector station, depending on whether or not you made any upgrades to the *Normandy* .

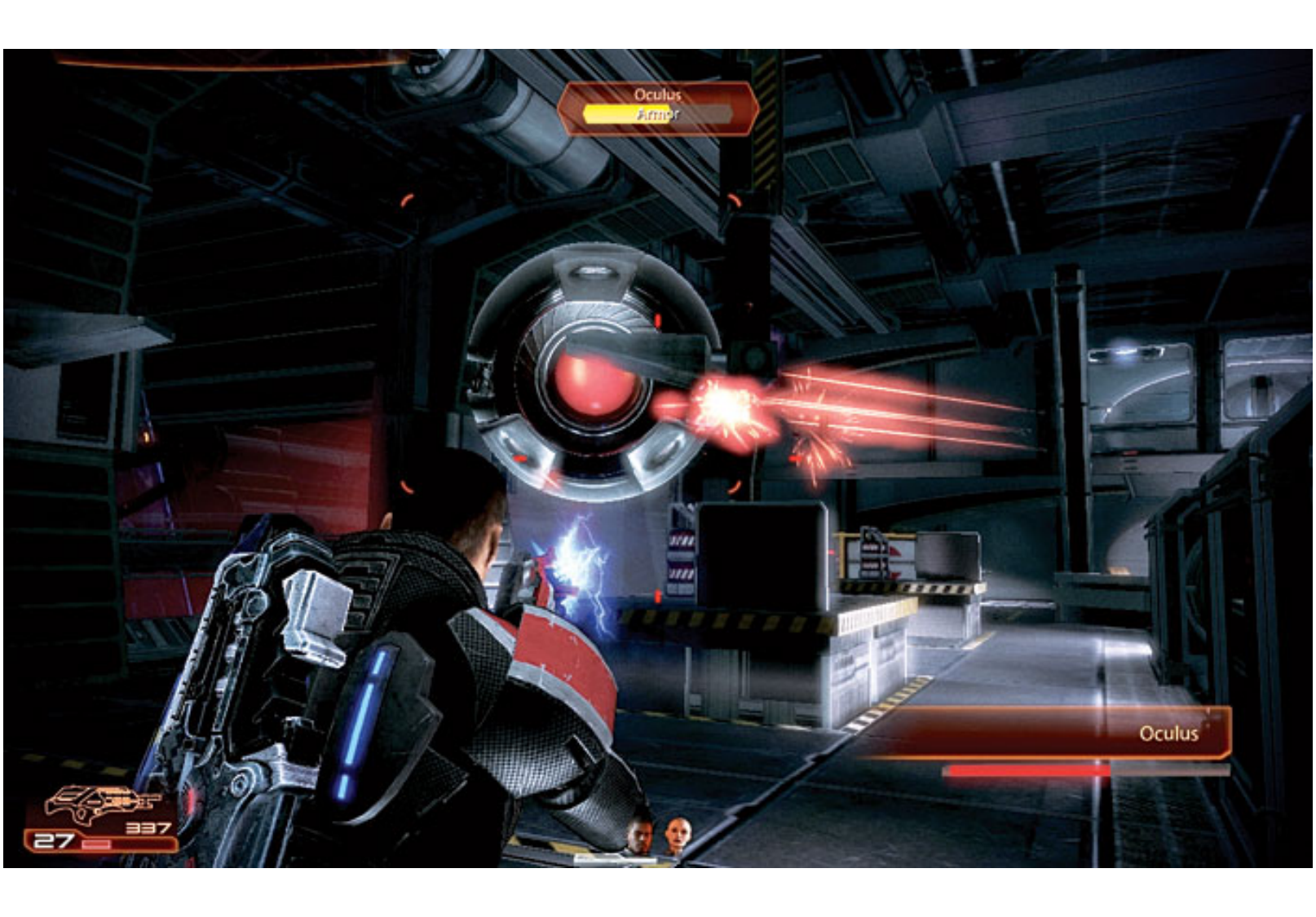
There are three possible upgrades detailed in the Upgrades and Research Projects chapter. For every upgrade you did not make, you will lose one team member.

Your squad choices affect who is lost; see the *Normandy* Upgrades chart. The times when these squad members die are flagged.

The first squad member is lost at this point if the *Normandy* wasn't upgraded.



[009]



[010]

The oculus twists and turns inside the hold, cutting through everything in its path with its powerful red laser **[009]** . The laser is its only weapon, but it slices through shields and armor within seconds.

You must move from cover to cover to avoid getting caught by the beam. The oculus does not have a barrier or any health; you just need to cut through its thick armor to defeat it.

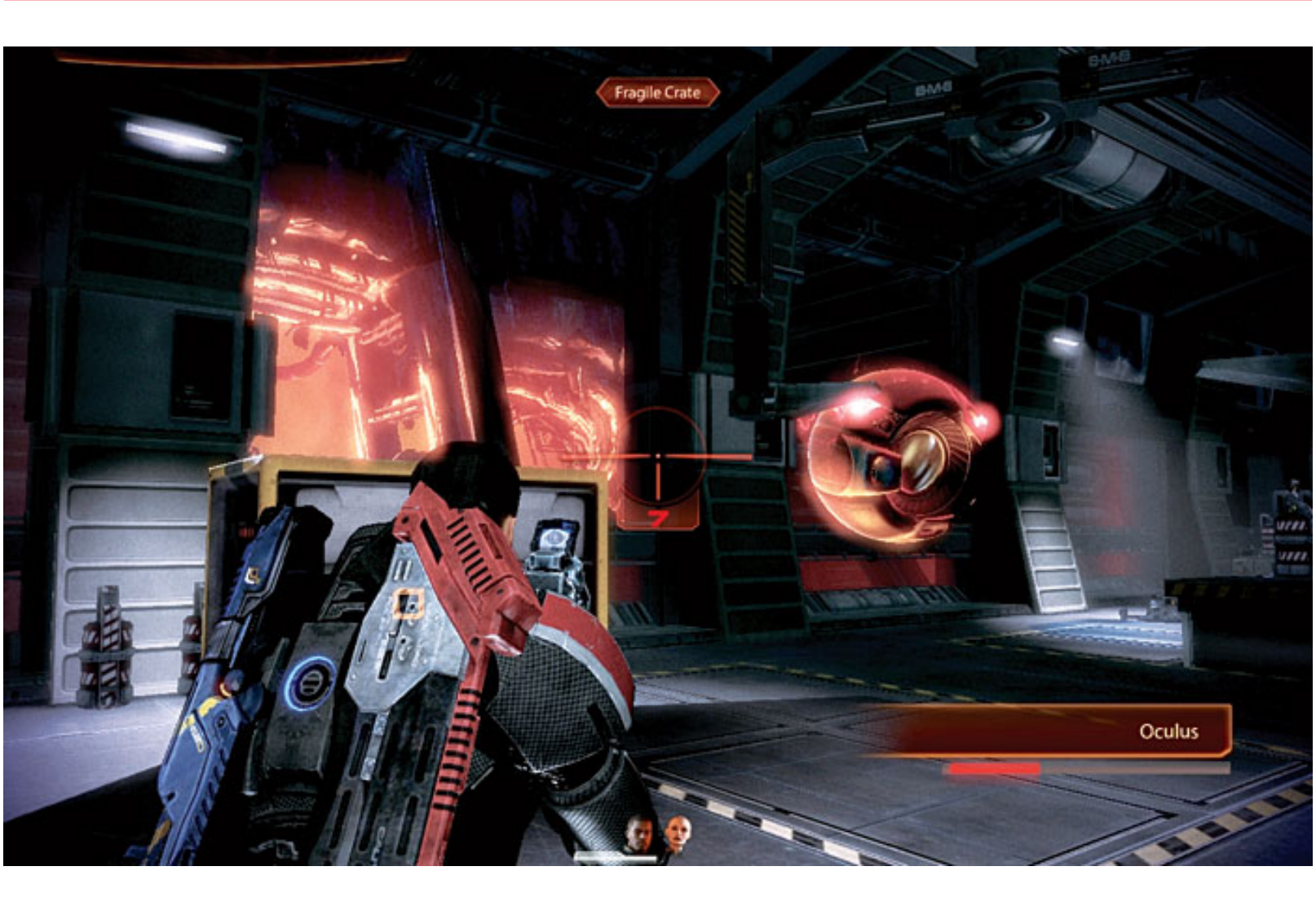
Tip

You can damage the oculus at any time **[010]** . You do not need to look for a weak point. Just point and shoot. The easiest way to bring down the oculus is with heavy weapons.

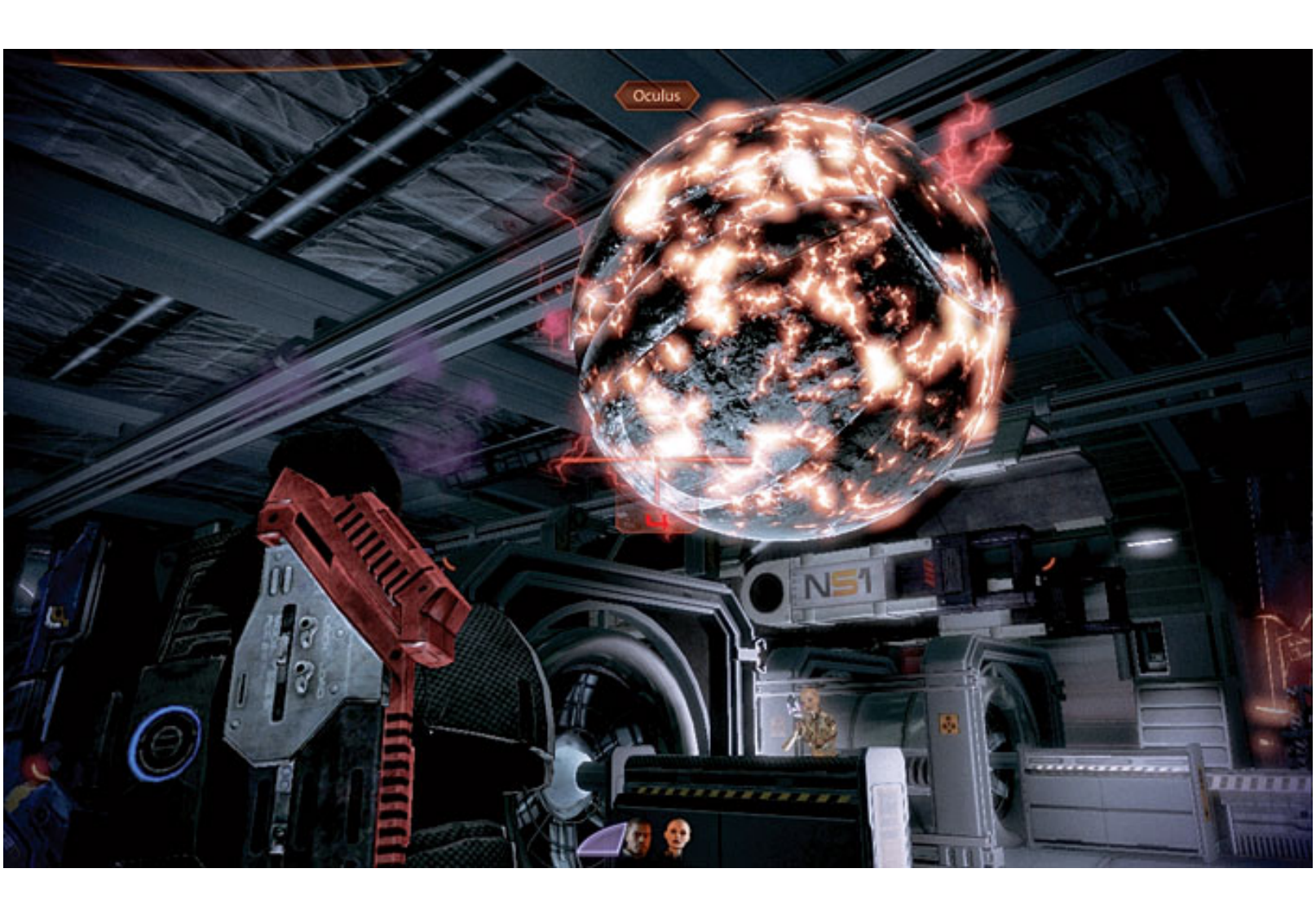
There's a crate of heavy weapon ammo to the rear of the hold, as well as medi-gel stations to either side.

Caution

Many crates in the hold are fragile. Seek cover behind sturdy objects like pillars.



[011]



[012]

The oculus darts around the hold, sometimes buzzing out of the room for a few seconds before cutting back inside **[011]** .

When the oculus departs, use those few seconds to collect spare ammo and medi-gel.

Since the oculus is only armored, you are better off using weapons to finish it off; biotic attacks do very little to the oculus.

Another oculus breaks through the hull and moves into the cargo hold. This oculus is just like the first one—all armor and one killer laser.

Track the oculus through the cargo hold, ducking behind heavy objects to avoid incoming laser blasts **[012]** . This second sphere must also be destroyed.

Caution

Watch out for explosive containers in the hold. They are on the ground, so if one blows, it will injure only you and the squad, not the oculus.

Tip

On higher difficulty levels: You may wish to forgo a heavy weapon and pummel the oculus with damaging sniper rifle fire, without zooming in on the sphere.

As expected, staying in cover helps you survive for far longer; hopefully for both fights!

Med Kit > +1 Medi-gel > 100 Credits

Medical Station > Open > Med Kit > 100 Credits

Medical Station > Open > Med Kit > 100 Credits

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Crash Landing

[013]

[014]

When the *Normandy* finally clears the debris field, you have a straight shot at the Collector base. A Collector ship flies out of the base, revealing just how massive the Collector home truly is **[013]** .

The Collector ship, which absolutely dwarfs the *Normandy* , is tiny compared to the base. The Collector ship opens fire on the *Normandy* . The ship is hit **[014]** .

If the *Normandy* 's shields were not upgraded, another team member is killed in the explosion.

[015]

[016]

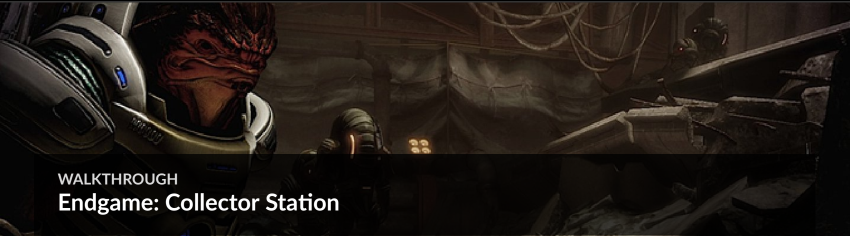
Joker moves the *Normandy* into an attack position and rushes the Collector ship as it fires. The *Normandy* delivers a deadly blow at the heart of the Collector ship **[015]** .

When the Collector ship explodes, the force knocks the Normandy's mass effect field generators offline. The *Normandy* is on a collision course with the Collector base.

EDI advises everybody to brace for impact. The *Normandy* crashes into the Collector station **[016]** . EDI says it will take a while for the ship to be in flying shape again.

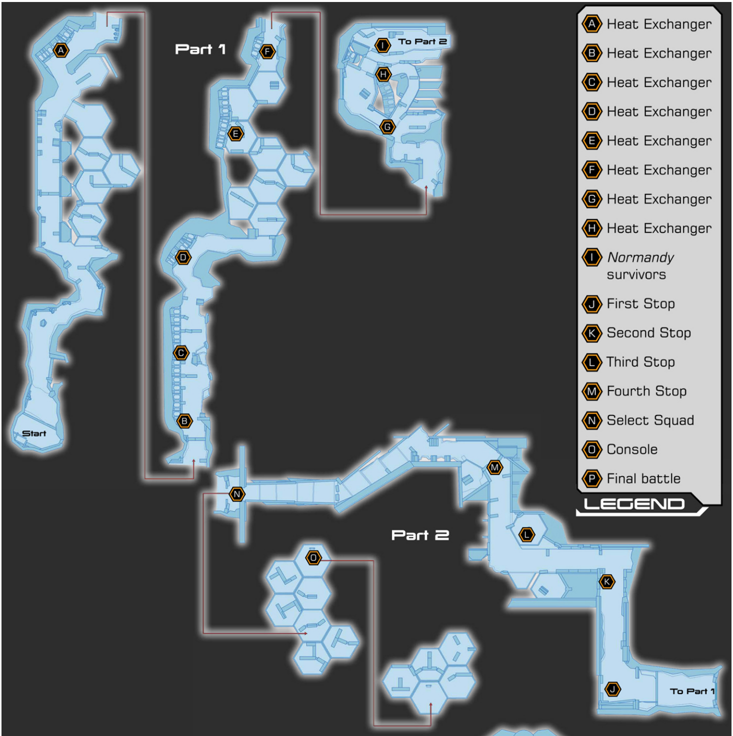
It is time for you to lead your squad into the Collector station and end their reign of terror on the human colonies.

If you did not upgrade the *Normandy* 's armor, you lose another team member during the crash landing.



WALKTHROUGH

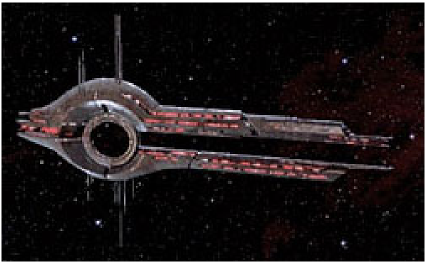
Endgame: Collector Station



The Collector station on the other side of the Omega 4 relay is a monster. Because no ship has ever successfully made it through the Omega 4 relay, the Collectors do not have much of a defense system in place.

After the Normandy crashes into the station, the Collectors themselves must take up arms to defend their base.

Mission Data



Location: Milky Way > Omega Nebula > Sahrabarik > Omega 4 Relay

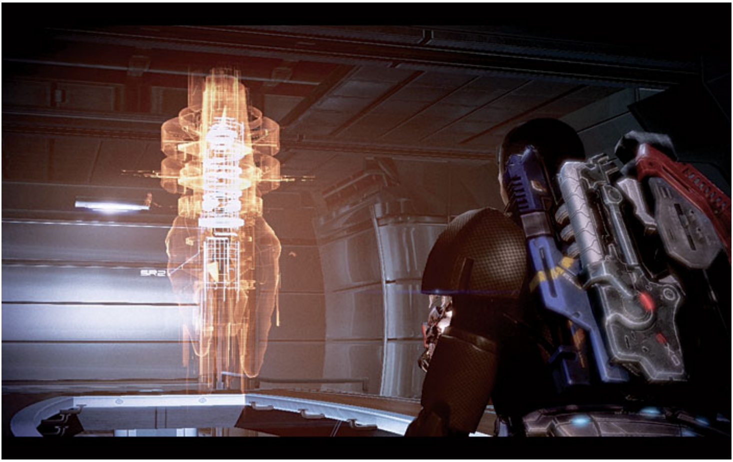
Entities Encountered > Enemies

- Collector > Abomination
- Collector > Assassin
- Collector > Drone
- Collector > Guardian
- Collector > Harbinger
- Collector > Husk
- Collector > Guardian
- Collector > Scion
- Collector > Seeker Swarms
- Collector > Human-Reaper Larva

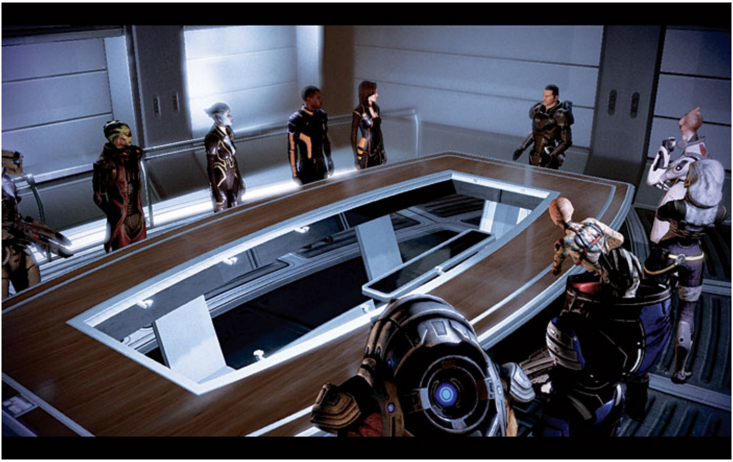
Warning! Extreme Hazardous Conditions Ahead!

Caution

Regardless of your squad choices, if you take too long to complete any stages of the final mission, crew members may die.



[001]

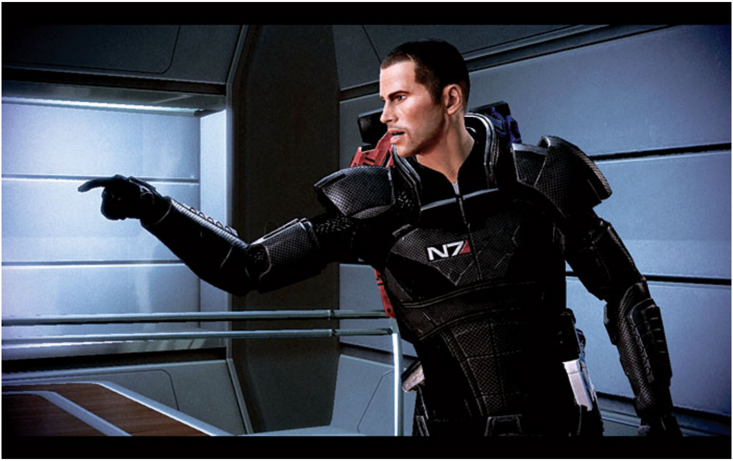


[002]

Prior to departing the *Normandy* , you must come up with a plan of attack. EDI is able to project a schematic scan of the Collector station **[001]** . The station's weak spot is found at the main control center.

The *Normandy* crew and any remaining colonists are in the central chamber. There is no easy way to access the crew. It is determined that the team must split up.

Two squads will keep the Collectors busy, increasing the chances of you getting through to the crew in time.



[003]

At this point, you must make some critical decisions about the makeup of your squad. You may have already lost some team members.

When you select squad members for special assignments inside the Collector station, you take them out of rotation for the overall mission.

First, you must select which squad member will infiltrate the locked doors that divide you from the crew. A tech specialist is needed for this assignment.

After selecting the specialist to infiltrate the locked doors, you must then choose who will lead fire team 1. Miranda volunteers, but the choice is ultimately yours.

You will meet up with fire team 1 in the central chamber. Make your choice based on the available team members that you have established absolute loyalty with **[002]** .

Once the roles have been assigned pick the two other squad members that will accompany Shepard and head out. You can choose whether or not to give a speech to the team before leaving the *Normandy* .

If you decide to offer a small speech **[003]** , you have the choice of making it a rousing call to victory or a hard-edged demand for revenge and punishment.

Squad Survival: No One Left Behind

From this point forward, the team leaders you choose have consequences for the final mission. The following loyal squad members should be chosen to ensure your entire crew survives this endgame mission.

Pick any one of the choices. Choose a member who isn't loyal, or someone not recommended, and squad members will die.

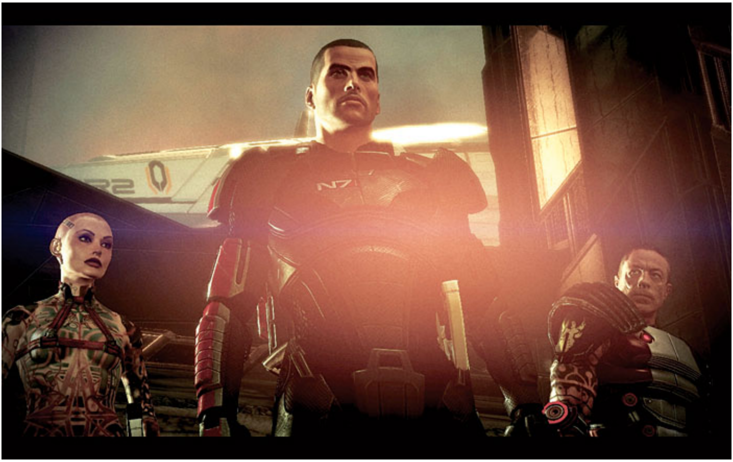
Squad Assignments

Task	Location Where Choice Is Made	Recommended Loyal Squad Members
Tech Specialist	*Normandy*	Kasumi, Legion, or Tali
Fire Team Leader	*Normandy*	Garrus, Jacob, or Miranda

Note

Consult the specific section of the mission for additional information.

Part 1: Open Valves



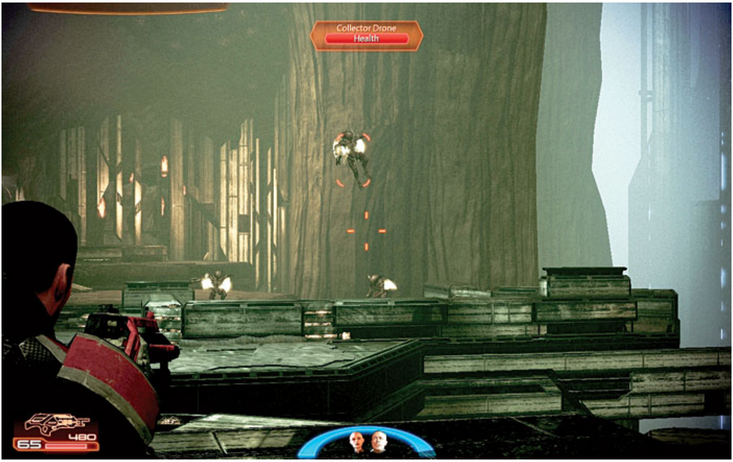
[004]

As you disembark from the *Normandy* , the Collector station is quiet at first **[004]** , but you know that the Collectors are on their way.

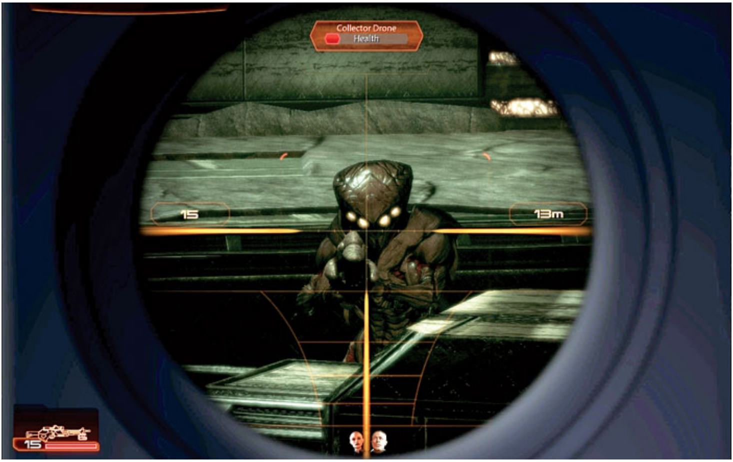
The specialist selected to move through the tunnels will need your constant help throughout the first portion of this mission.

You must balance assisting the specialist with pushing back against the Collectors charged with driving you out of the station.

First Contact



[005]



[006]

As you enter the station **[005]** , the specialist in the tunnel reports that it is quite hot. There are no hostiles in the tubes, but the rising temperature will be a real problem.

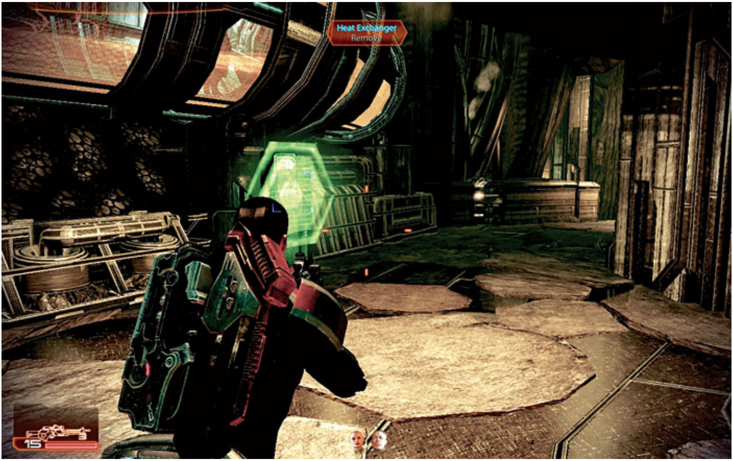
You need to open a series of eight valves along the tube of the specialist to survive. If the specialist dies, the mission ends in failure.

It doesn't take long before you meet your first batch of Collectors **[006]** .

The drones spread out across a hexagonal platform, just like those you found in the Collector ship (you may wish to consult Collector Ship mission walkthrough section for further information).

Target the drones with weapons, but mix in biotic attacks. Powers like Pull and Slam seriously injure the unshielded drones, softening them up so you can finish them off with bullets. Watch for reinforcements.

If you push forward (or use a passage to the left to flank), you can pick them off as they fly down to the surface. Biotic attacks work on the flying Collectors.



[007]

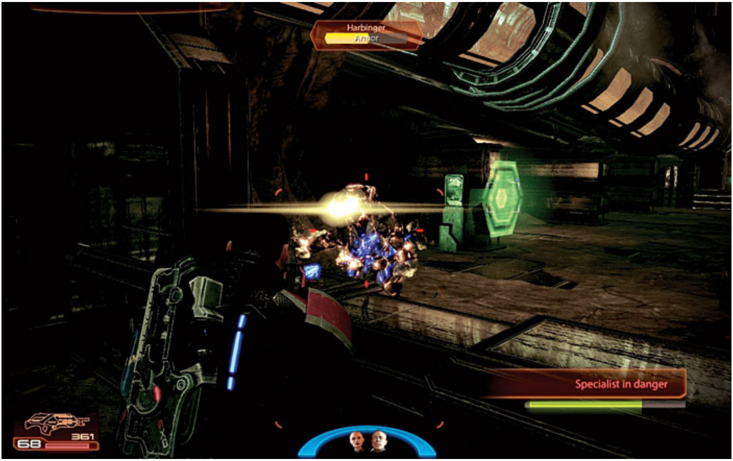
After the first batch of Collectors, you locate the first panel that opens a valve in the tube **[007]** . Activating the panel opens the locked door in the tube, allowing the specialist to progress.

However, all locked doors in the rest of the tube need to be opened within a time limit. If you leave your specialist at a door for too long, they perish.

Use the on-screen timer and the specialist's vitality meter to keep tabs on the situation.

Heat Exchanger > Remove > 1 of 8

Heated Exchanges



[008]

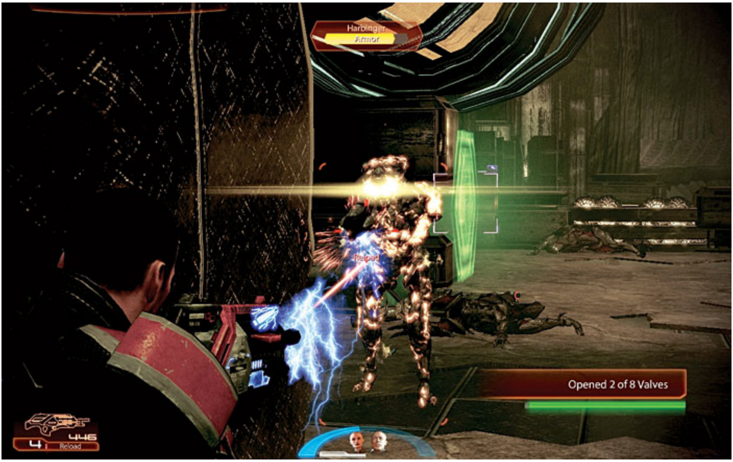
The Collectors will try to slow you down. However, you do not have to kill every Collector around a panel to activate it. Use the cover to the sides and in front as you push forward down a narrow opening.

As you reach the second valve **[008]** , more Collectors arrive. Cut them down before Harbinger can possess any of them.

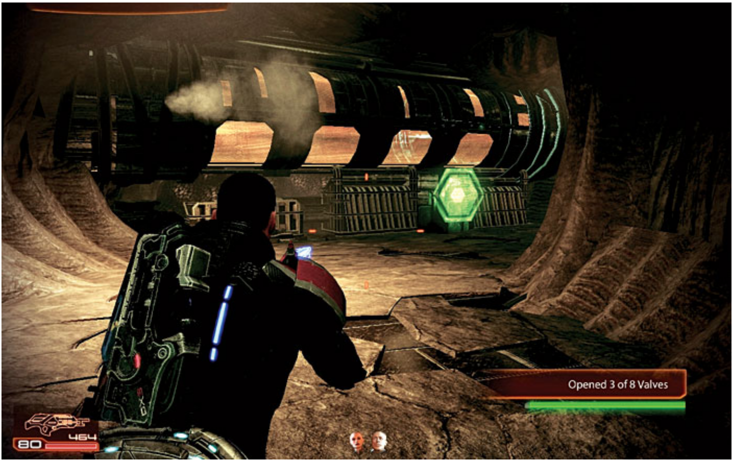
TIP

If the specialist gets in trouble, you must rush past any Collectors (possessed by Harbinger or otherwise) and access the panel to keep the specialist alive.

Heat Exchanger > Remove > 2 of 8



[009]



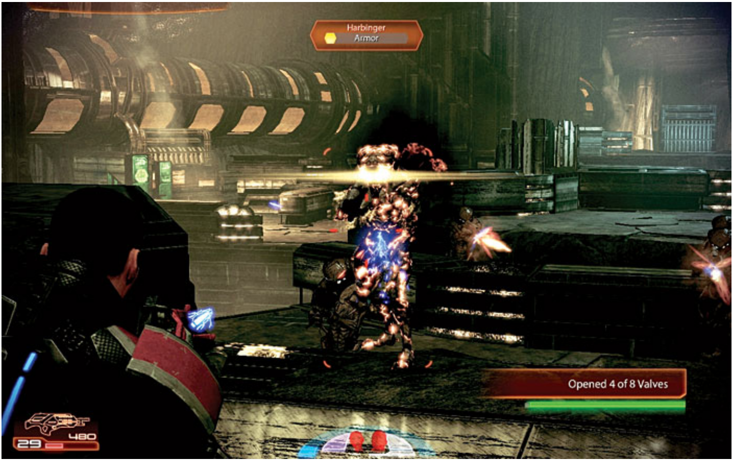
[010]

The third valve is also guarded by Collectors. If you're fast, you can strike or yank the Collectors out of the air with biotics before they land and attack **[009]** .

When dealing with a possessed Collector, though, you must rely on gunplay and disruptive biotics like Overload and Warp. Quickly activate the third heat exchanger valve.

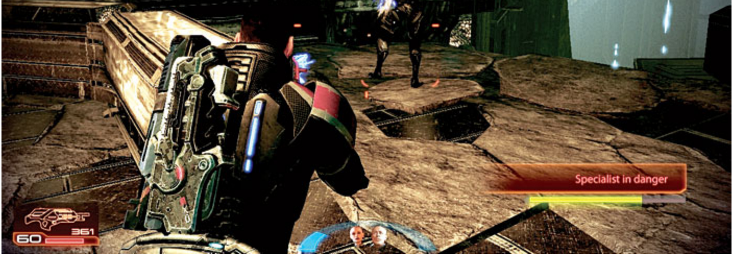
Then follow the tube to reach the fourth valve **[010]** , which is unguarded. The specialist continues down the tube as you work your way to the fifth valve control panel.

	Heat Exchanger > Remove > 3 of 8
	Heat Exchanger > Remove > 4 of 8



[011]

Collector Drone
Health



[012]

The fifth control panel is across a busy field of Collectors **[011]** . The Collectors flutter down from the ceiling to take up their attack positions. Wound as many as you can as they fly down, and then mop up the rest on the floor.

You must advance (ideally to the fifth heat exchanger) while attacking. You cannot just hold the line when the Collectors first attack. Your specialist cannot last for the entire battle with the Collectors.

You must rush up and hit the panel before tackling any foes still in the immediate area **[012]** .

Then, turn back and shoot the Collectors from behind as you move toward the sixth panel, which is right beneath the tube on the far side of the chamber.

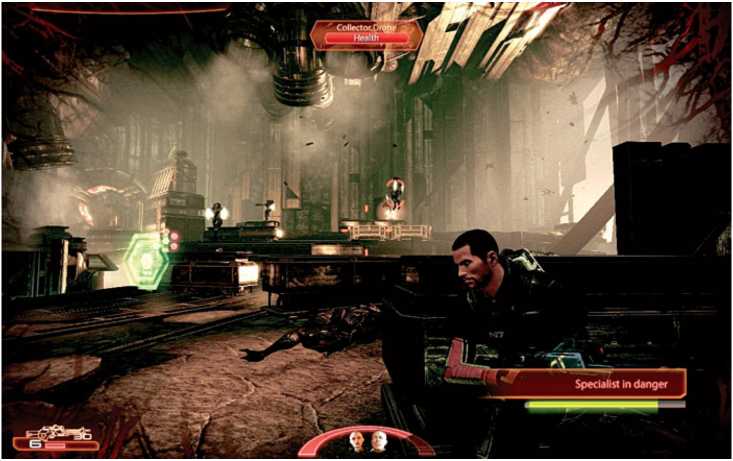
	Heat Exchanger > Remove > 5 of 8
	Heat Exchanger > Remove > 6 of 8

Collector Drone
Health

Opened 6 of 8 Valves
452
39

[013]

Before reaching the seventh valve, you must slash through a small Collector patrol. Hammer the drones with available biotics **[013]** and then finish them off with weapons.



[014]

In the next open chamber, you encounter more than just Collector drones. There are Collector assassins that unleash particle beam attacks, along with Collector guardians.

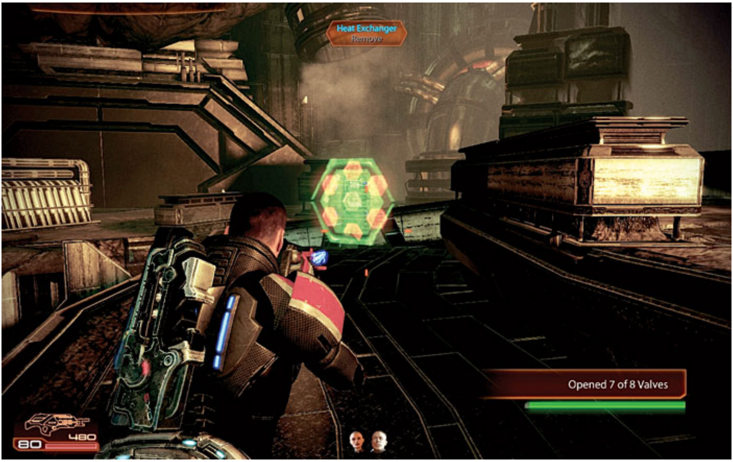
Use Overload to break down their shields (if you have access to that biotic power). You cannot use other practical attack biotics like Slam and Pull while these beasts still have their shields up.

Watch for Harbinger to possess one of the group right away **[014]** . If you can juggle the possessed Collector with the rest of the squad, target as many of the remaining Collectors as possible as you fight toward the next panel.

Deny Harbinger another vessel to possess. The long distance of this chamber makes sniper rifles a possible main weapon, if others in your arsenal aren't doing the trick.

Tip

Use Charge to quickly cross the distances between the panels. Target a Collector near a panel. The biotic power slams you into the Collector and deposits you right next to the panel.



[015]

[016]

You do not need to clear out every Collector in the chamber. As long as you quickly access the seventh panel, and then run around and to the left to reach the eighth **[015]** , this part of the mission ends in success.

Your squad survives the first Collector battery and you meet up with fire team 1. Shepard quickly orders the door closed and sealed **[016]** .

	Heat Exchanger > Remove > 7 of 8
	Heat Exchanger > Remove > 8 of 8

[017]

[018]

The teams find the *Normandy* survivors. They are in pods linked up to giant tubes that stretch up into the ceiling **[017]** . The team races to break the crew and colonists out of the pods, but the Collectors activate the pods.

One of the survivors is liquefied before your very eyes **[018]** . Frantically, the team breaks open the rest of the pods and pulls the crew to safety.

[019]

[020]

Among the survivors is Dr. Chakwas **[019]** . She informs you that the Collectors have been processing humans down into a paste, which is sent via the tubes to another part of the station.

The path to the heart of the station is thick with swarms. There are too many for Mordin's countermeasures. You congregate and seek an alternative plan **[020]** .

A biotic could produce a force field that grants safe passage. However, this biotic would be unable to fight while erecting the barrier.

[021]

[022]

You must select a biotic from your squad **[021]** . When you choose a team to join you on the way to the center of the station, that biotic will not be an option.

You'll also need to choose a leader for fire team 2, which will draw some of the enemies away from you **[022]** .

[023]

Chakwas and the survivors are in no condition to fight. Fortunately, Joker and EDI have repaired enough of the *Normandy* to pick them up. You have another choice to make.

You can either send the survivors on their own to reach the *Normandy* or send them with one of your squad as a guard **[023]** . The decision results in Paragon or Renegade points and the removal of one more team member.

Whoever is sent with the survivors cannot be used again for the rest of this mission.

Squad Survival: No One Left Behind

The following loyal squad members should be chosen to ensure your entire crew survives this endgame mission. Pick any one of the choices.

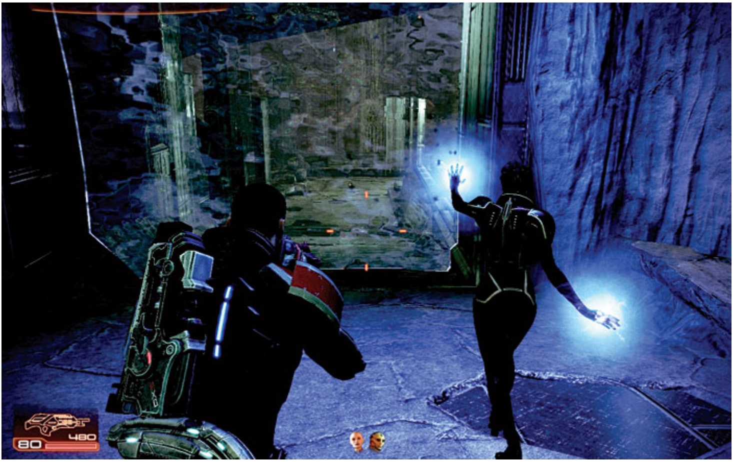
Choose a member who isn't loyal, or someone not recommended, and squad members will die.

Squad Assignments

Task	Location Where Choice Is Made	Recommended Loyal Squad Members
Biotic Specialist	Collector Base	Jack, Morinth, or Samara
Fire Team Leader 2	Collector Base	Garrus, Jacob, or Miranda
Escort	Collector Base	Mordin, or any loyal squad member

	Spoils of War > Collector Pods > Save Chakwas > 200 Credits

Part 2: Escort Biotic Specialist

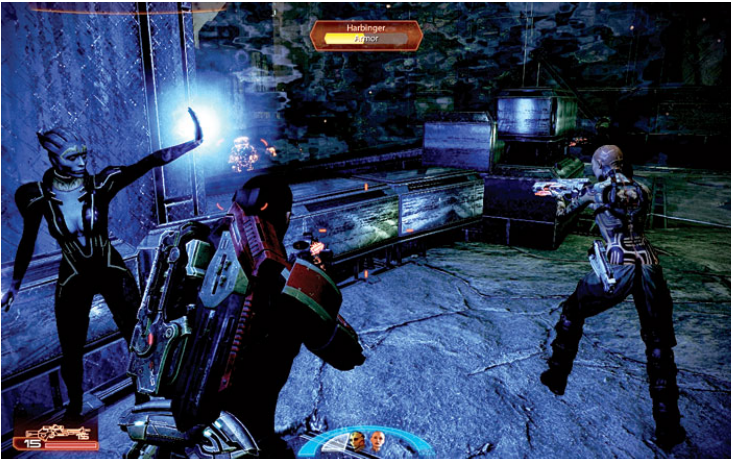


[024]

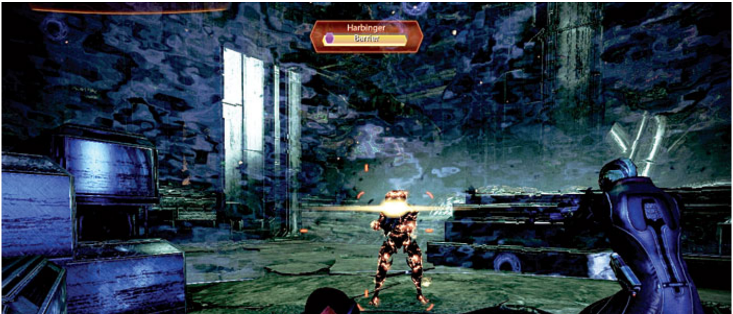
After the survivors leave to find the *Normandy* , you must continue through the ship and discover where those tubes of human genetic material are going. That's the location you must reach to also destroy the station.

Moving through the swarms is slow **[024]** . Your biotic cannot run while holding up such a powerful barrier. It drains them physically, slowing them down. You must move methodically with the biotic, staying within the barrier.

Under the Dome



[025]



[026]

Follow your biotic along the path to the center of the station. The biotic does a good job keeping the swarms back, but there isn't much they can do about the incoming Collectors.

When you hear the heads-up about Collectors, look to the skies. Blast the Collectors as they attempt to land. Use biotic attacks to push them to the ground or fling them aside.

The biotic has to stop **[025]** . While the biotic rests, you can attack the Collectors. The Collectors fire upon you from the left, down in a clearing (which you cannot reach by foot).

You have the height advantage, though, which makes it easier to pop off headshots and arc biotic attacks over the barricades below that the Collectors use as cover **[026]** .

There will be a possessed Collector among them (possibly more if you do not eliminate the other potential vessels). It stays back at first, giving you ample time to duck its attacks. Return fire and cut through its barrier and armor.

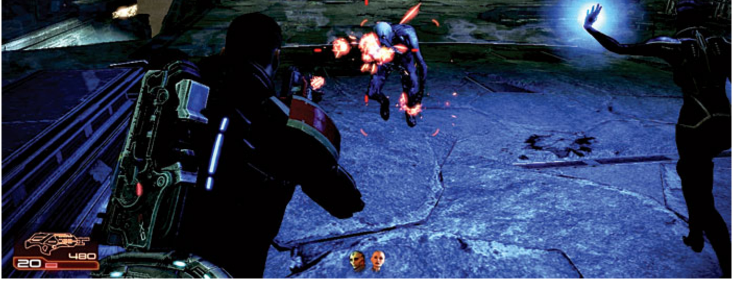
Tip

On higher difficulty levels: Overload disrupts the possessed Collector's barrier. It is one of the few effective biotic attacks on this enemy.

You can also use Warp or Incinerate—the former to remove barriers and armor and the latter against Collectors without armor and husks.

If Collectors are flying down to intercept you, hit them with Concussive Shot or Throw; this is extremely potent.

Husk
Health

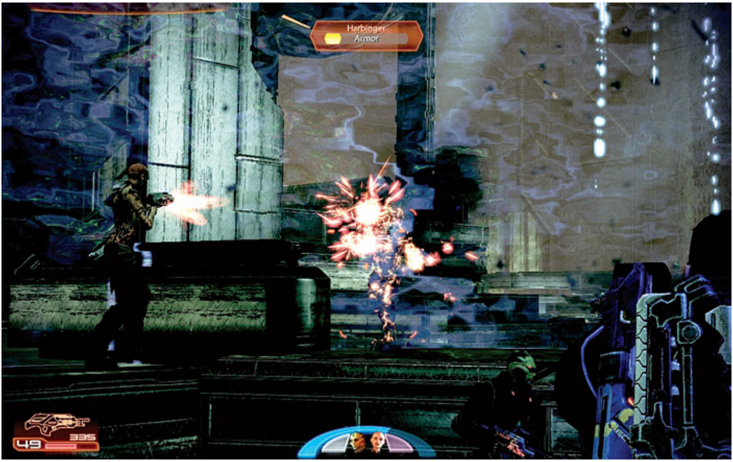


[027]

When the Collectors are down, tell your biotic it is time to move. As the squad inches down a ramp, you spy movement on the floor.

Husks and abominations pull themselves up to the surface on the platform and rush the biotic barrier **[027]** . Shooting the abominations makes them explode, which is a good way to keep the husks back.

Never step outside the barrier to attack. You need to target the husks from afar. If any do breach the barrier, push them back with a melee attack and then finish them off with guns.



[028]

Your biotic takes refuge behind cover when a new wave of Collectors attacks **[028]** . Look across the area to the right at the incoming Collectors. A possessed Collector immediately appears among them.

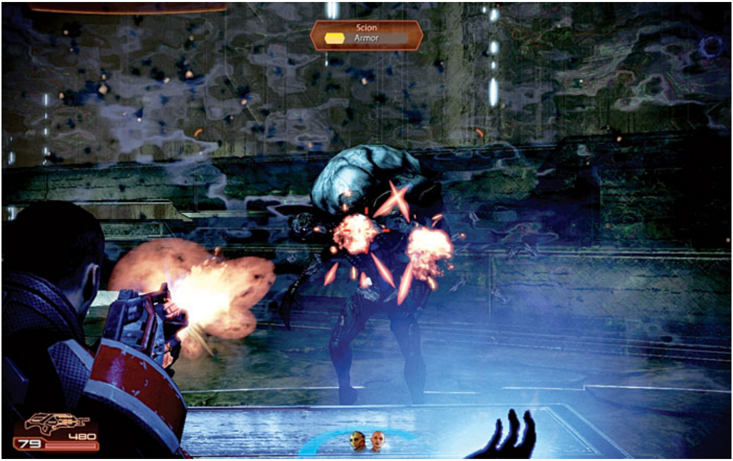
Collector guardians erect hive shields to block your attack. Since you are restricted to the barrier, it is difficult to flank the shields.

Instead, either shoot through them or move as far as possible to either side of the barrier and arc a biotic attack around the hive shields.

As always, try to deny Harbinger additional bodies to possess. Watch out for the possessed Collector to make its way right to the edge of the barrier and fire inside of it.

The possessed Collector may also step inside of the barrier, which is serious trouble. It is hard to fight it at close range, but a shotgun is the best weapon to use in this instance.

Heart of the Station



[029]

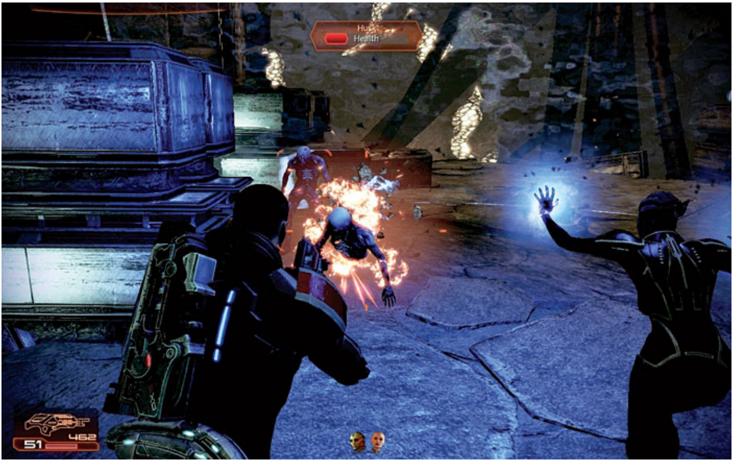
Your biotic takes you deeper into the ship until the arrival of more husks and abominations. These creatures are joined by a scion **[029]** . The scion stays back, allowing you to concentrate on the husks.

Cut down the abominations before they breach the barrier so their explosions do not affect your squad. The husks are also a problem if they get inside, because their melee attacks bump you around.

You do not have a lot of room to fall back inside the barrier, so try to avoid any close-quarters combat with the husks.

Though the scion lingers outside the barrier, it still attacks. Take cover from its blasts and return fire. A heavy weapon will cut down the scion faster, allowing you to get moving again.

As your biotic inches forward, look out for husks to attack from the left.



[030]

[031]

Your biotic begins to seriously struggle as you near the door to the center of the station. The biotic slows down as you work your way down a long ramp.

Shoot the additional husks that attempt to breach the barrier as your biotic stumbles forward **[030]** .

You just need to reach the bottom of the ramp **[031]** to make it into the central chamber and discover the mystery at the heart of the Collector station.

HARD LOCK
ASSEMBLY
N7

[032]

Once at the bottom, your biotic uses a last bit of power to fling the force field at the Collectors closing ranks behind you. The doors slam shut behind you, cutting off the Collectors.

Fire team 2 comes in over the comm. They are pinned down at another door leading to the same room. You force open the door and allow the fire team inside **[032]** .

There is a chance the leader of fire team 2 is shot down just as the doors close.

[033]

[034]

The Collectors are building outside the doors. It will not take them very long to breach one of the doors and attack.

While you inspect your team **[033]** , Miranda suggests that you lead a squad to the heart of the station while the rest stay back and cover the door.

That should buy you enough time to reach the station's center and initiate its destruction. Remember, if you take too long, crew members could die.

You must select two squad members to go with you. This will be your squad until the end of the mission, so choose carefully.

You are about to fight many Collectors with different armor and shields as well as an enemy that is too large to move with biotics.

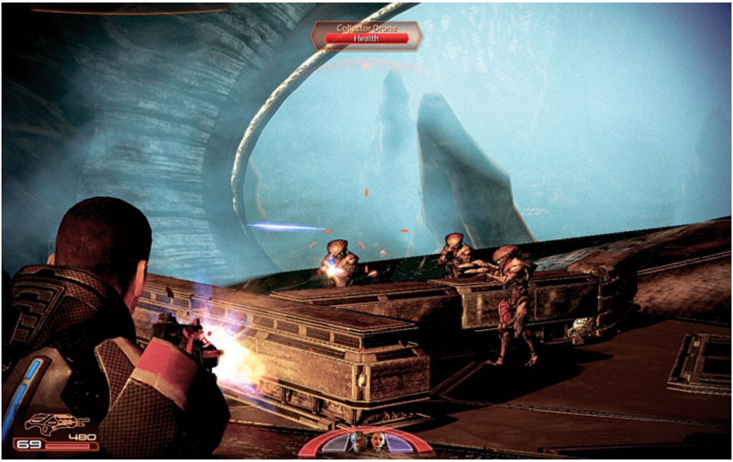
Select teammates that either reinforce your preferred play style, such as Garrus and Grunt if you are a soldier class commander, or fill holes in a rounded team strategy.

If you are a strong biotic, for example, you may want to bring some effective soldiers.

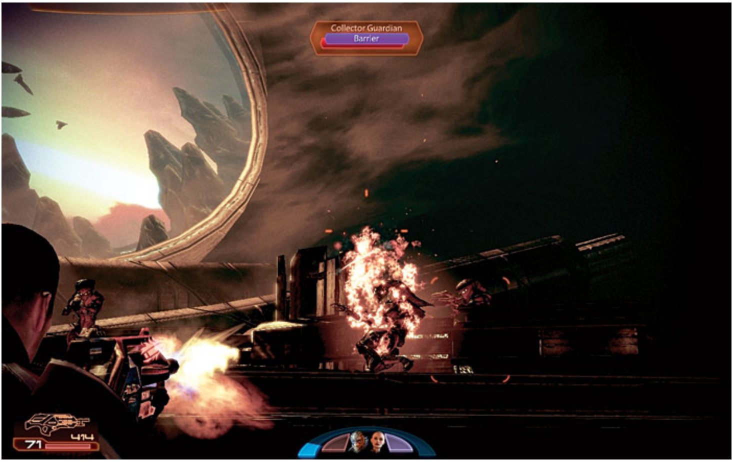
There are no synthetic enemies from here on out, so tech-oriented skills like AI Hacking have zero use—but a tech with Overload, like Miranda, is great against shielded Collectors. You end your decision with a rousing speech **[034]** .

Part 3: Reaching the Station Center

Cross the Platforms



[035]



[036]

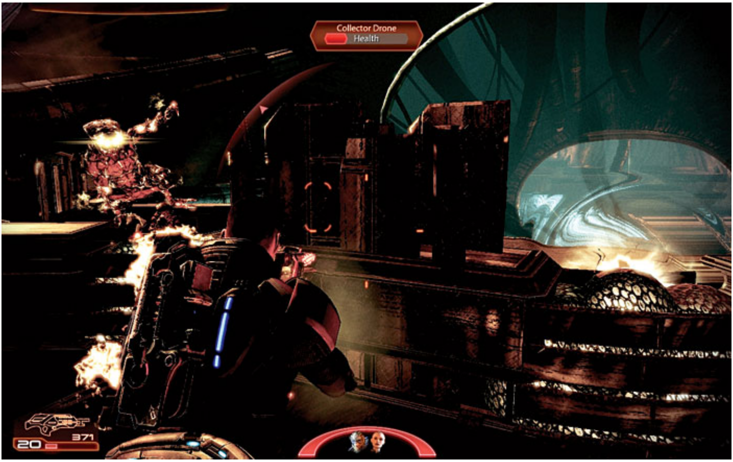
After leaving the rest of the team behind, you climb onto one of the Collectors' hexagonal platforms. Within moments, another platform glides through the air to join yours. Reload and take cover.

The incoming platform is loaded with Collector drones **[035]** . Look up and pepper the drones with available biotic attacks, softening them for the kill.

The next platform harbors Collector guardians and drones **[036]** . Hit the drones with biotics as the platform is locked into place. The guardians will likely hunker down behind hive shields.

You have more room to maneuver than you did inside the barrier, so veer left or right to flank the guardian. If you cannot get a clean shot, try to arc a biotic attack behind the shield or use something like Slam.

If these are not options, direct fire will crack the hive shield and expose the Collector guardian beneath.



[037]

When you hear the whine of the third platform **[037]** , look for the glow of a possessed Collector. Don't bother shooting it as it moves into position. Instead, take down the other Collectors on the platform.

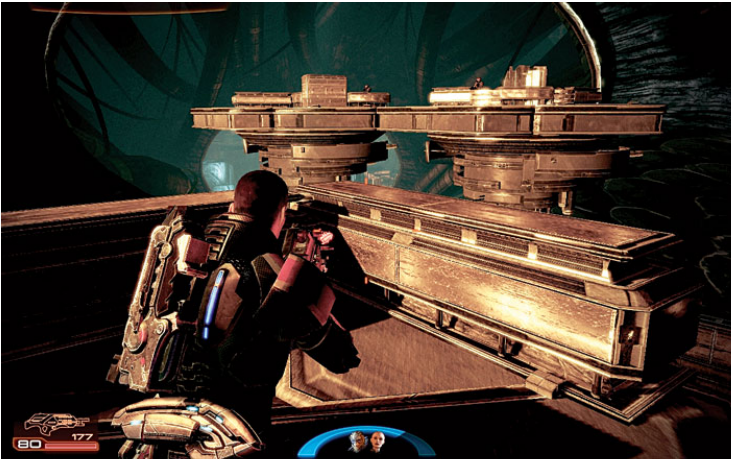
Then, train your weapons on the lone possessed Collector. If you have any heavy weapon ammo, use it to bring down the possessed Collector quickly.

Note

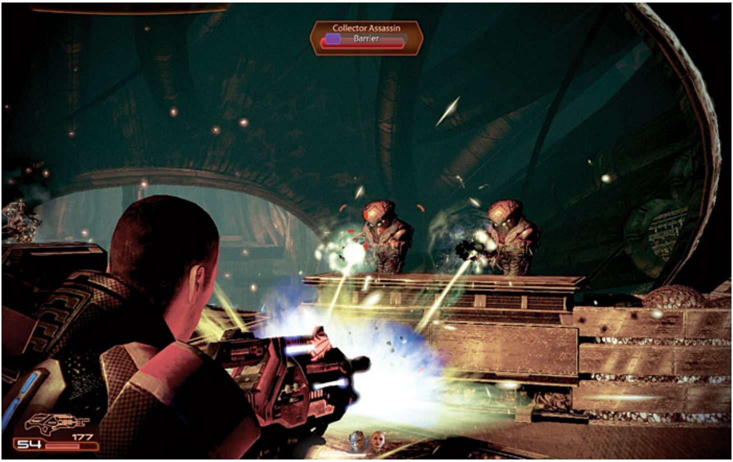
New platforms snap into place only once you have destroyed the Collectors on the current platform.

Tip

On higher difficulty levels: Fighting Collectors on these platforms allows you to throw or push them off using Concussive Shot, Pull, or Throw. This can be done continuously for the remainder of this mission.



[038]



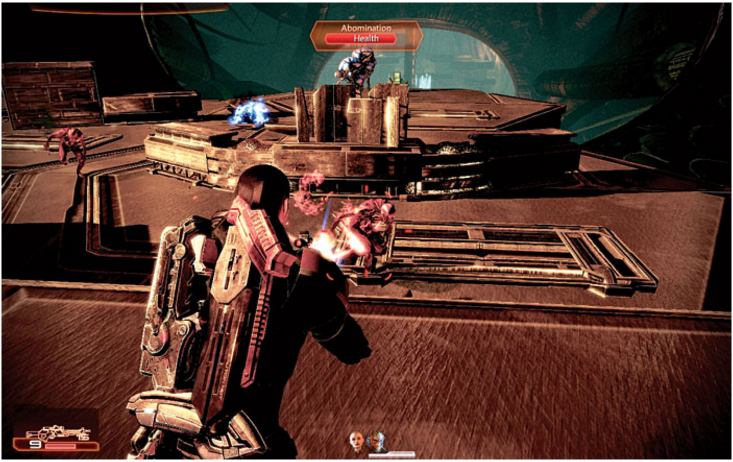
[039]

Two platforms sail toward you next. These platforms **[038]** carry not only a possessed Collector, but also Collector guardians and a Collector assassin.

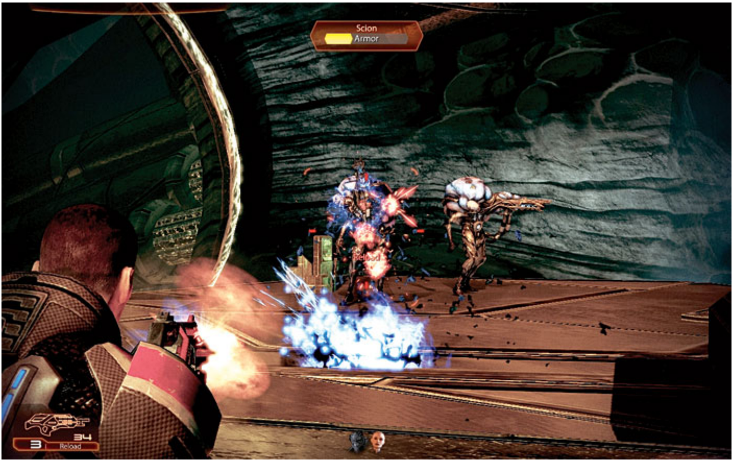
Within seconds of docking, the possessed Collector moves on you while the assassin opens fire with its particle cannon **[039]** . Taking it down will result in another as long as there are other Collectors on the platform.

Keep the possessed Collector busy with your squadmates while you tear through the other Collectors first.

You must break through their shields before you can effectively use some biotics like Pull, so use cover to get close and pound them with gunfire until they are exposed and vulnerable.



[040]



[041]

The final platform glides toward you carrying abominations and two scions. The abominations are easy targets from a distance. You can use either guns or biotics to pop them **[040]** . The scions are much tougher **[041]** .

They are heavily armored and will drain your weapons. Heavy weapons will drop the scions sooner. Keep back so the scions cannot injure you with their blasts.

Once the second scion falls, you can access a terminal on the scion's platform and fly into the heart of the Collector station.

	Console > Activate Platform

Part 4: Destroying the Reaper

[042]

[043]

As you fly toward the center of the station **[042]** , EDI comes over the comm. She has determined that the tubes are feeding into a large structure that emits both organic and machine energy signatures.

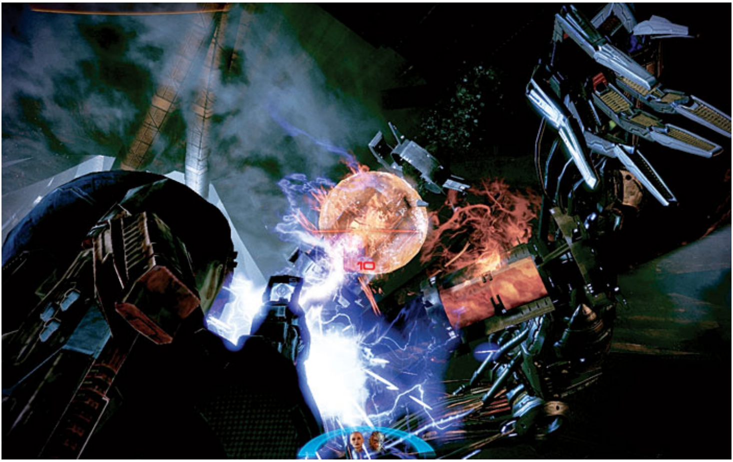
The structure is actually a new Reaper. But the Collectors are not building just any Reaper. They are constructing the first human Reaper **[043]** , frighteningly epic in both size and scope.

EDI scans the Reaper for information. It seems that the Reapers are built by other species and often take on the form of the organic life harvested to create the new Reaper.

This is why the Reaper Sovereign looks different than this new Reaper. Sovereign was built to look like the species that created it.

The Collectors have used tens of thousands of humans to build this Reaper-human larva. EDI calculates that the Collectors will need many times that to finish it.

Feeding Tubes

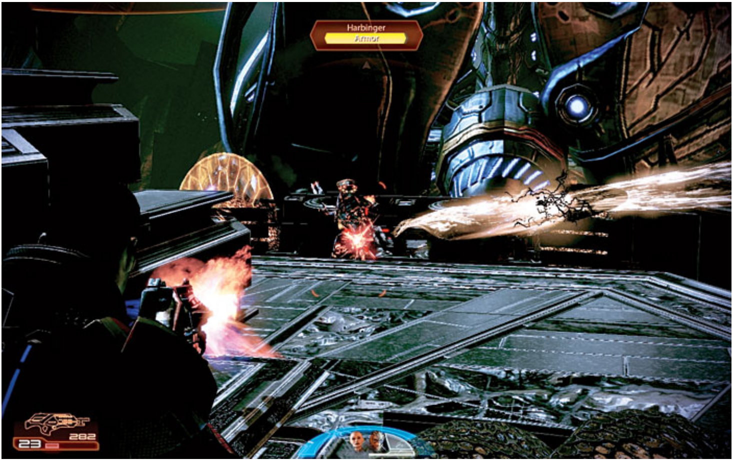


[044]

EDI suggests a plan of action. Four large tubes **[044]** feed the human genetic material into the Reaper. These tubes also support the massive structure. If you can destroy the four tubes, the Reaper will fall.

The tubes are armored, so you must wait for the shielding on the tubes to lift as the genetic material is pumped into the

Reaper-human larva.



[045]

The Collectors do not let you have free rein with their creation. When you attempt to target the feeding tubes, more Collectors rush in to protect it. Platforms lock with yours, dropping off Collectors from drones to assassins.

Harbinger regularly possesses these Collectors, making them more powerful foes **[045]** . Listen for the whine of an incoming platform and then use your weapons and biotics to pick off the easiest targets before the platform docks.

Tip

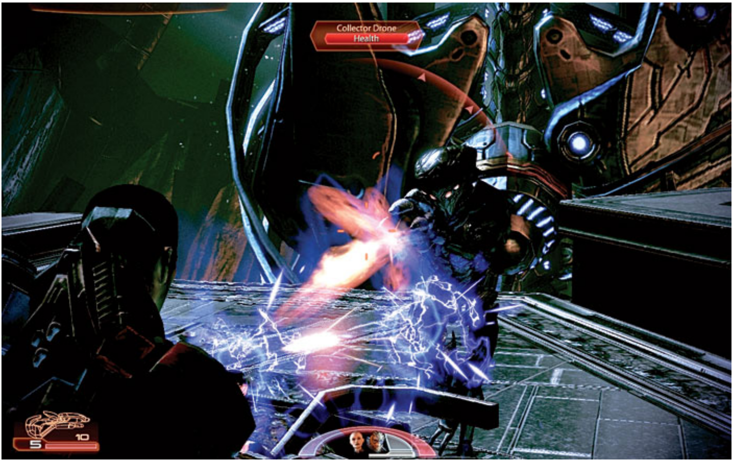
Always keep an eye on the tubes. However, if you are not looking, one of your squadmates will always tell you when the tubes are exposed.

You only have a couple of moments to fire on the tubes, but they are fragile. A few shots is all it takes to shatter a tube.

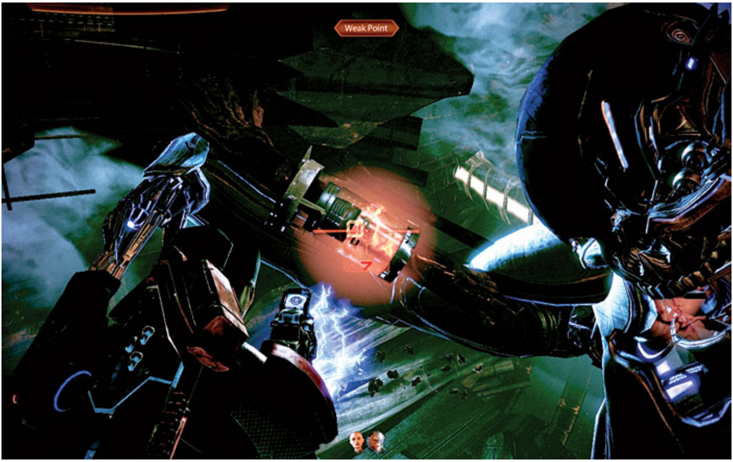
Tip

If you are fast, you can actually destroy two feeding tubes in a single cycle. Use Adrenaline Rush, a heavy weapon, or a larger rifle and strafe across the surface of two tubes next to each other.

The Collector particle beam can smash all four tubes with one shot.



[046]



[047]

After you destroy a tube, another Collector platform moves into position. While many Collectors will remain on their platform, the possessed Collectors often move into your space.

Juggle the incoming Collectors **[046]** with firing on the tubes **[047].** Any time there is a slight lull in the battle, look up to the feeding tubes and take aim.

Then quickly take evasive action, seeking cover against the next batch of incoming Collectors. When you wreck the fourth tube, the Reaper collapses and falls into the depths of the Collector station.

[048]

You call in for a report from the rest of the team **[048]** . They are still holding the door but need extraction. Joker and EDI have fixed the *Normandy* and can take off soon.

Direct the rest of the team back to the ship. You need to stay a few more minutes and prep the annihilation of this station.

The Choice

[049]

EDI patches through a signal from the Illusive Man. Appearing in holographic form **[049]** , the Illusive Man congratulates you for making it this far.

But when you tell him that you are just about ready to destroy the station, he says he has a better idea.

Instead of blowing up the station, he suggests using a timed radiation pulse that will kill all of the Collectors on the station but leave the machinery intact.

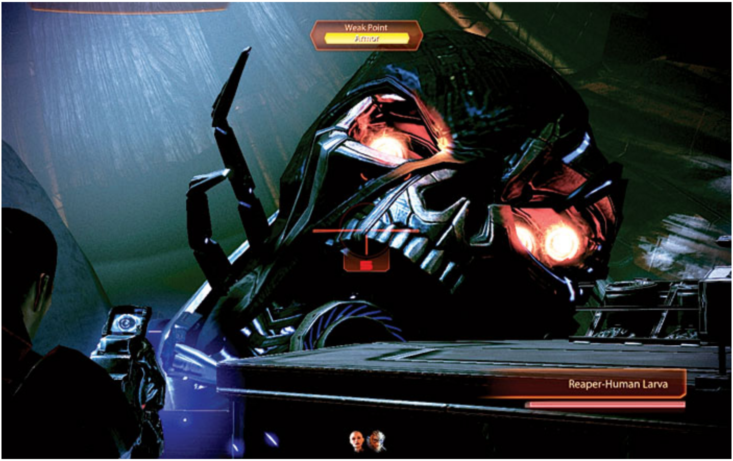
The Illusive Man wants to save the base and the technology to build a Reaper. He says it will only help humanity's fight against the Reapers as well as smooth the path for human dominance in the galaxy.

You must now choose to either follow the Illusive Man's plans to keep the base or go through with blowing it up.

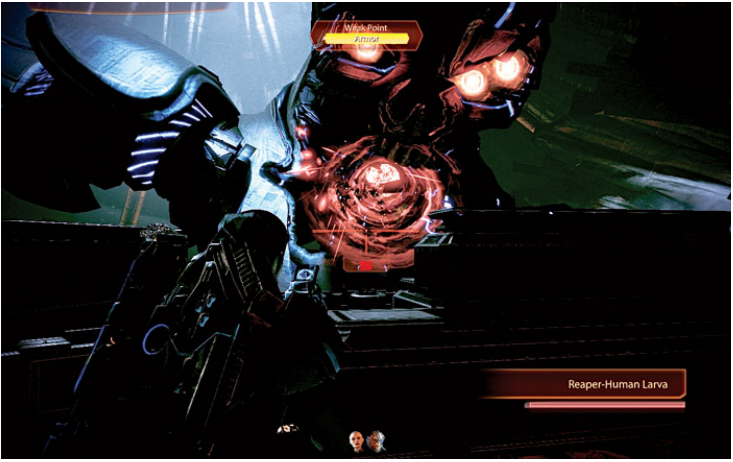
Note

Choosing to destroy the base results in Paragon points. Saving it gives you a wealth of Renegade points.

A Difficult Birth



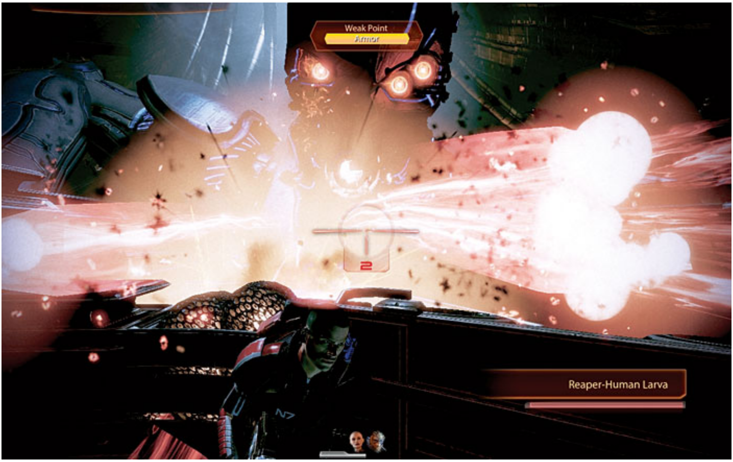
[050]



[051]

No matter what you choose, the human Reaper pulls itself out of the heart of the station [050]. The mechanical monster rises above the platform and starts to charge up an attack from either the cannon in its mouth or its chest.

The Reaper-human larva's attack is a sustained blast that starts out as a slow-moving energy sphere **[051]** .



[052]

The sphere floats toward you, tracking your movements. When it has a lock on your position, the sphere explodes into a giant beam of burning energy.

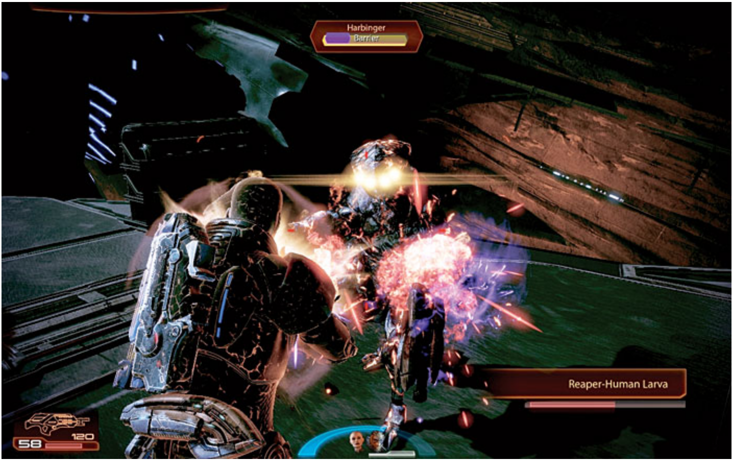
If you're caught in it, your shields fry and you lose health. You must duck behind cover to avoid the incoming attack **[052]** .

Tip

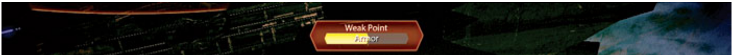
Aim into the energy vortex swirling around the cannon to do extra damage to the Reaper.

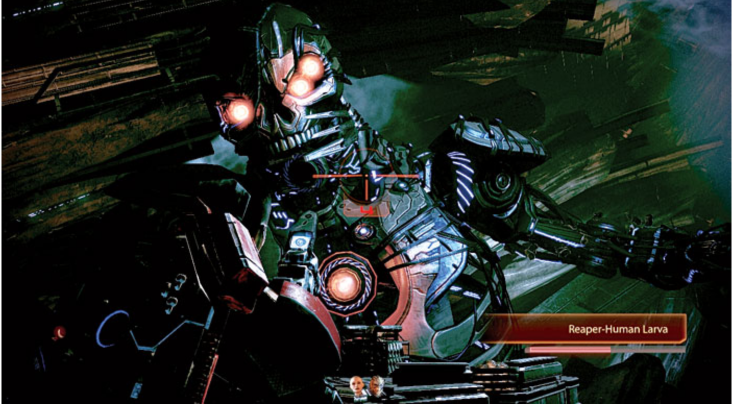
Caution

Don't get too close to the edge of the platform. The Reaper will slash at you with its giant unfinished hand—lots of sharp edges.



[053]





[054]

The Collectors take a last stand to protect the Reaper **[053]** . More platforms with Collector drones and guardians slide up to your position and unload their deadly cargo.

Attack the Collectors with biotics since they do little good against the Reaper, but do not ignore the giant monster for long. Quickly dispatch the Collectors and then turn your weapons back on the Reaper.

Empty your heavy weapons into the Reaper to do the most damage to it **[054]** , and check the platforms for additional power cells (which are replenished a few times, but not permanently; they are most likely dropped by Harbingers and also add ammunition to your non-heavy weapons).

Look out for the appearance of possessed Collectors once you have the Reaper under half of its original health.

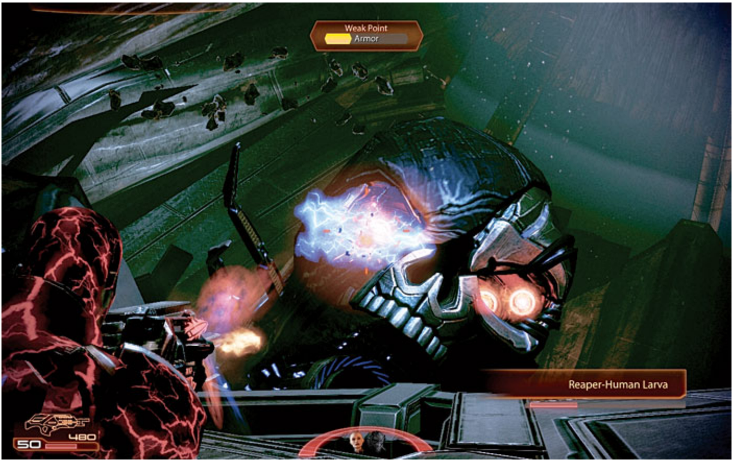
Tip

Catch a possessed Collector between you and the Reaper’s energy attack to fry the Collector with the blast.

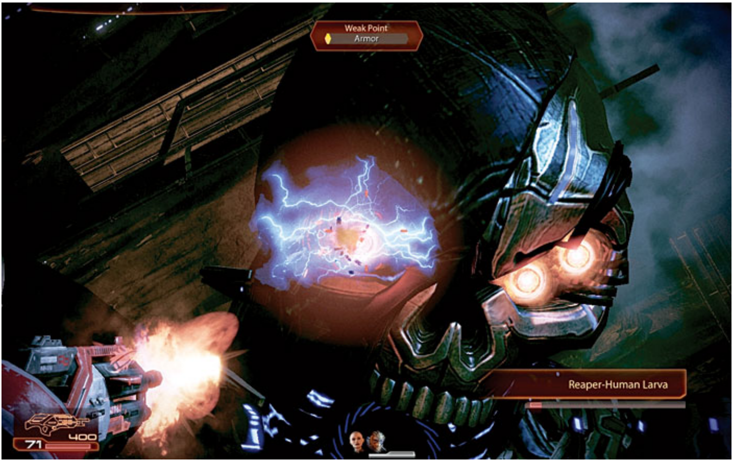
Tip

The Reaper’s energy blast is devastating. Fortunately, you have ample warning of an impending shot. When the whooshing sound of the Reaper’s vortex stops, you have a few seconds to hide.

	Ammunition > Power Cells > 4+ Heavy Weapon Ammo



[055]



[056]

Your heavy weapons will not last forever. You must switch to conventional weapons to eventually destroy the Reaper. Anything works **[055]** .

Even a shotgun at medium range will do some damage to the Reaper, so don’t turn up your nose at any weapon.

Just keep plugging the Reaper's eyes, mouth, and torso maws with whatever you have and push away the Collectors with biotics. Eventually, you will break the Reaper's armor and deliver the killing blow **[056]** .

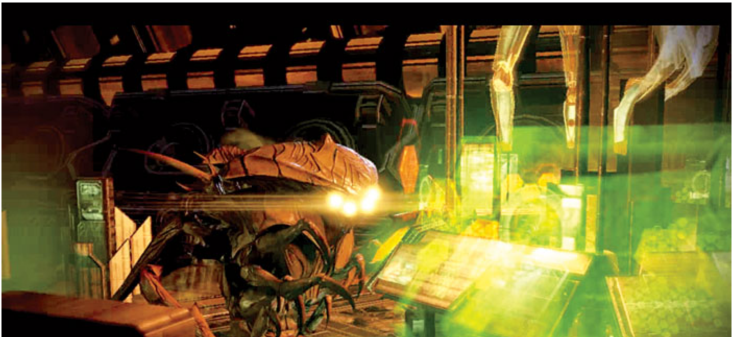
Tip

On higher difficulty levels: Using a sniper rifle, and optionally Adrenaline Rush, allows you to accurately strike the Reaper's weak spots and damage it far more quickly than using other weaponry.

[057]

The Reaper collapses **[057]** into the center of the station again, but this time it's not getting back up. The Reaper pulls the platforms down with it as it falls, threatening to bring you with it.

You barely escape with your squad, making a run for the *Normandy* .

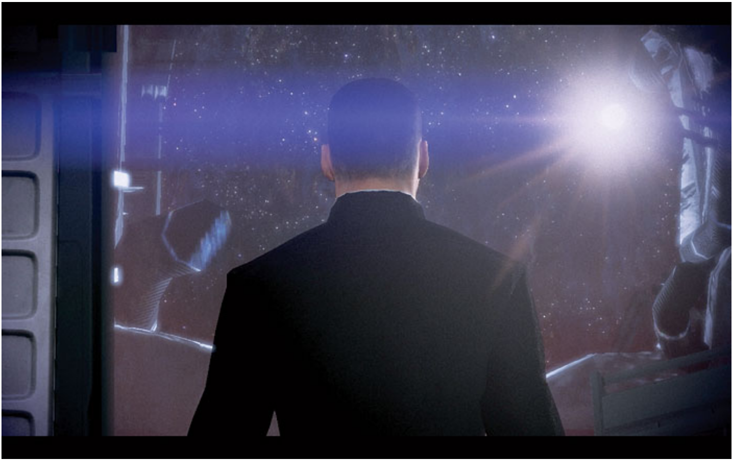


[058]

As you run for the *Normandy* , Harbinger works to save the station **[058]** . It taunts you, saying that this small victory means nothing, that your species has overreached. But Harbinger soon finds itself without a direct link to the Reapers.

The Reapers, disappointed by today's failure, abandon the Collectors. Harbinger is left alone in its final moments before the blast rips through the station, killing all of the Collectors.

The *Normandy* pulls back through the Omega 4 relay, escaping certain doom.



[059]

After you bury the dead and make one last transmission to the Illusive Man, Joker hands you a small datapad. There's something on there that draws your eyes to the stars **[059]** .

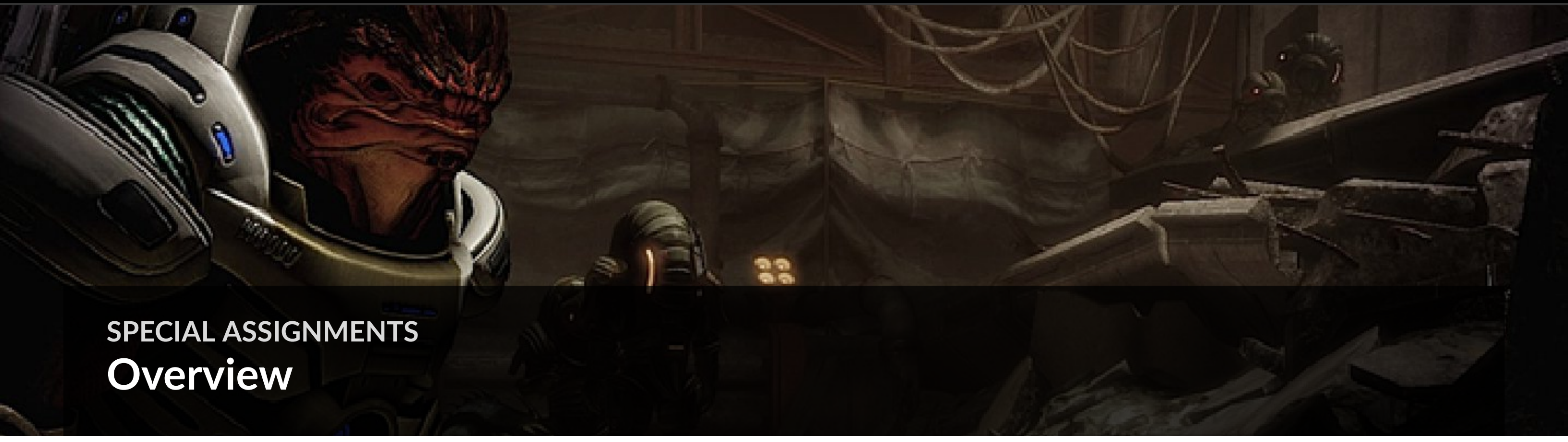
[060]

And the stars look back **[060]** .

Note

After the credits roll, you resume control of the *Normandy* . The crew members that survived the mission through the Omega 4 relay are back on board the ship.

You can now complete any outstanding special assignments, go on mining missions, or just crisscross the galaxy.



SPECIAL ASSIGNMENTS

Overview

Stopping the Collectors from helping the Reapers destroy humanity is your primary mission. However, that doesn't mean you cannot take on extra assignments while zooming across the galaxy.

Accepting additional missions and special assignments is beneficial for a number of reasons.

Not only do you earn additional experience that's critical for helping you raise your squad levels and master powers, but you also earn bonuses like morality points and valuable minerals.

There are three kinds of assignments to take: additional missions, hub world assignments, and N7 assignments.

Additional missions are fully fledged adventures that are completely optional.

Ideally, they should be completed before the Omega 4 Relay mission in the walkthrough, as the rewards on offer allow you to more easily equip the *Normandy* for the final missions, or galactic exploration.

There are three missions available: Firewalker, Lair of the Shadow Broker, and Overlord.

Hub world assignments are small jobs that you pick up and complete while visiting the hub worlds (Citadel, Illium, Omega, and Tuchanka), as well as those that begin on the *Normandy* (usually crew requests).

These are easy tasks that require minimal effort but help build Paragon and Renegade points, as well as earn credits and experience.

N7 assignments are actual missions, not unlike those that you undertake as part of your drive against the Collectors. When you accept or seek out an N7 assignment, you visit a planet and drop into a dangerous situation.

N7 assignments are worth more experience and credits than the smaller jobs you take in the cities, but don't let that steer you away from the city assignments.

Finally, there are the intricacies of the many and varied **romance plots** , so you can figure out whom to court, and what emotional baggage to expect from the possible trysts.

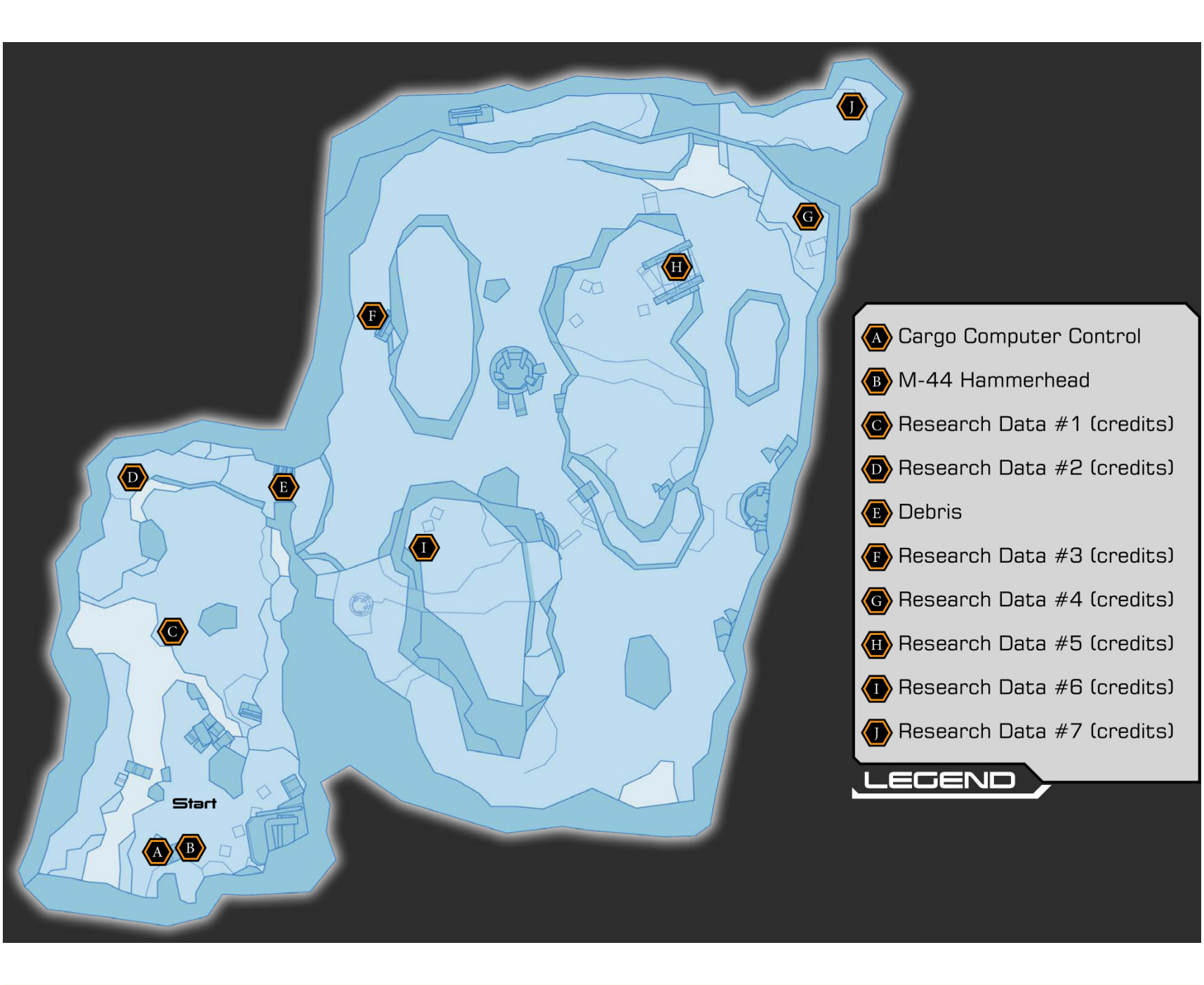
SPECIAL ASSIGNMENTS

Firewalker: MSV Rosalie

A survey ship with ties to Cerberus, called the MSV Rosalie, has disappeared somewhere near planet Zeona, in the Ismar Frontier.

As the team aboard the ship was testing a new prototype exploration rover named the Hammerhead, it is imperative that contact is re-established.

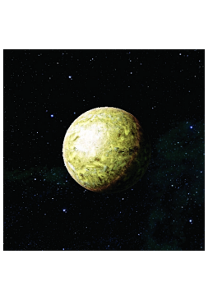
There are two doctors, Dr. Manuel Cayce and Dr. Robert O'Loy, aboard the MSV Rosalie. The ship, survey team, and doctors all must be recovered.


Start
A Cargo Computer Control
B M-44 Hammerhead
C Research Data #1 (credits)
D Research Data #2 (credits)
E Debris
F Research Data #3 (credits)
G Research Data #4 (credits)
H Research Data #5 (credits)
I Research Data #6 (credits)
J Research Data #7 (credits)
LEGEND

Mission Data

Location:

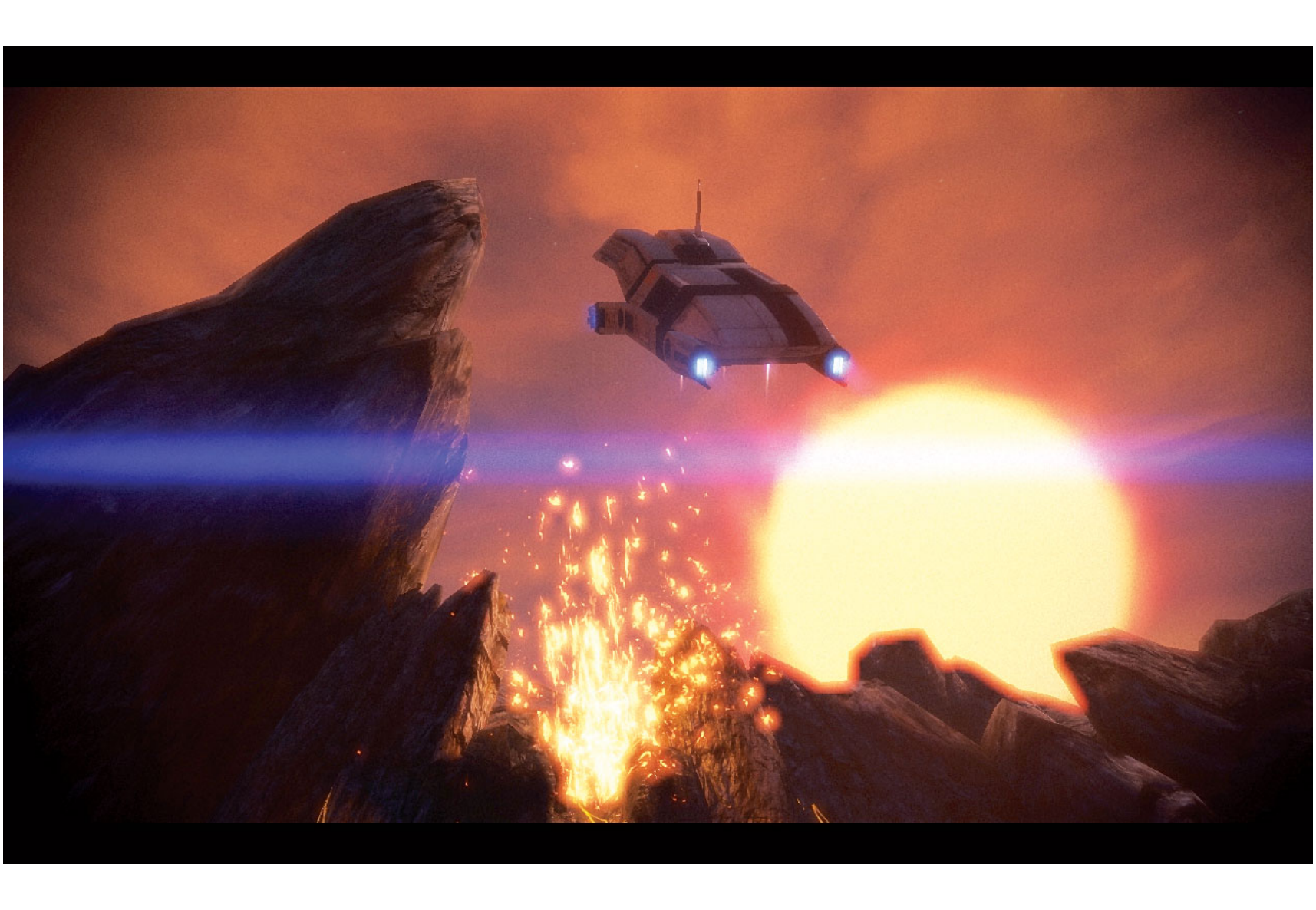
Milky Way > Ismar Frontier > Elysta > Zeona



Experience Available:

125/156

- Spoils of War > Total Credits: 15,000
- Cerberus Funding: 7,500
- Credits: 7,500



[001]

Plot a course to MSV Rosalie by locating the planet Zeona, starting the scanner, and launching a probe. Scan the planet's surface until an anomaly is detected.

Only then can you land on the planet's surface **[001]** , which proves to be inhospitable; deep fissures of lava and craggy rock formations dominate the volcanic landscape.

Part 1: Project Firewalker: Search for Data

[002]

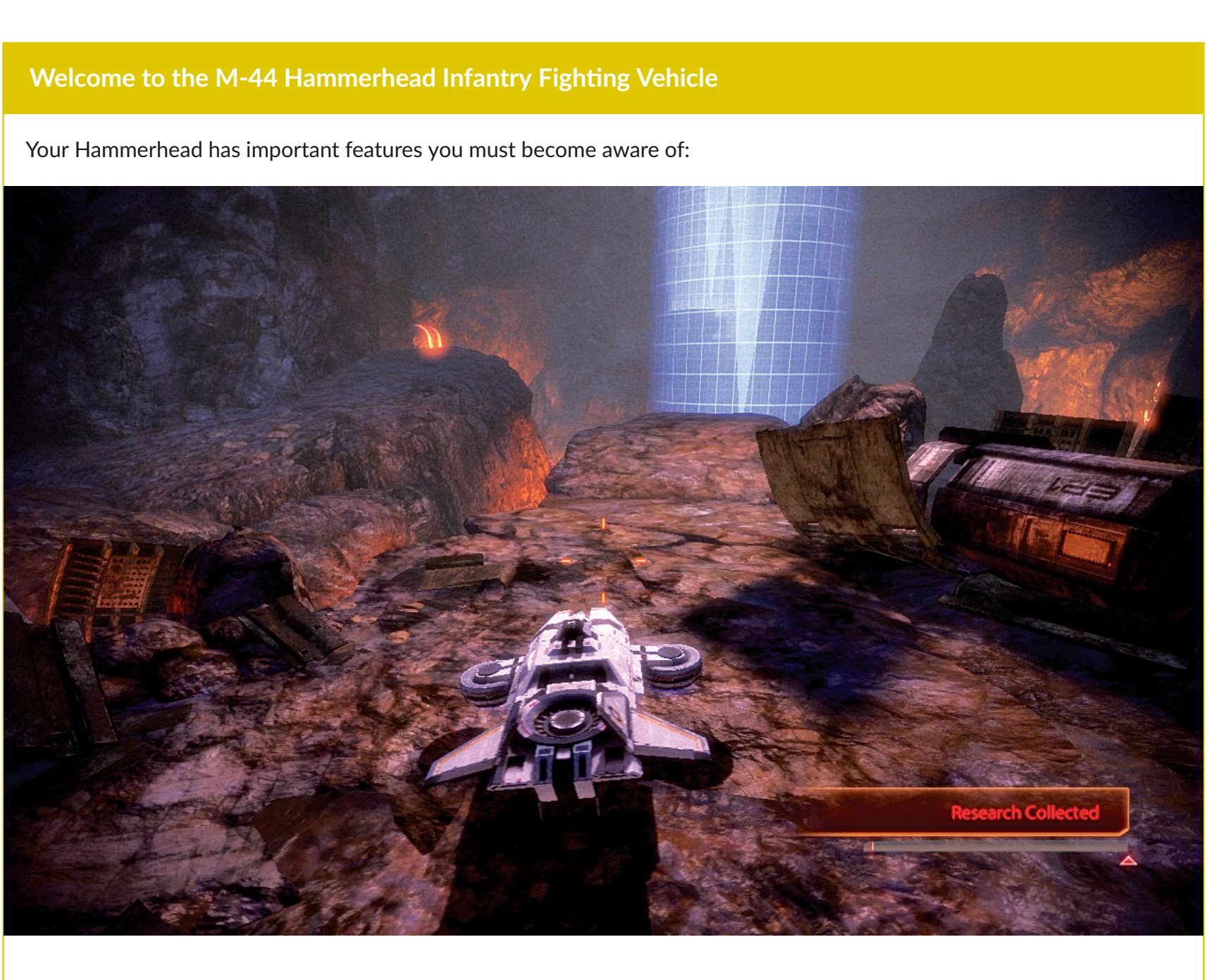
Shepard inspects some fuselage and other wreckage on a rocky precipice and down below, on the lava flows.

As you reach a large cargo container **[002]** , a message plays from Dr. Cayce, describing an encounter with the geth; the team appears to have moved to a different location, and may still be alive.

Access the cargo computer control, bypassing the lock. The container opens, revealing the Hammerhead inside.

Welcome to the M-44 Hammerhead Infantry Fighting Vehicle

Your Hammerhead has important features you must become aware of:


Research Collected

You can obviously turn left and right, but be sure to strafe left and right too.

Research Collected

Boost to accelerate, which jets you forward. Note the blue exhaust flames.

Research Collected

Remember the vertical lift (the turbines turn orange) allowing you to climb or "jump."

Research Collected

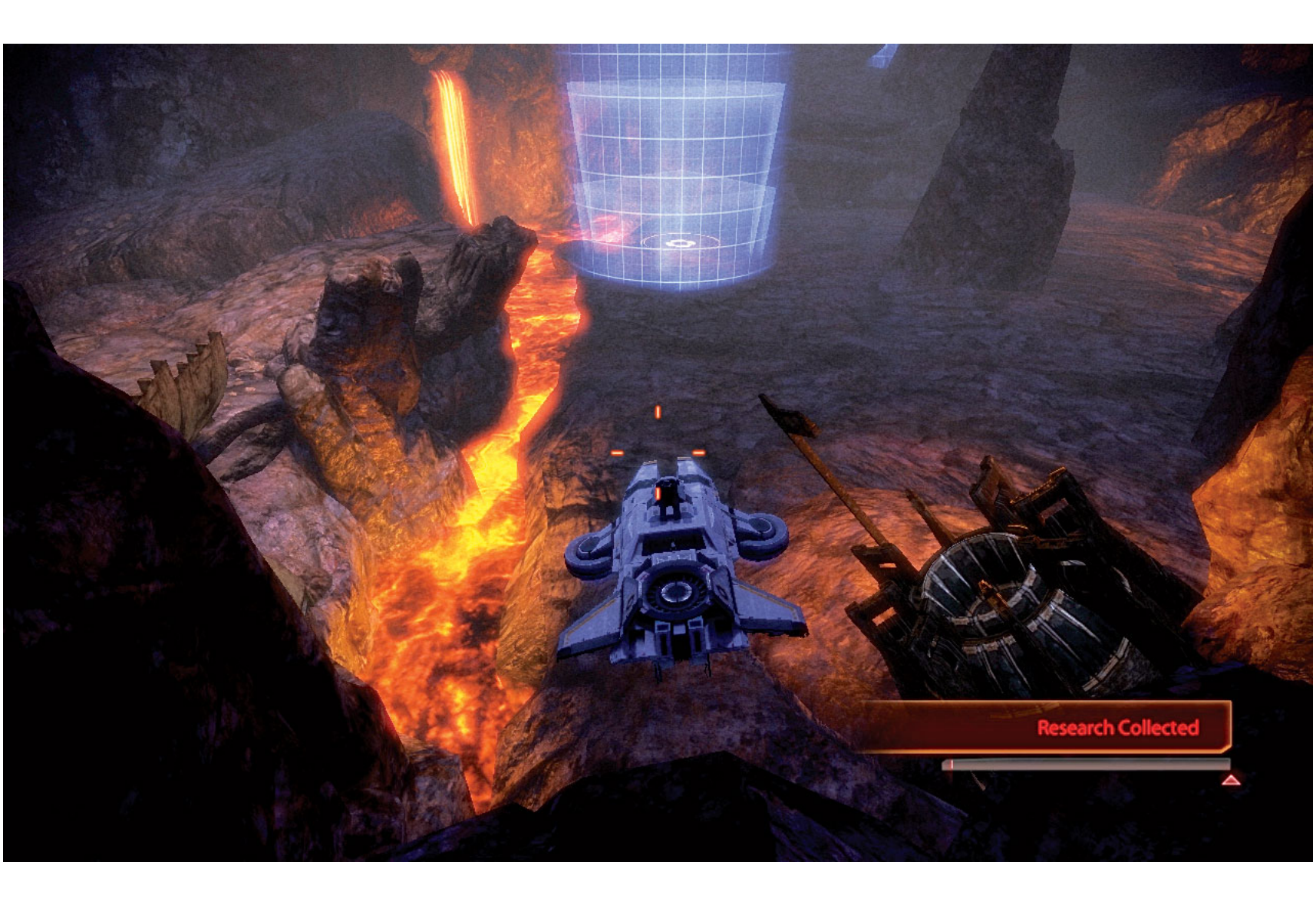
The Hammerhead's missile guidance system is fully operational.

Research Collected

Finally, research-collecting (a.k.a. mining) is important; note the yellow lights indicating how close to completing the collecting you are.

For exact commands, consult the in-game menu.

Traversing the Zeonan Landscape


Research Collected

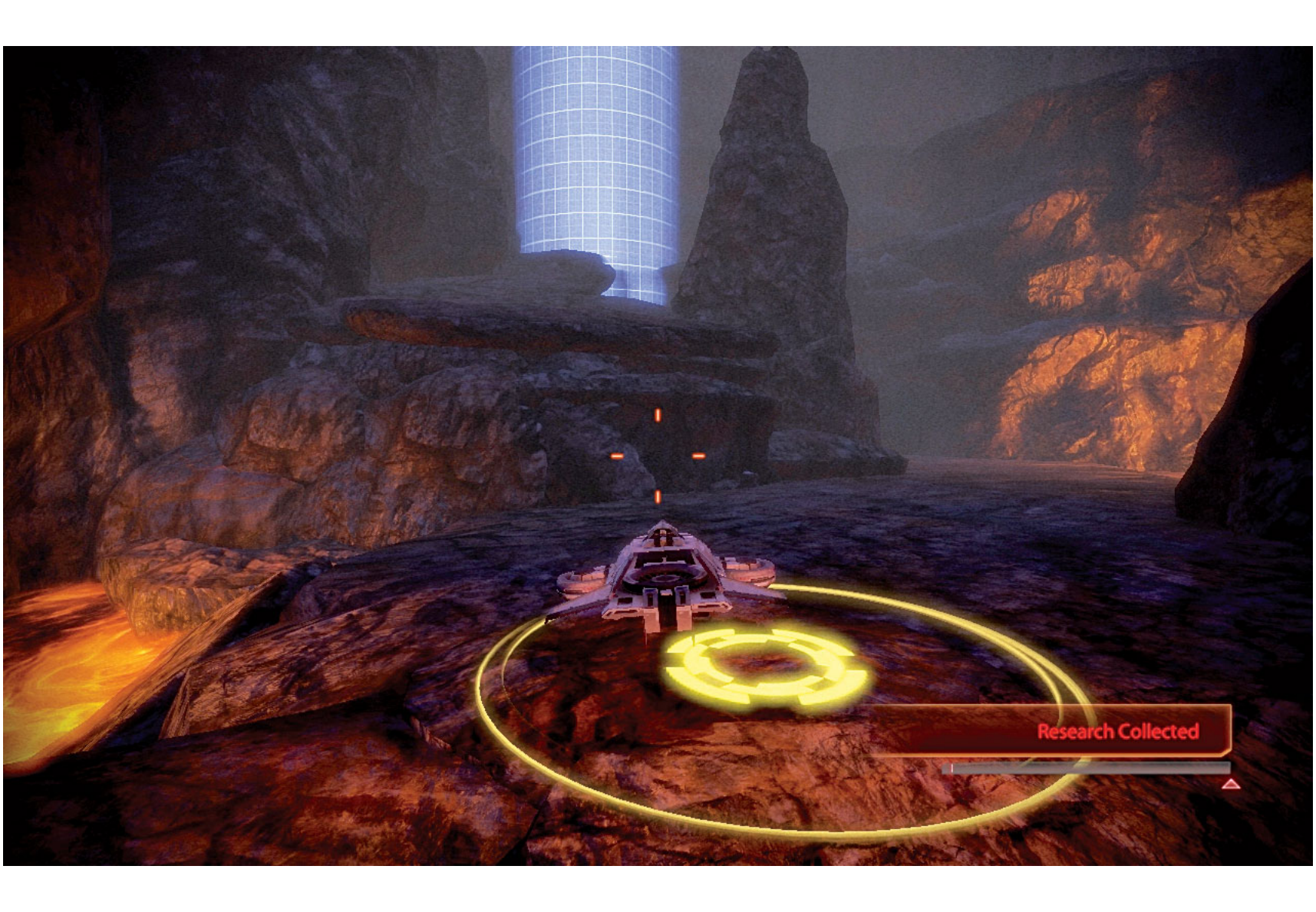
[003]

Boost off the edge of the precipice, in the direction of the glowing blue tower of light **[003]** .

Your Hammerhead's scanners have picked up research packages left by the crew of the MSV Rosalie.

The vehicle moves a little while scooping the data up; you may need to maneuver the Hammerhead slightly, so it doesn't float off the circle.

If this occurs, collect again.


Research Collected

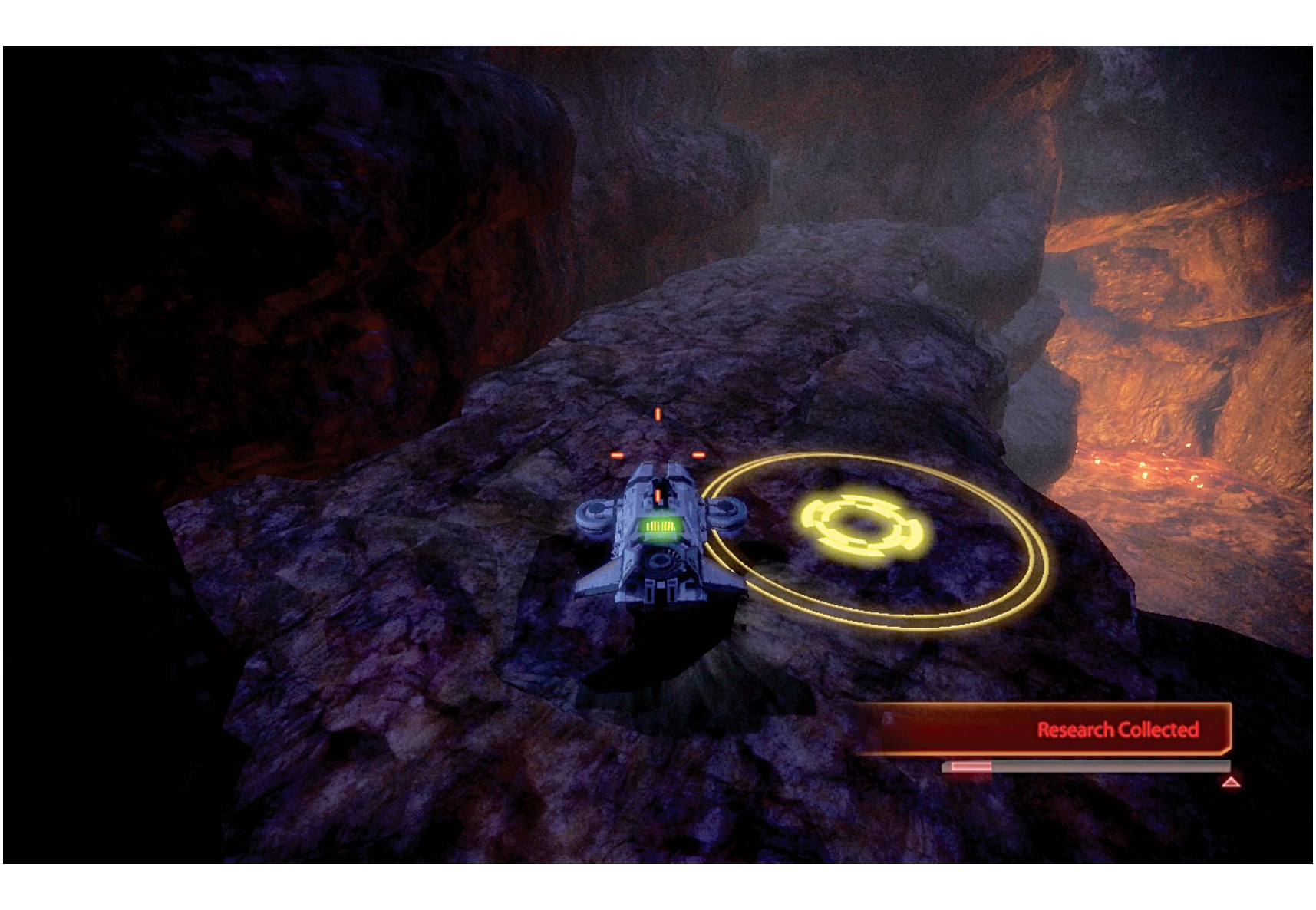
[004]

Hover over the yellow circle and "mine" it until the research is recovered **[004]** .

You receive a credits bonus for each package you pick up during this research-gathering mission.

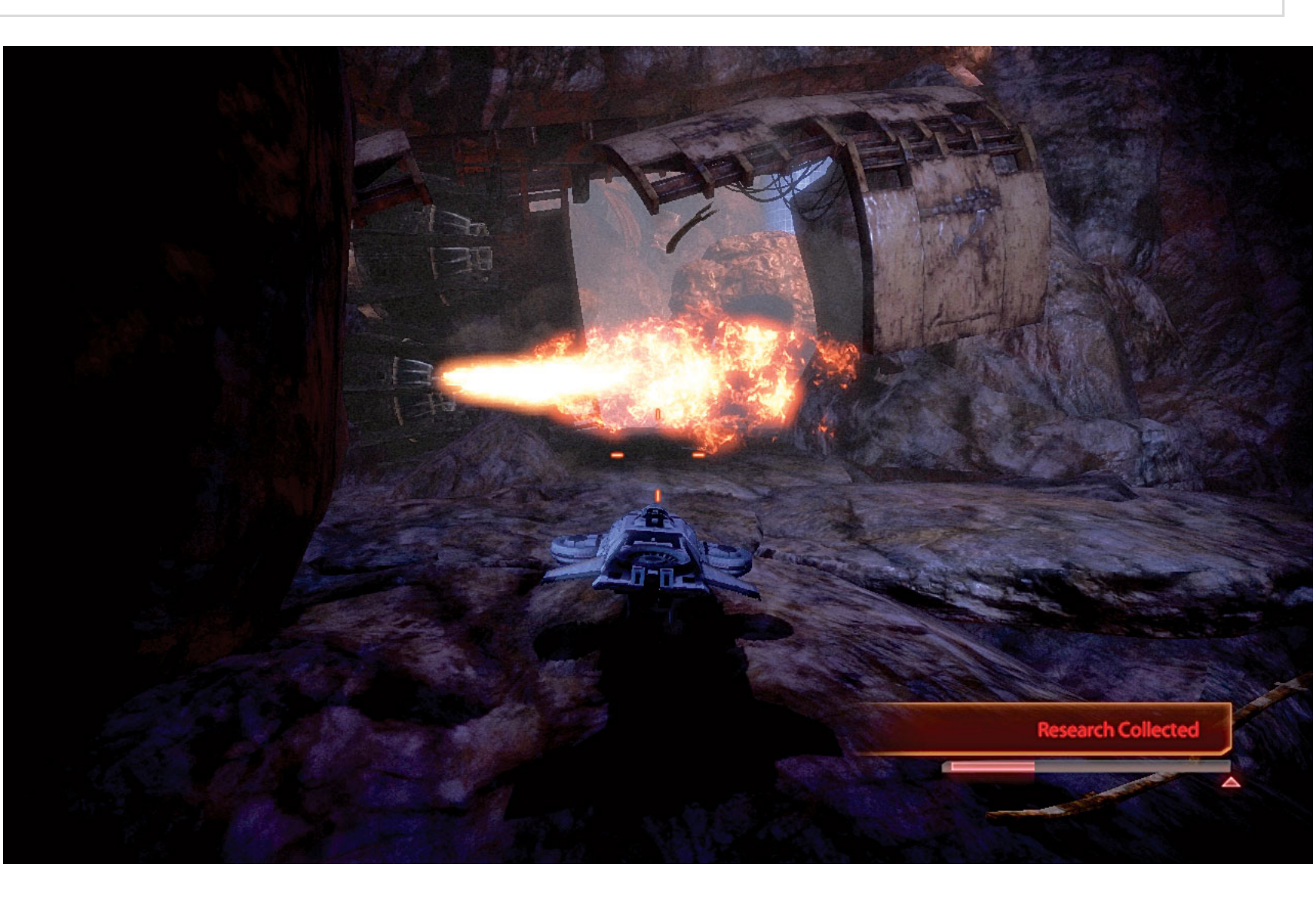
Spoils of War > Research Package > Collect > 900 Credits

Check for the second blue tower, using the vertical lift to reach the research on a curved rock ledge **[005]** .


Research Collected

[005]

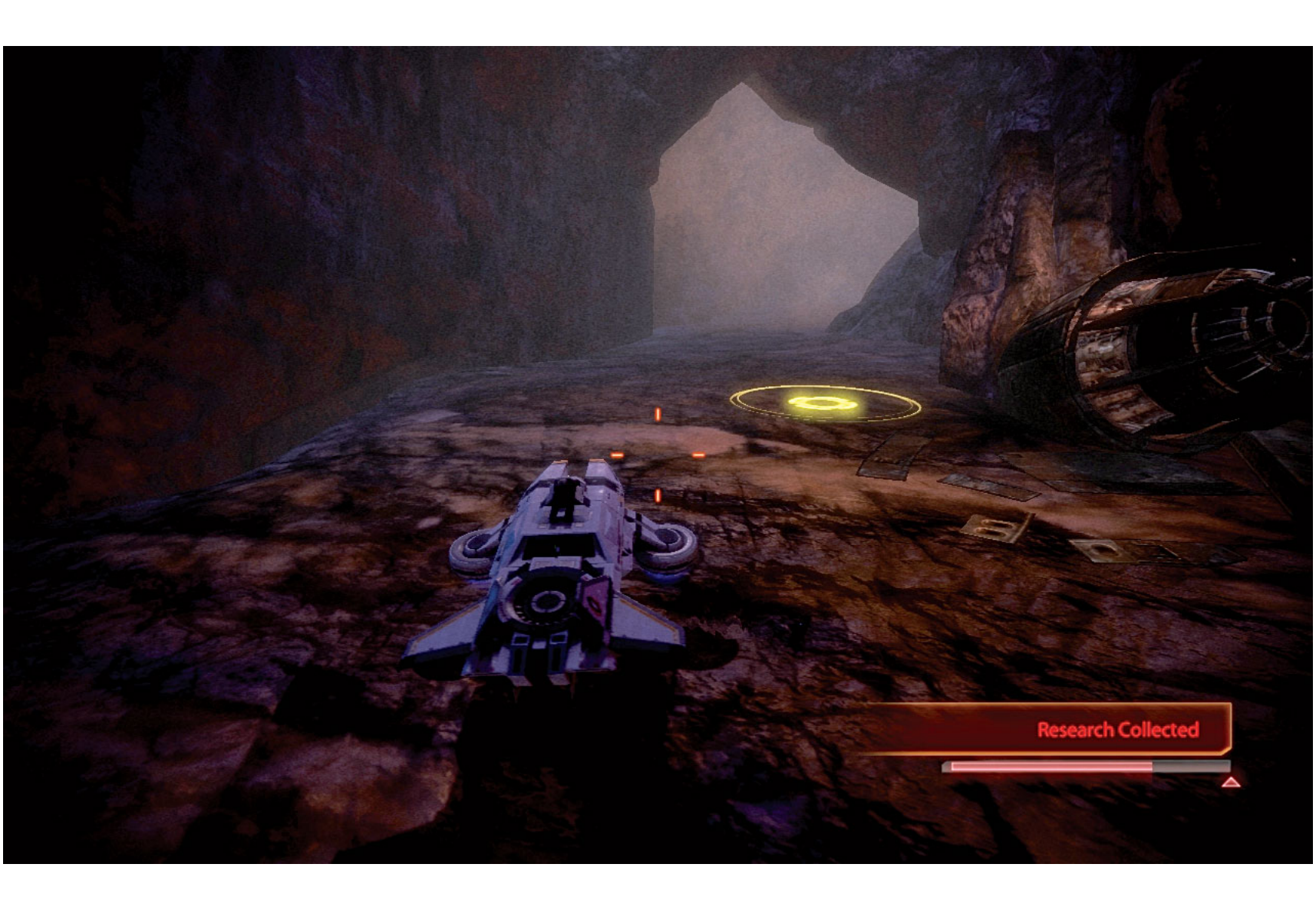
Spoils of War > Research Package > Collect > 1,200 Credits


Research Collected

[006]

At the top of the ledge is a section of fuselage, an obstruction that must be destroyed using your craft's missiles **[006]** .

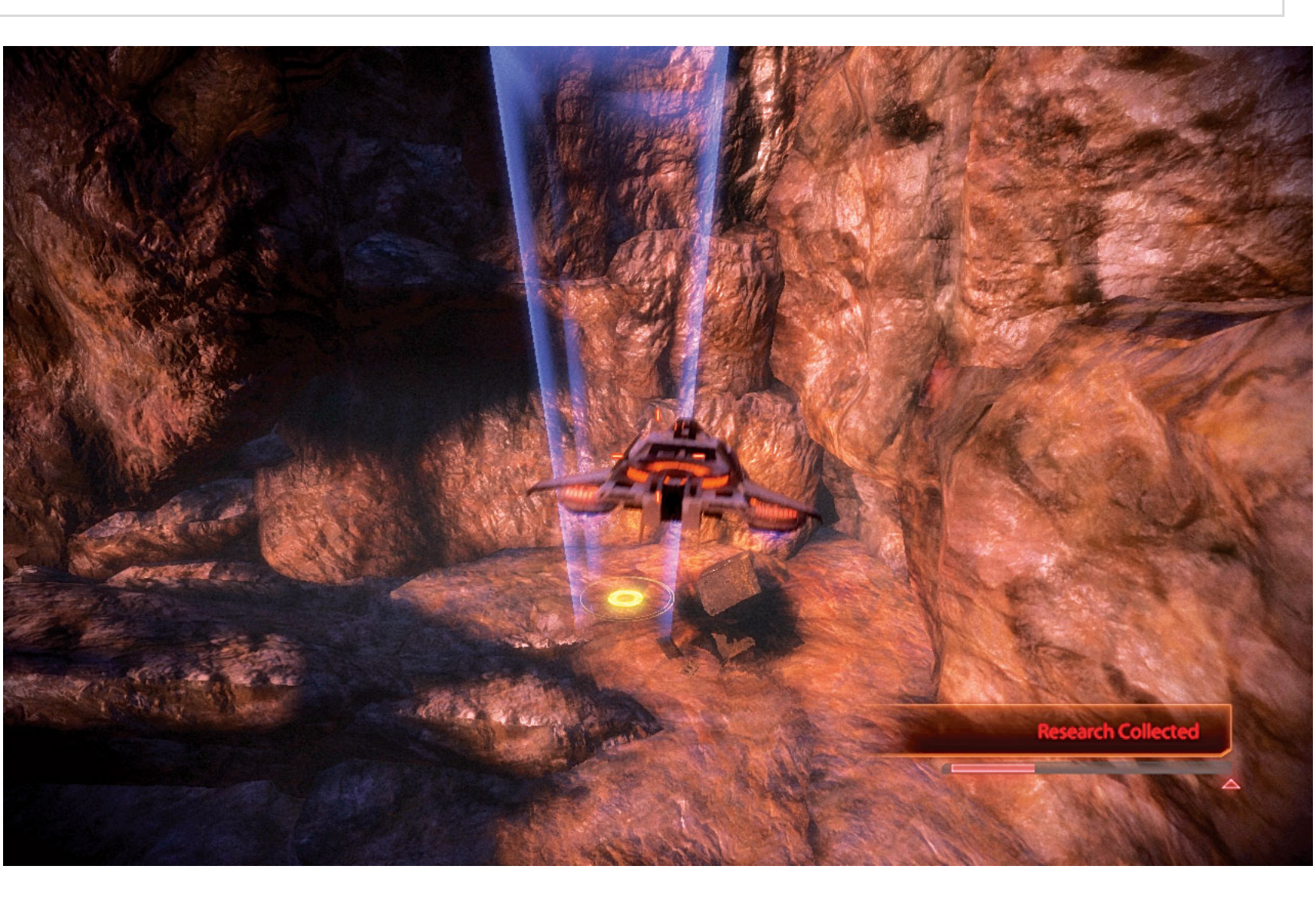
Then boost through the flaming wreckage.


Research Collected

[007]

Enter a gigantic canyon, but drop to ground level and look to the left **[007]** . The next research package is available at the foot of a giant fissure.

Spoils of War > Research Package > Collect > 1,650 Credits

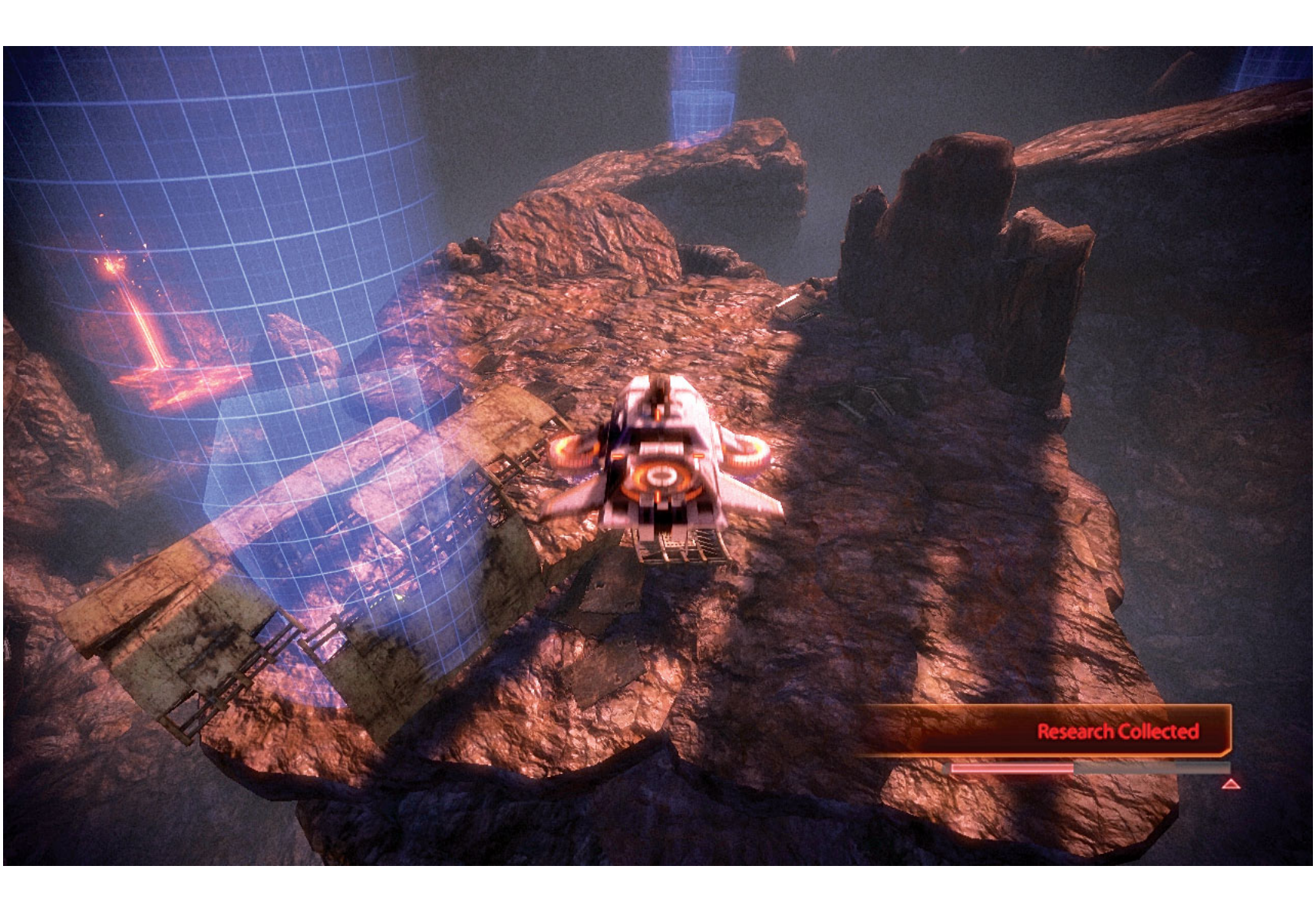

Research Collected

[008]

Continue along the left side of the canyon tunnel until it opens up, but remain on the left and use the vertical lift to ascend the stepping stones to the next package **[008]** .

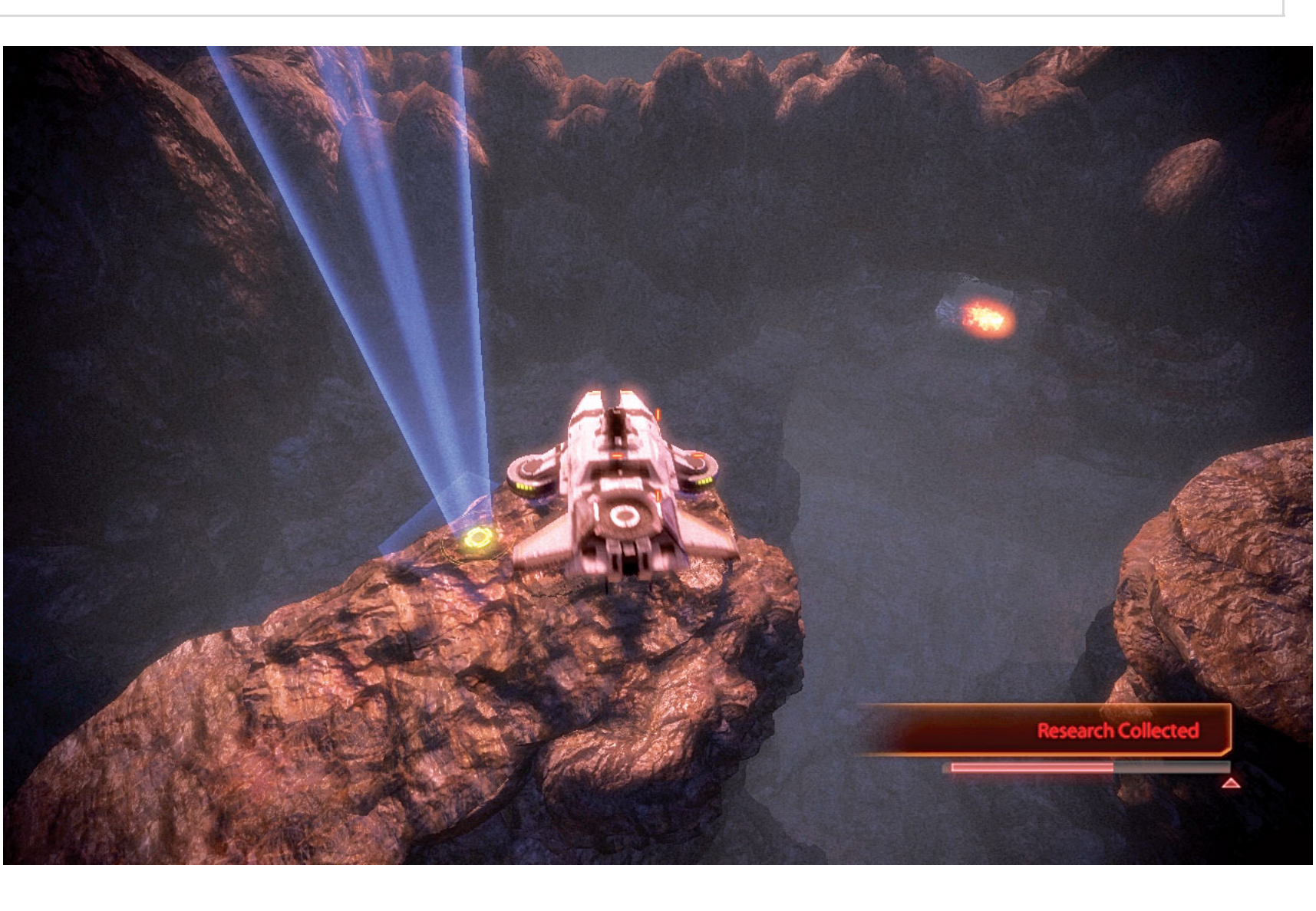
Spoils of War > Research Package > Collect > 750 Credits

Spin the craft around to look toward the sun. Use the natural rock ramp to boost from, landing on a large rock island [009] with a package inside the skeleton of a piece of fuselage.


Research Collected

[009]

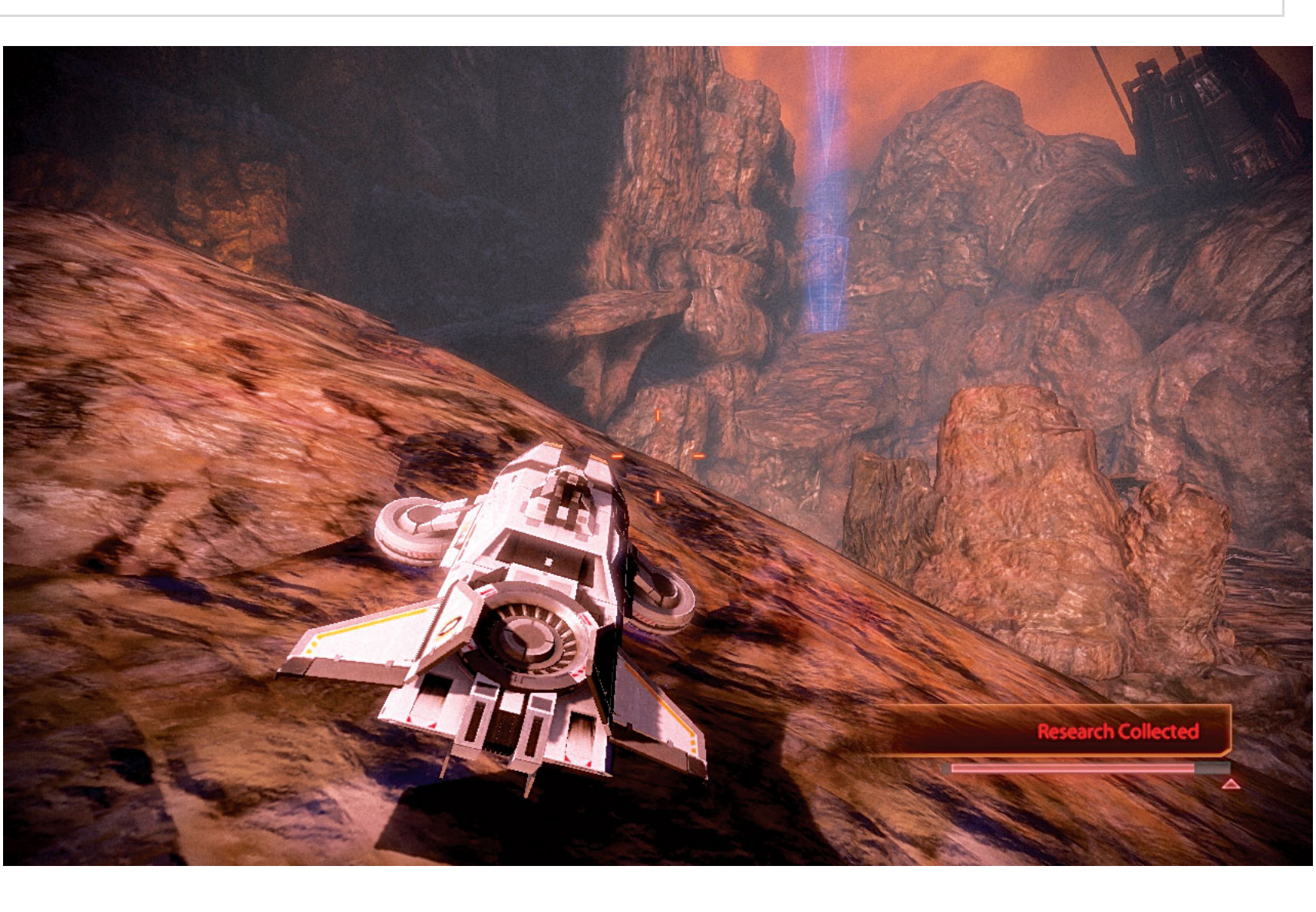
Spoils of War > Research Package > Collect > 1,050 Credits


Research Collected

[010]

Boost and vertically lift off the far end of the island to a smaller, lower island **[010]** with research to collect, and spin your craft to the right.

Spoils of War > Research Package > Collect > 750 Credits


Research Collected

[011]

Boost across to a third island, and over to land close to a piece of flaming debris, on a ledge. Drive along the ledge to the final package **[011]** . At this point, your inspection of Zeona is complete. The Hammerhead docks with the Normandy.

Spoils of War > Research Package > Collect > 1,200 Credits

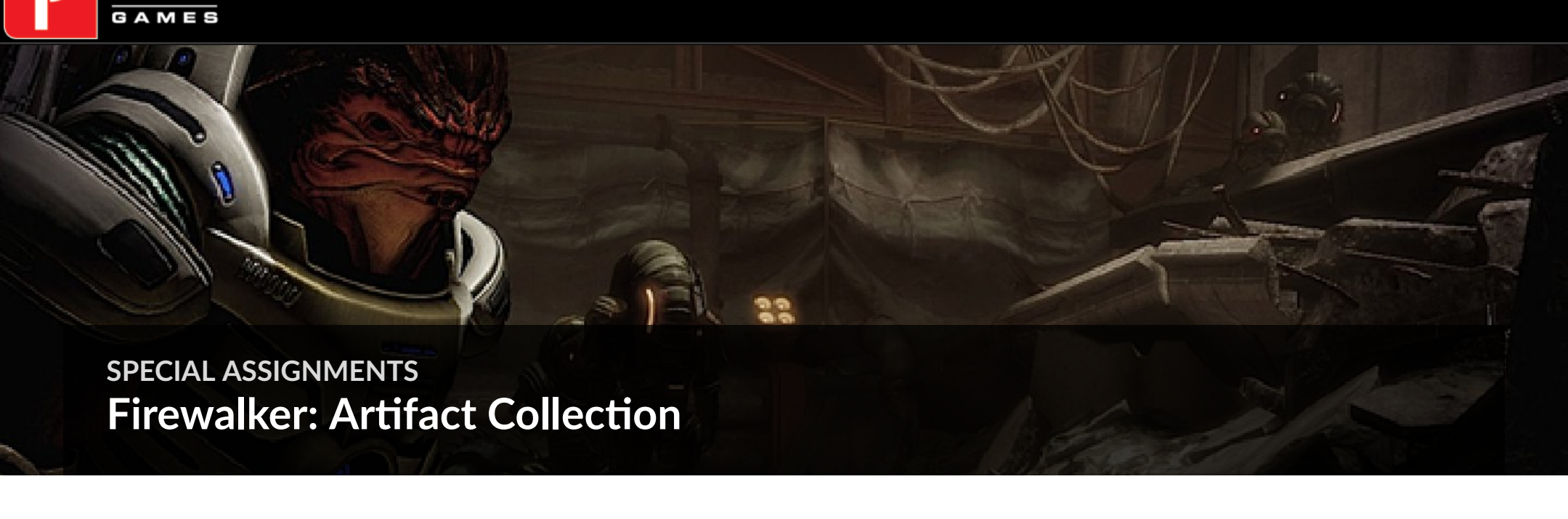
All Research Collected!

The following additional missions are now available, and can be attempted in any order:

Firewalker > Artifact Collection (Hawking Eta)

Firewalker > Geth Incursion (The Phoenix Massing)

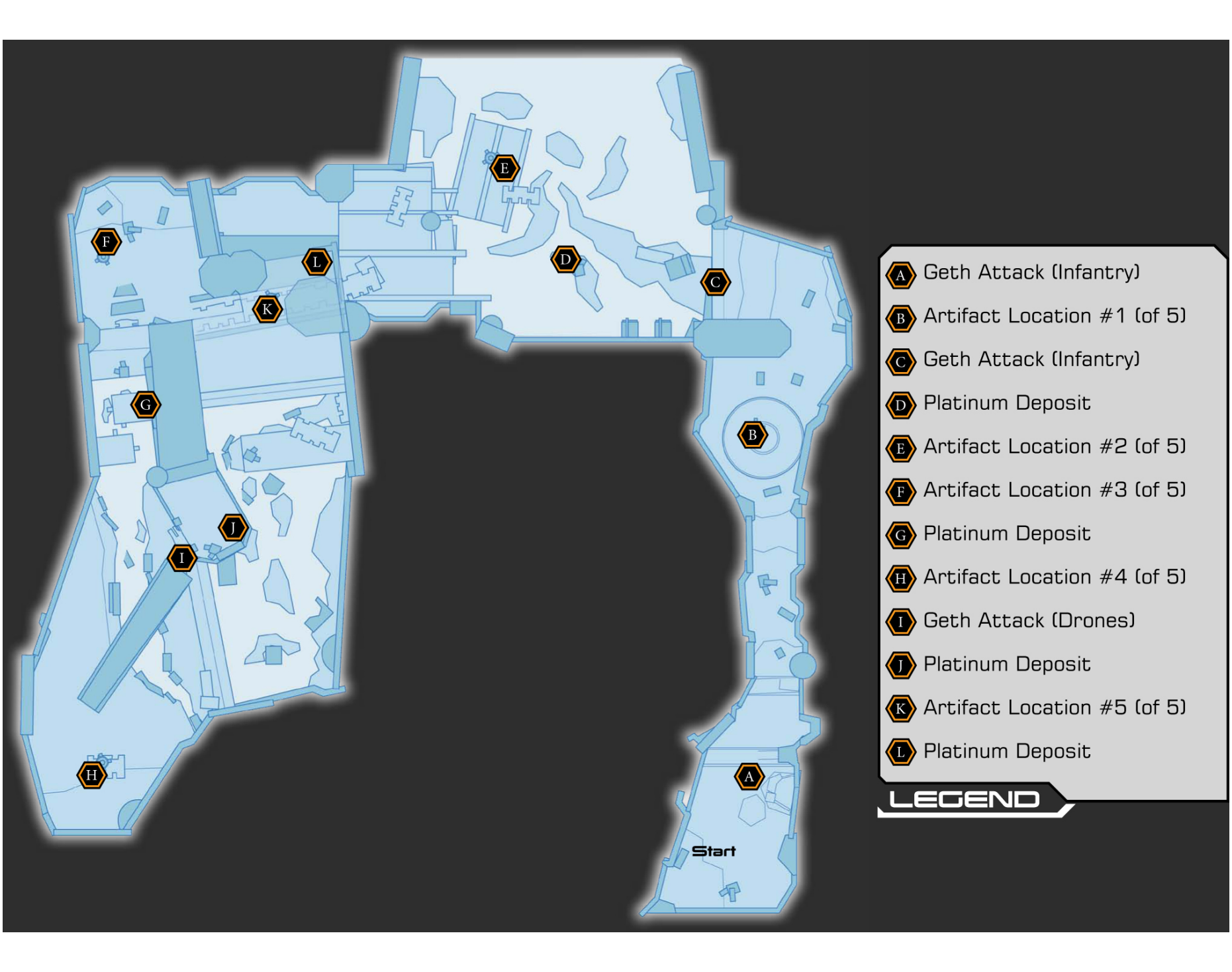
Firewalker > Recover Research Data (Caleston Rift)



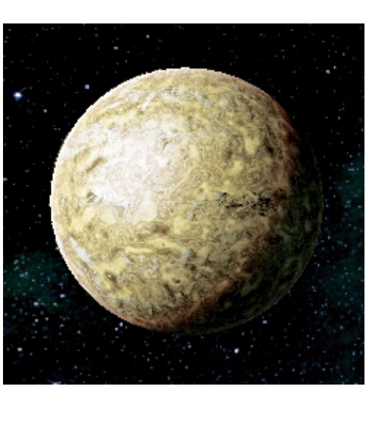
SPECIAL ASSIGNMENTS

Firewalker: Artifact Collection

Scans have found locations matching the descriptions of Dr. Cayce's survey sites. Exploring the sites could reveal valuable mission data. Warning: Geth presence detected on planet's surface. Use extreme caution!



Mission Data



Location: Milky Way > Hawking Eta > Verr > Corang

Experience Available: 125/156

Entities Encountered > Enemies

- Geth > Colossus
- Geth > Destroyer
- Geth > Dropship
- Geth > Prime
- Geth > Trooper
- Geth > Rocket Drone

Spoils of War > Total Credits: 2,500

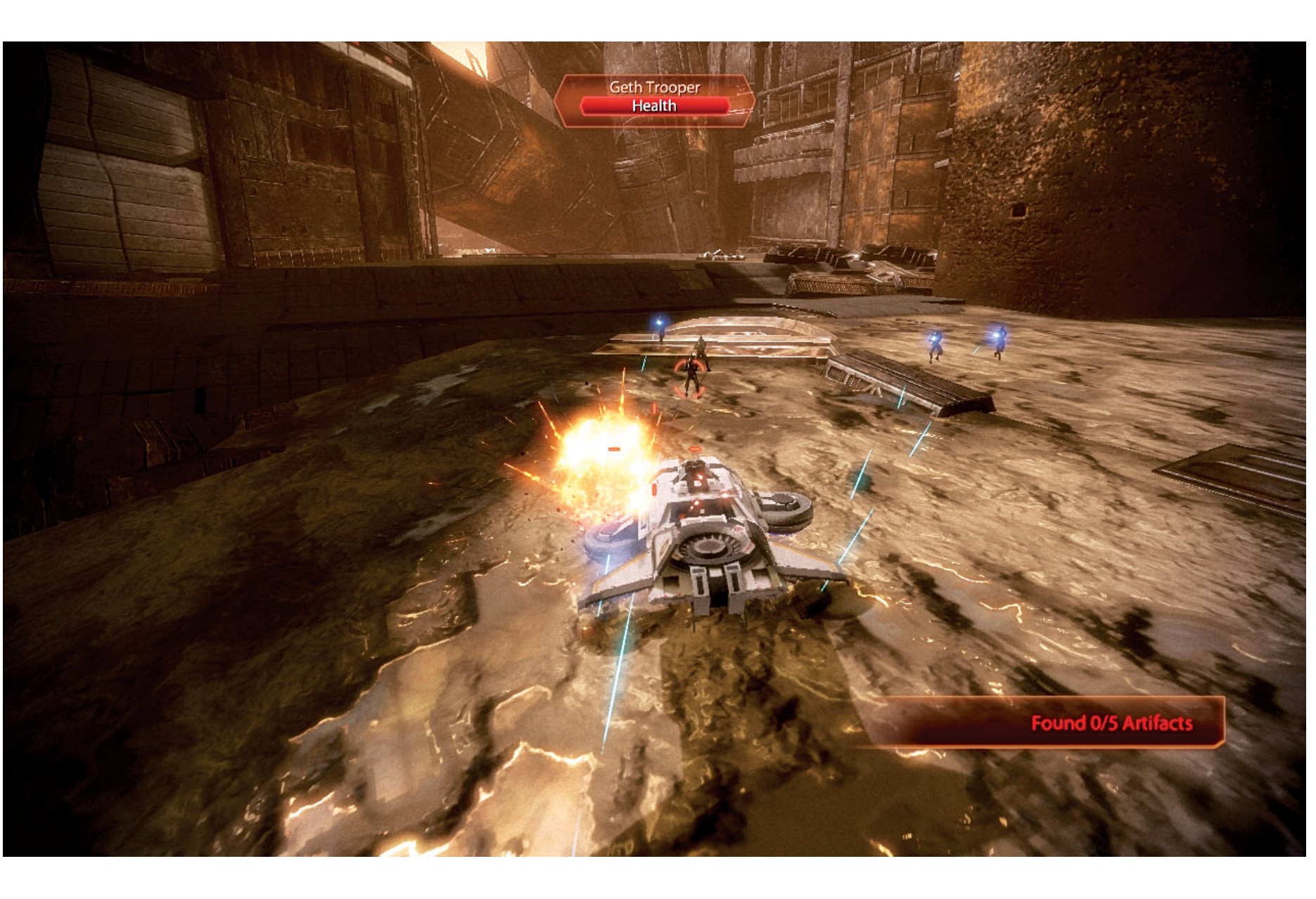
- Cerberus Funding: 1,250
- Credits: 1,250

Spoils of War > Resources > Platinum: 5,000

Plot a course to Corang, in Verr, which is part of Hawking Eta. When you reach the planet, start the scanner and launch a probe. Scan the planet's surface until an anomaly is detected.

Only then can you land on the planet's surface, which proves to be reasonably hospitable but is teeming with geth forces.

Part 2: Project Firewalker: Search for Survey Sites



[001]

As you begin entering the old settlement in Corang **[001]** , check your target; a cluster of geth troopers is up ahead.

The general plan of attack is to remove them with missile fire. However, there are some aspects of this, and all other fights, to be aware of:

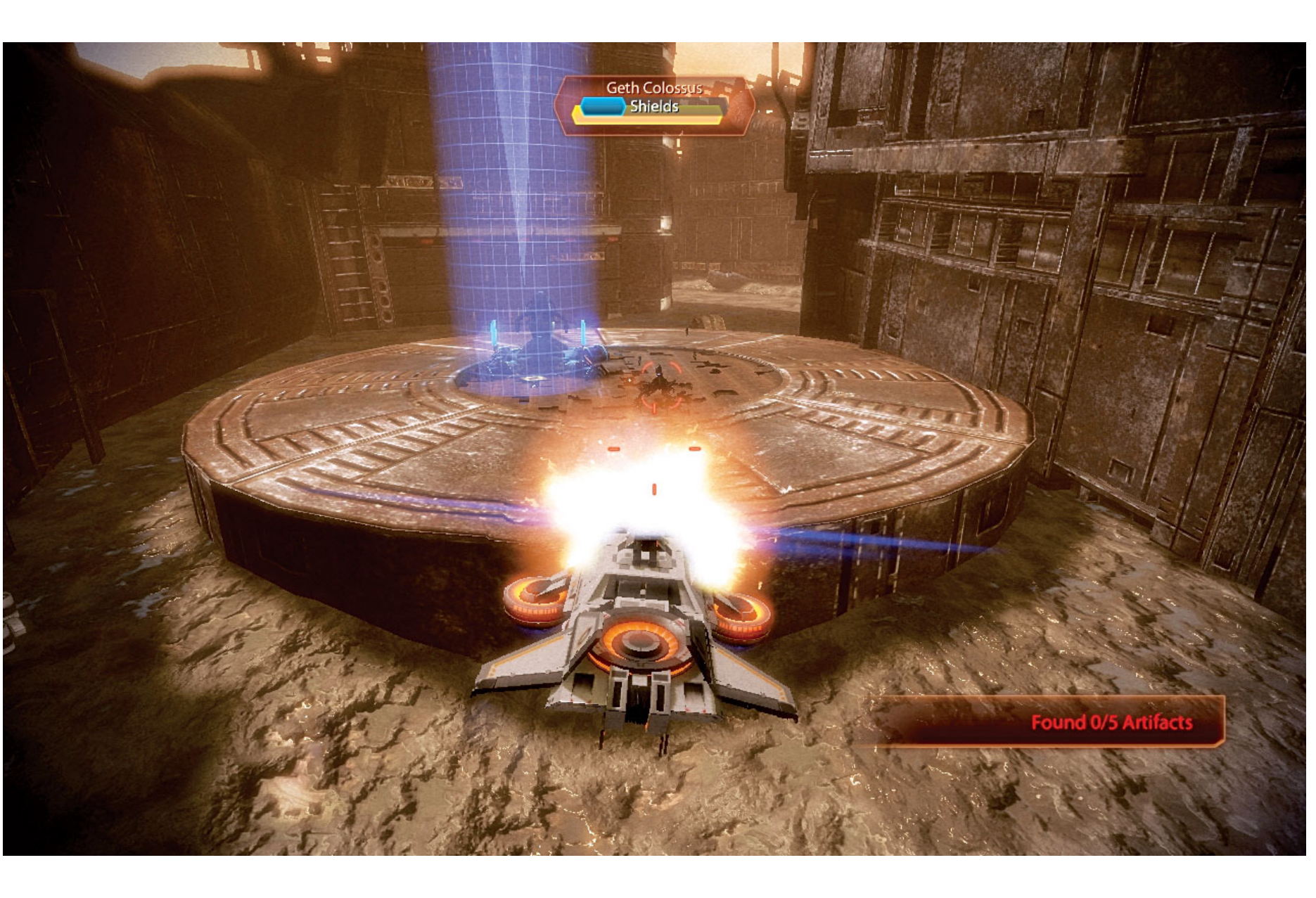
You can ram into infantry foes and damage them with sheer brute force.

Keep moving, or risk hull damage; you want to vary your speed, direction, and height when attacking.

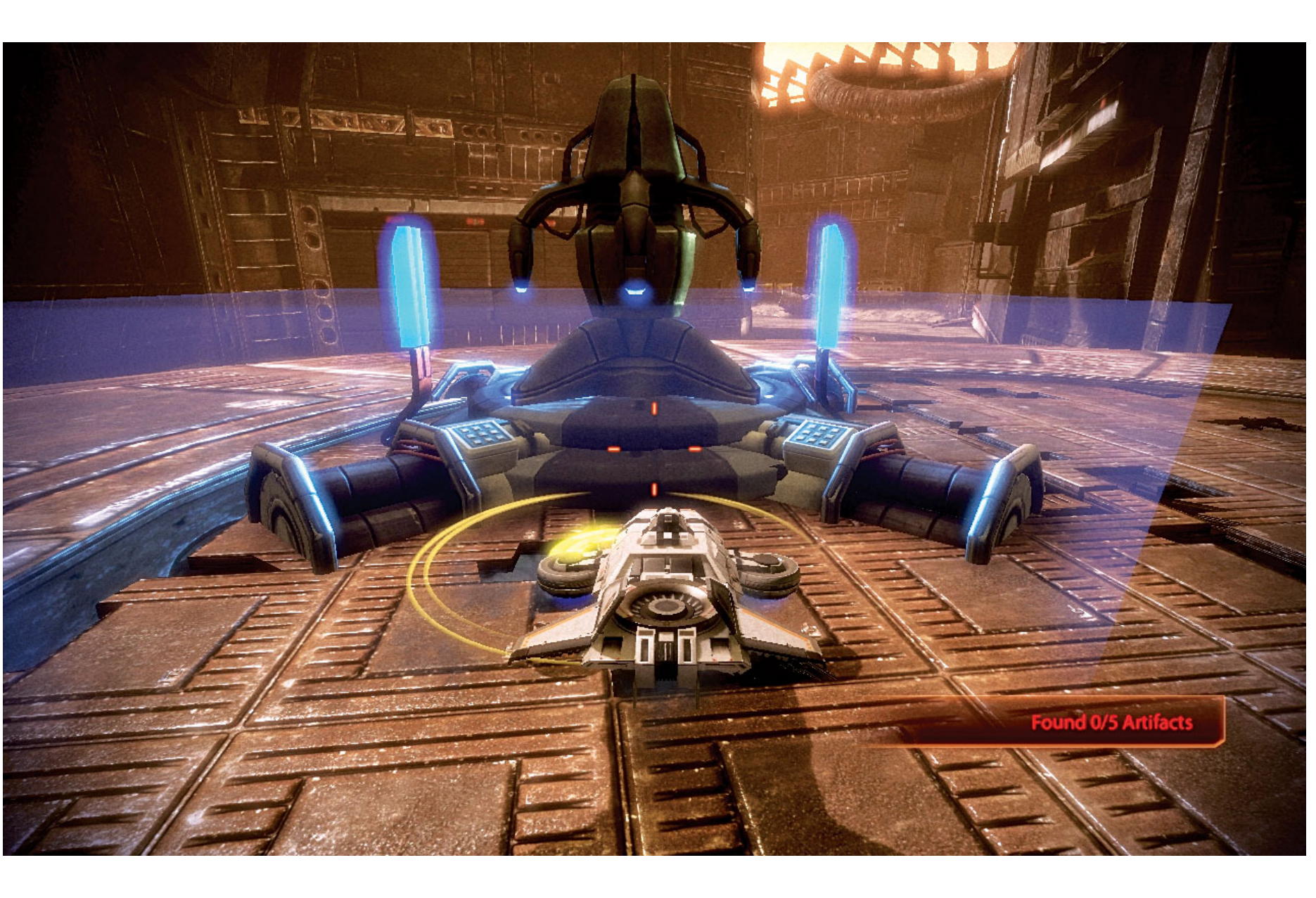
If you hear your shield alarm go off, maneuver away from the foes until it recharges, or face the destruction of the craft.

In this example, reverse into the lower ground, so the enemies can't hit you, before boosting forward and finishing them.

Survey Site #1



[002]



[003]

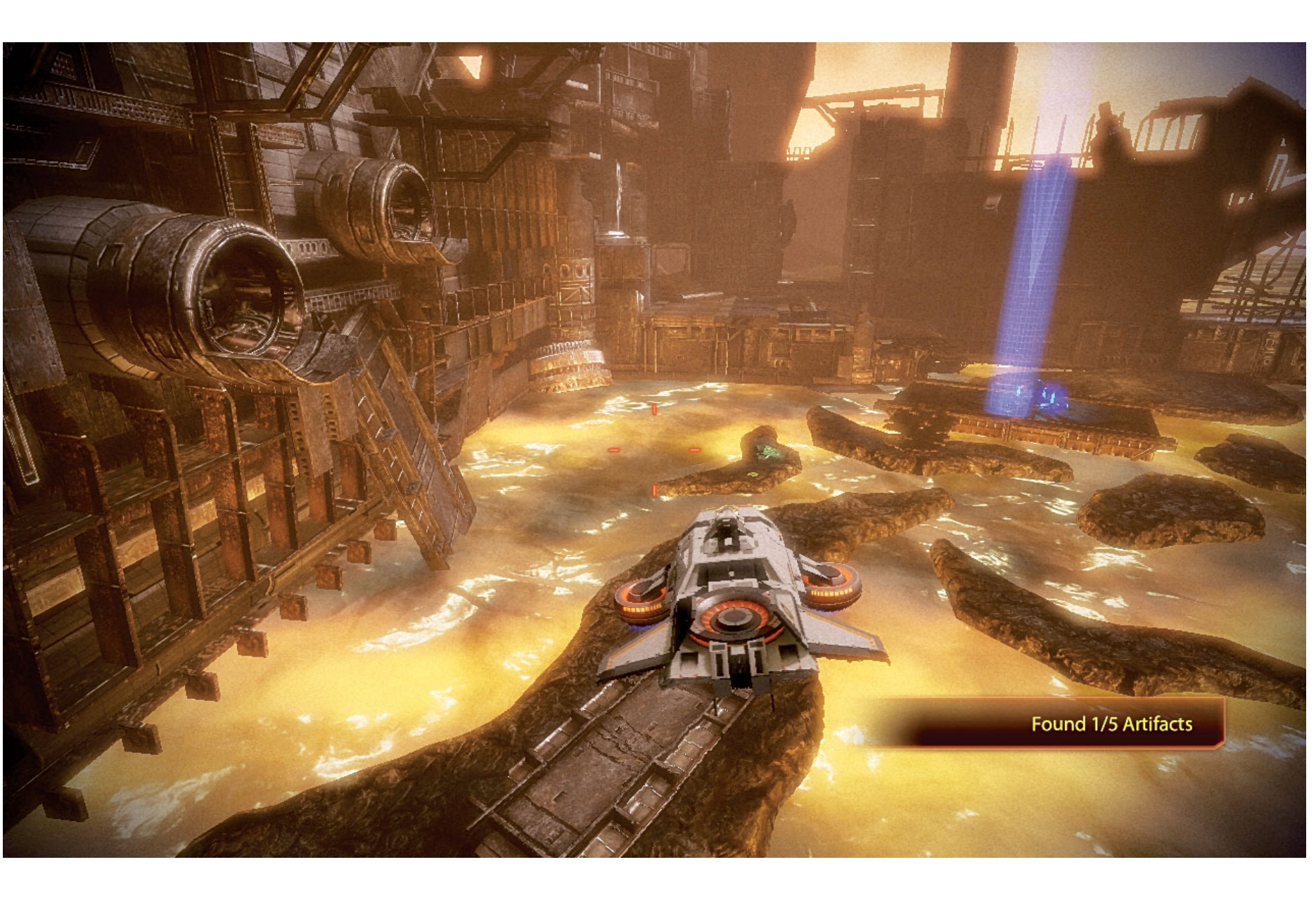
Boost forward over the undulating ground. Use your vertical lift to avoid any sharp or steep obstacles (simply fly over them). The Hammerhead's computer detects a geth dropship, which deposits a colossus before leaving.

On this occasion, move behind the rim of the metal plateau the first survey site is located on, and then vertically lift the craft, shooting the colossus and two troopers **[002]** , and then fall back down, out of range of enemy fire, especially the beam weapon.

After the colossus is removed, you can easily fly around the troopers and dispatch them. Then locate the yellow circle target and mine for the first artifact **[003]** .

Spoils of War > Artifact > Salvage Recovered > 250 Credits

Survey Site #2



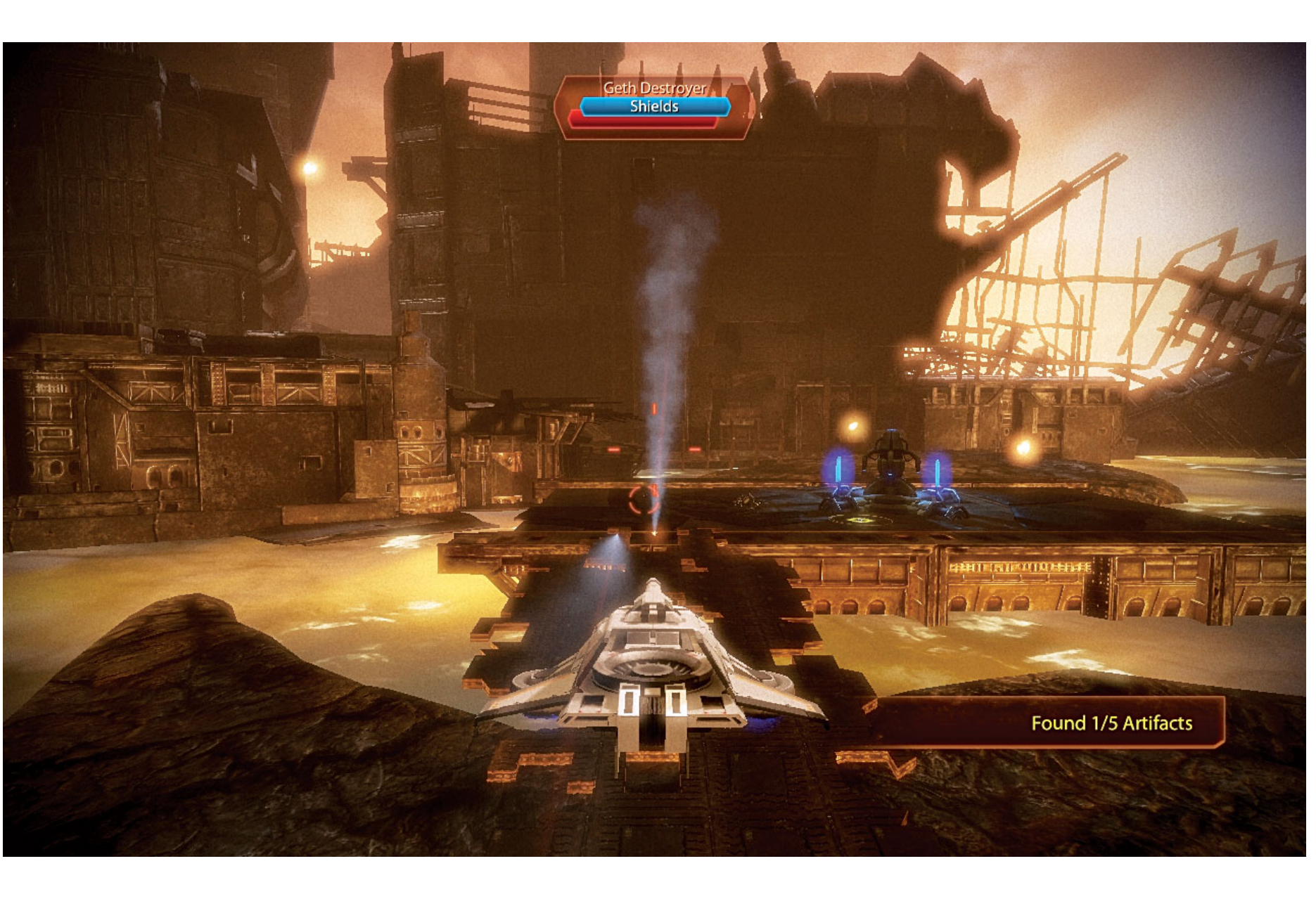
[004]

Boost off the metal plateau and down the huge thoroughfare of mud until you spot a distant mineral lake **[004]** .

Remove the two troopers with vertical boosting and shots from extreme range, so you aren't harmed at all. Move to the edge. Then drop down onto an L-shaped island, the largest in this lake.

A destroyer and colossus can be defeated by remaining at extreme range and bombarding them with missiles **[005]** .

Be sure you line up the missiles in your target reticle, or they may hit the floor or miss. Any troopers are easily removed. Then acquire the next artifact.



[005]

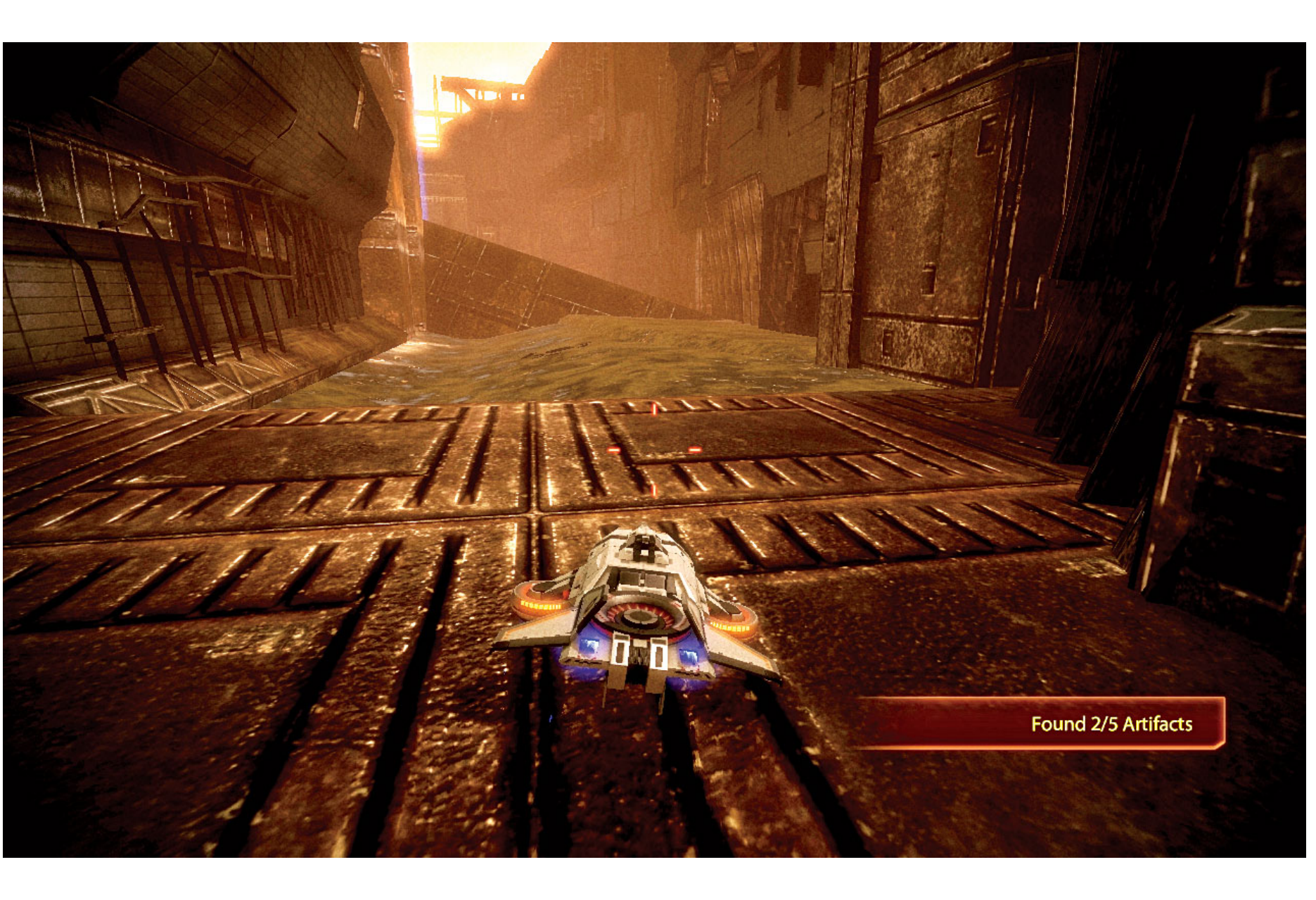
Before you leave, be sure to check the island on the left side of the lake of acid; there is a mining opportunity to scoop up a sizable amount of platinum—one of four locations during this mission. Don't forget it!

Tip

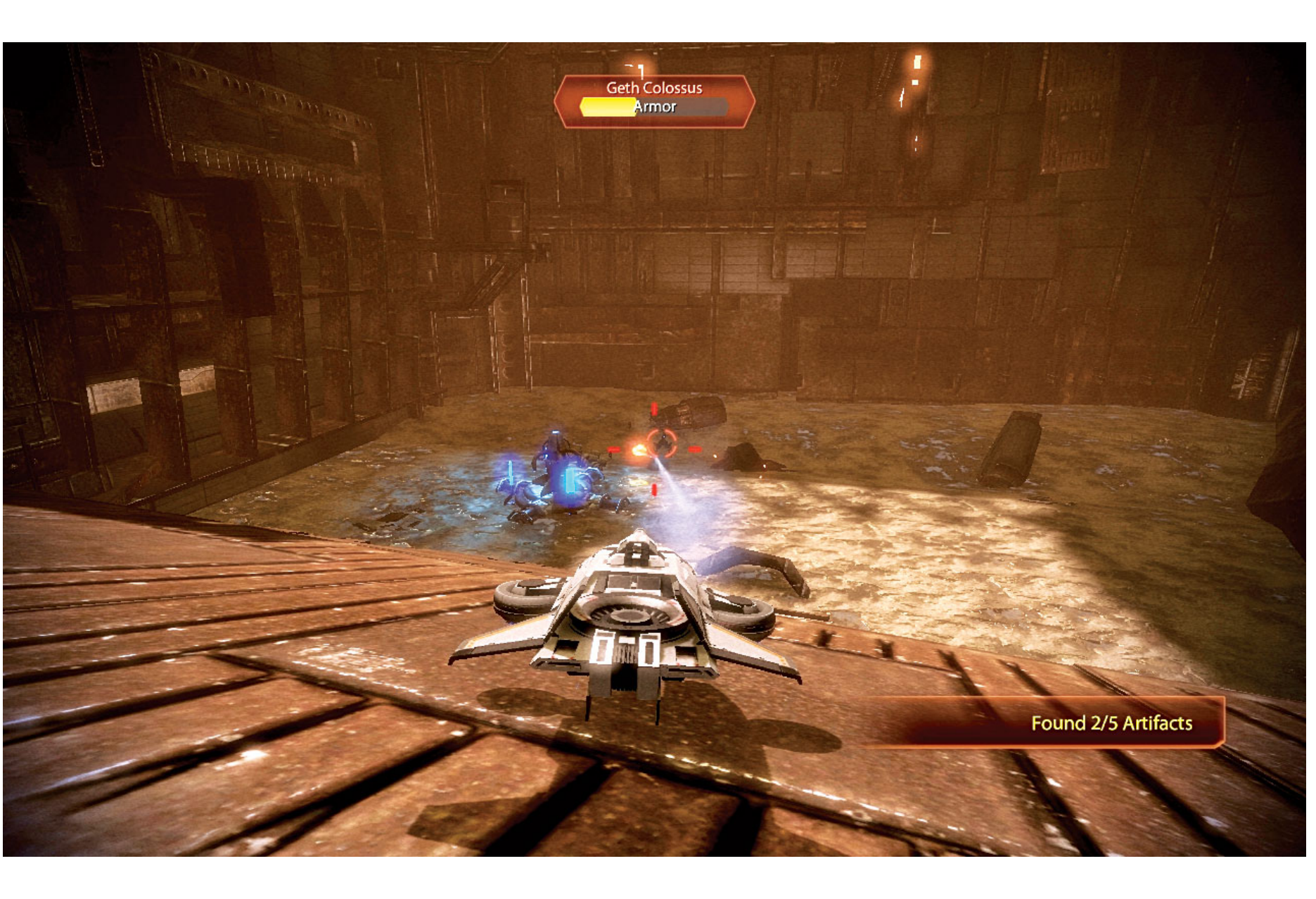
Don't drop into the highly acidic water; if this occurs, vertically boost up and land on a nearby metal island.

Spoils of War > Artifact > Salvage Recovered > 250 Credits
Spoils of War > Resources > Refined Platinum > Mine > 1,250 Platinum

Survey Site #3



[006]



[007]

Boost onto the remains of a ramp and exit the lake area, boosting up and onto a connecting thoroughfare with a half-buried hull at the end **[006]** .

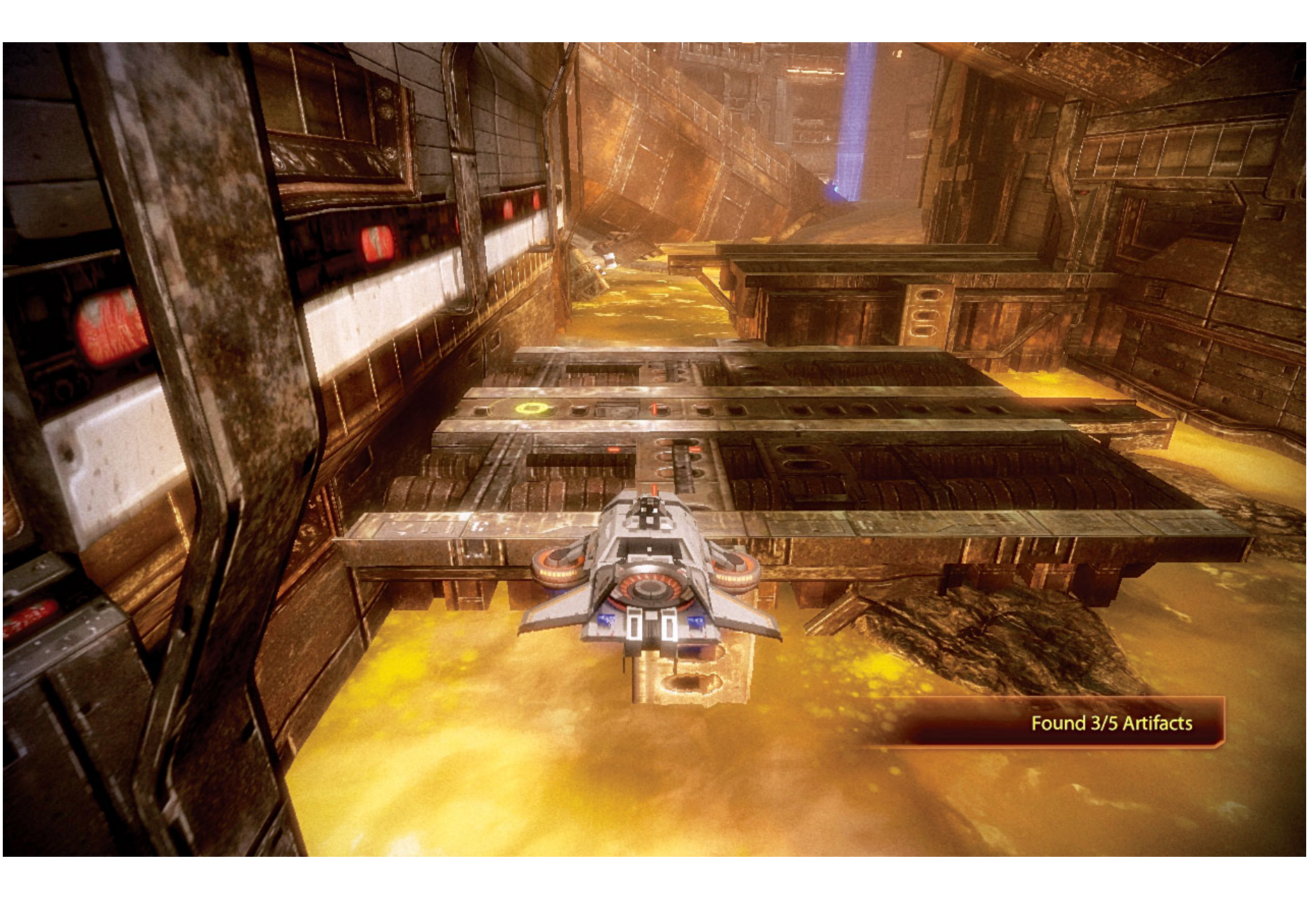
Or, you can head left, across a series of ramps and a tunnel, appearing to the left of the hull. Instead of boosting over and landing past the hull, slow and use it as a ramp.

Boost and lift the Hammerhead, landing on the sloping metal opposite. Turn and view the third survey site **[007]** ; blast the colossus, two destroyers, and trooper from this range, and they won't fight back.

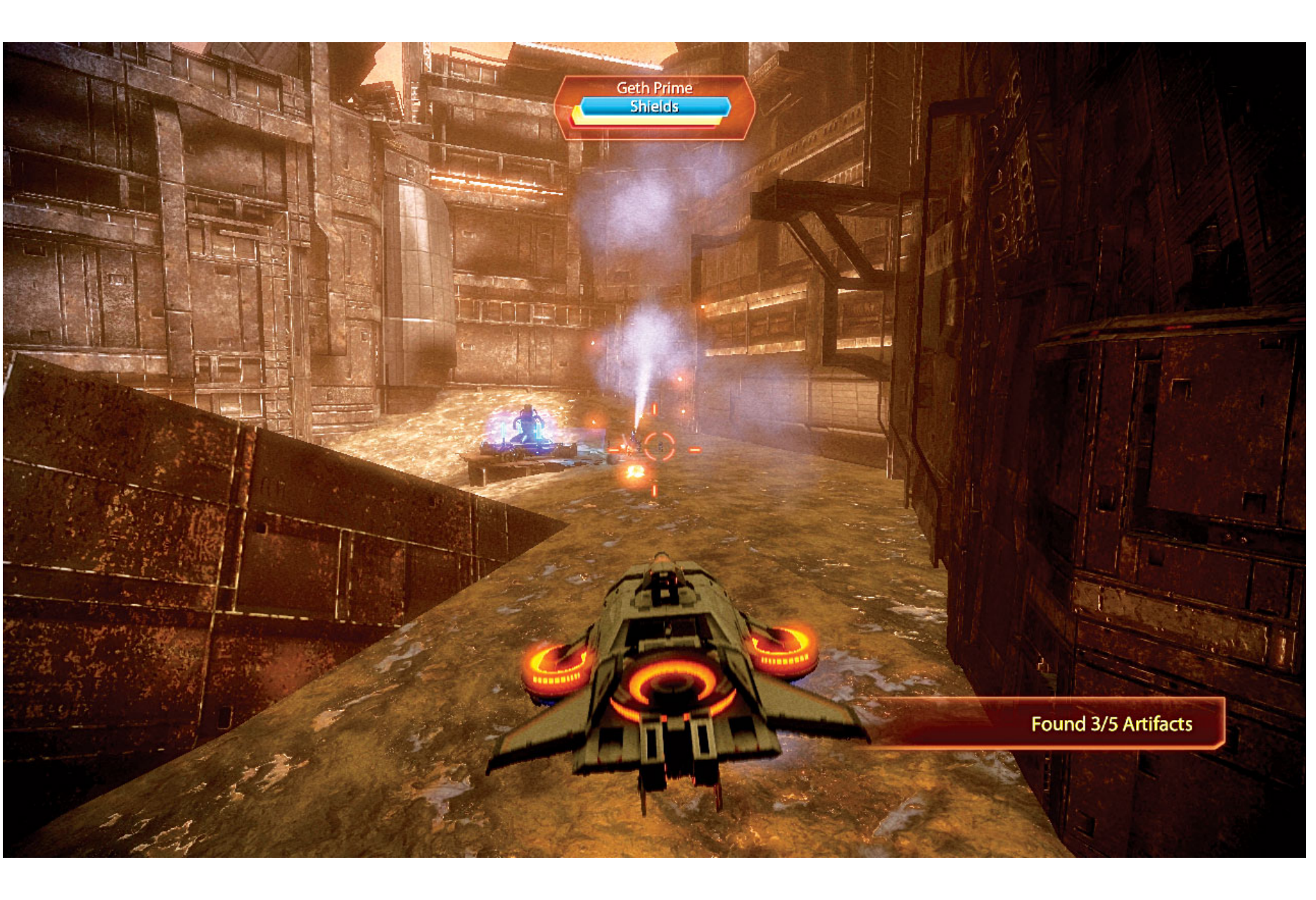
Drop down to defeat any stragglers before claiming the third artifact. Exit via the hull ramp, or by using debris below as a ramp.

Spoils of War > Artifact > Salvage Recovered > 250 Credits

Survey Site #4



[008]



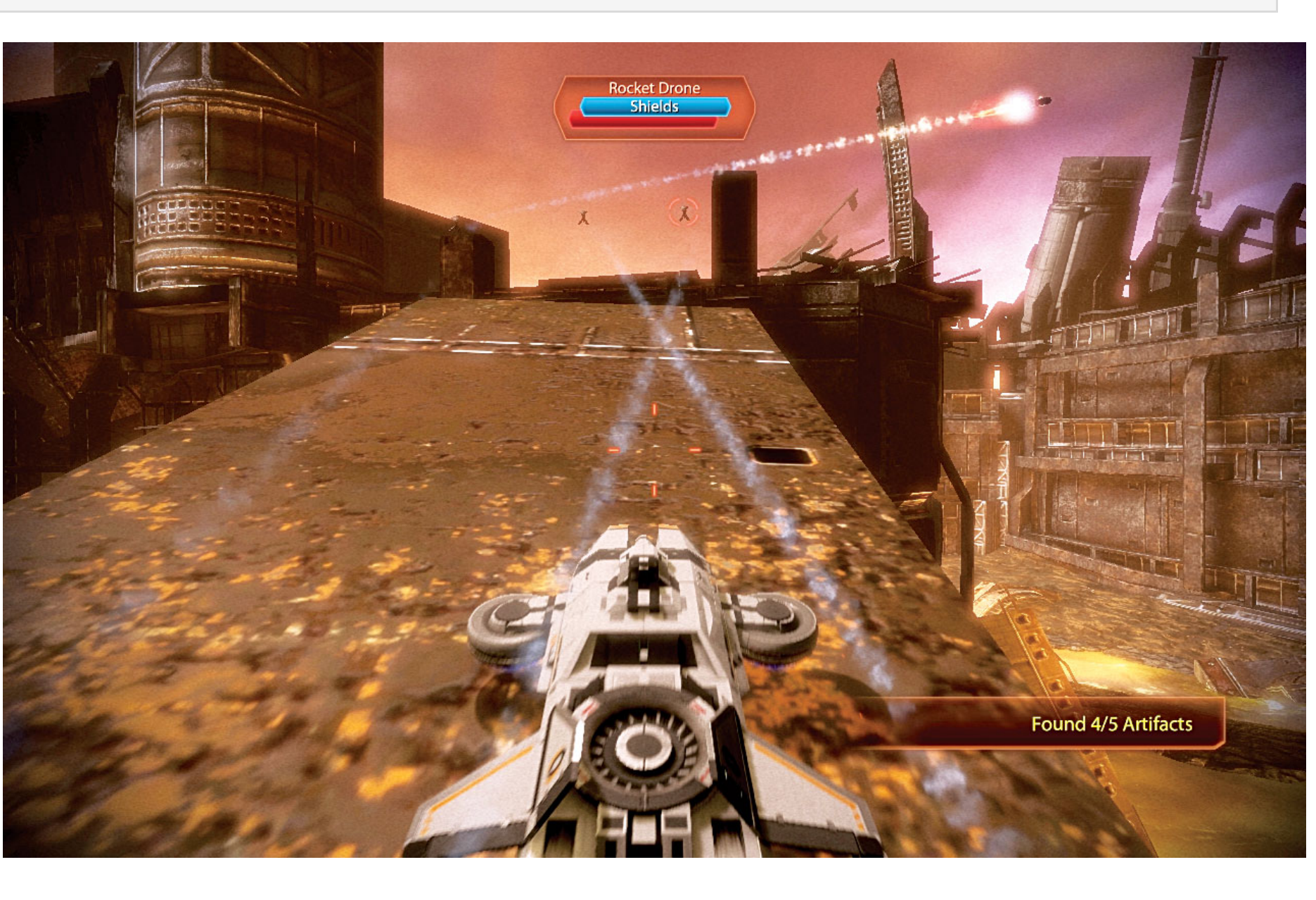
[009]

Use a mixture of vertical and horizontal boosting to fly across the gaps in the metallic hulls ahead, pausing to scrape some platinum from a mining spot on the left side of the thoroughfare **[008]** . Boost across the area of acid.

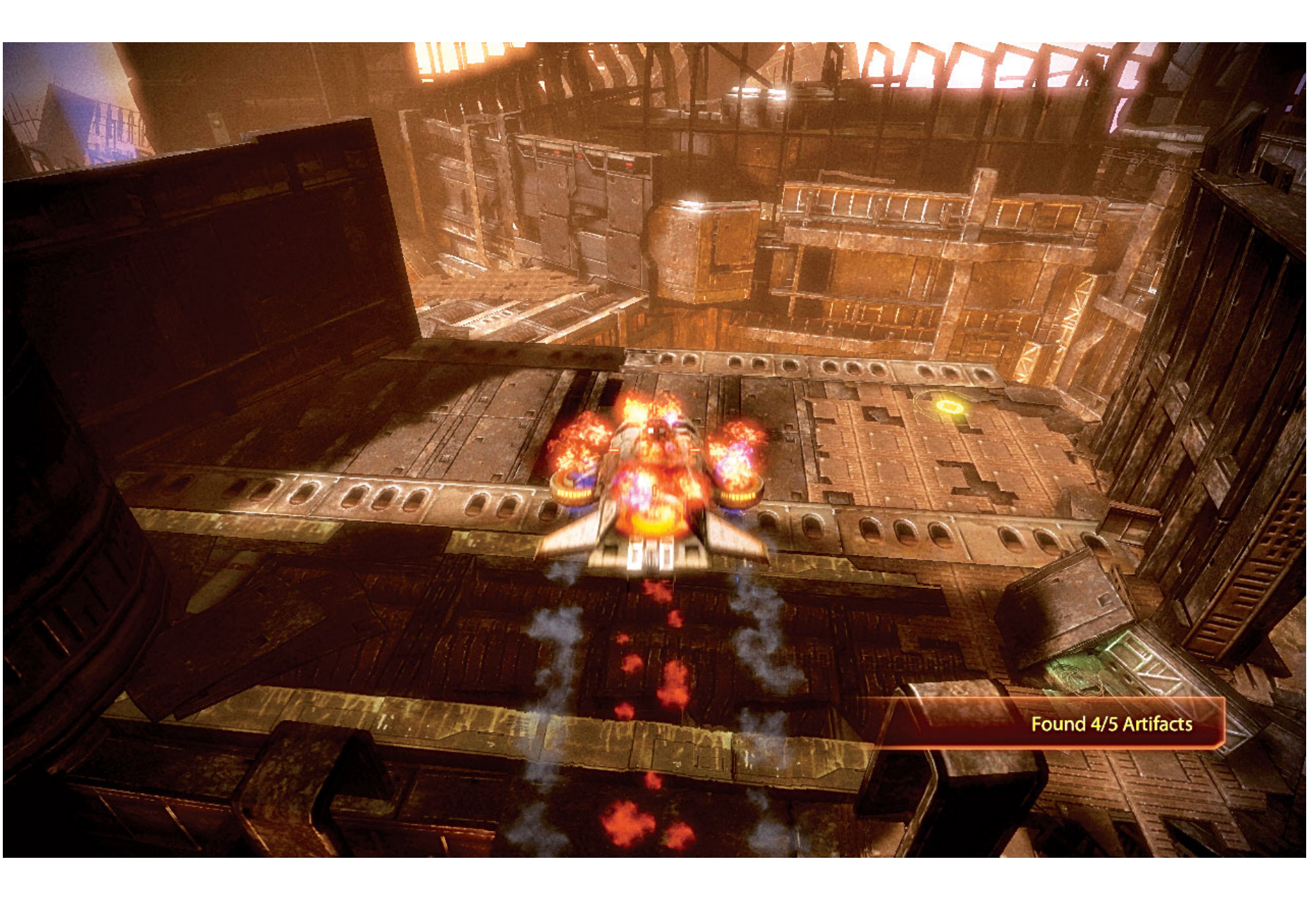
There are two paths to the colossus, destroyer, and prime guarding the next survey site; scoot left across the acid and around the half-sunken hull to attack at range, or head to the right of the hull for a more fraught and closer combat **[009]** .

A dropship deposits the colossus ahead of you. If you're heading right, try using the base of the sunken hull as partial cover.

Spoils of War > Resources > Refined Platinum > Mine > 1,250 Platinum
Spoils of War > Artifact > Salvage Recovered > 250 Credits



[010]



[011]

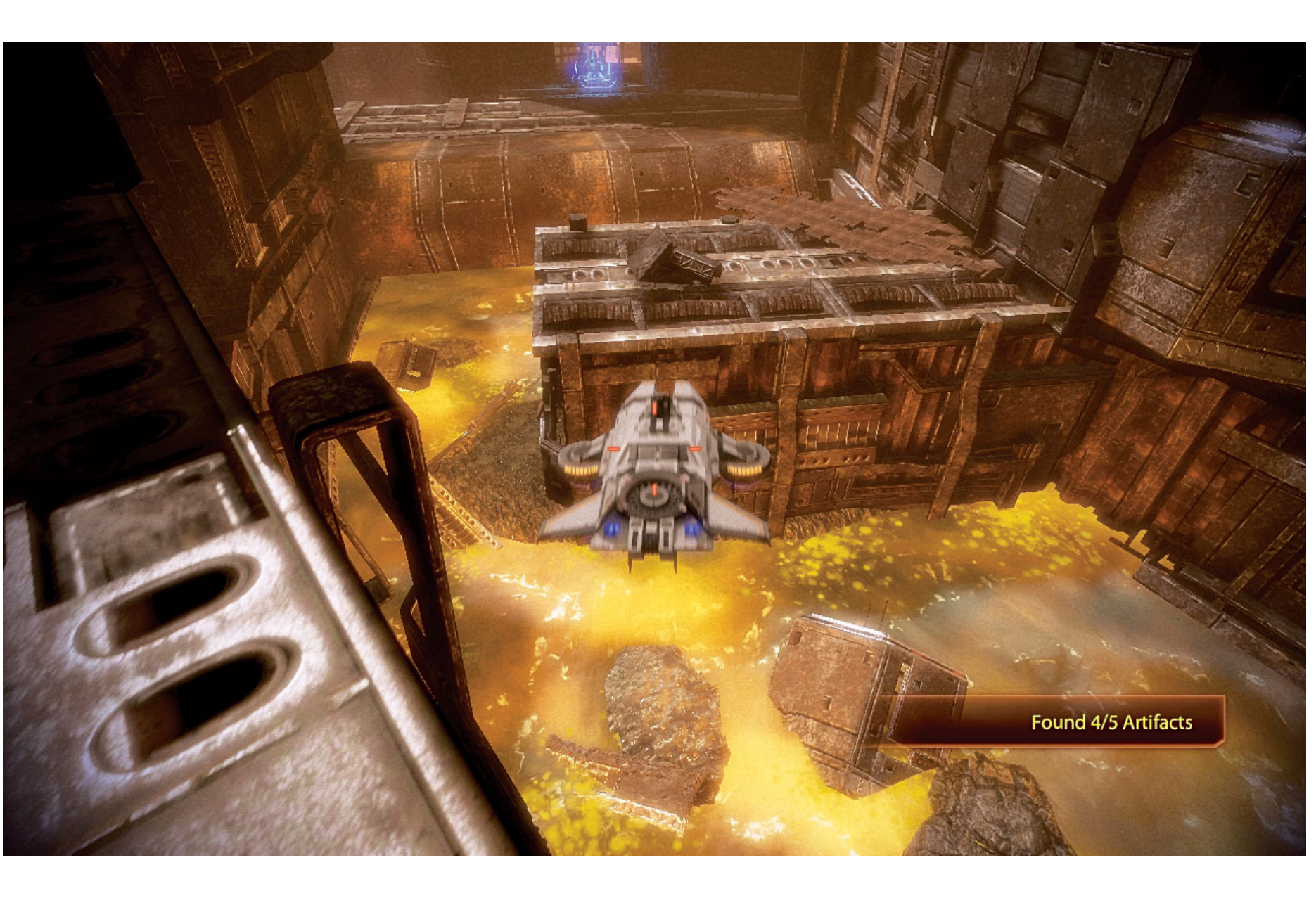
The half-sunken hull now acts as a ramp, leading up to a gap onto a high platform. Halfway up, three rocket drones appear.

They can devastate the hull of your craft, so remain on the hull and use vertical boosts to dodge the rockets, while firing back **[010]** . Encroach more if your rockets aren't hitting, but always be prepared to retreat.

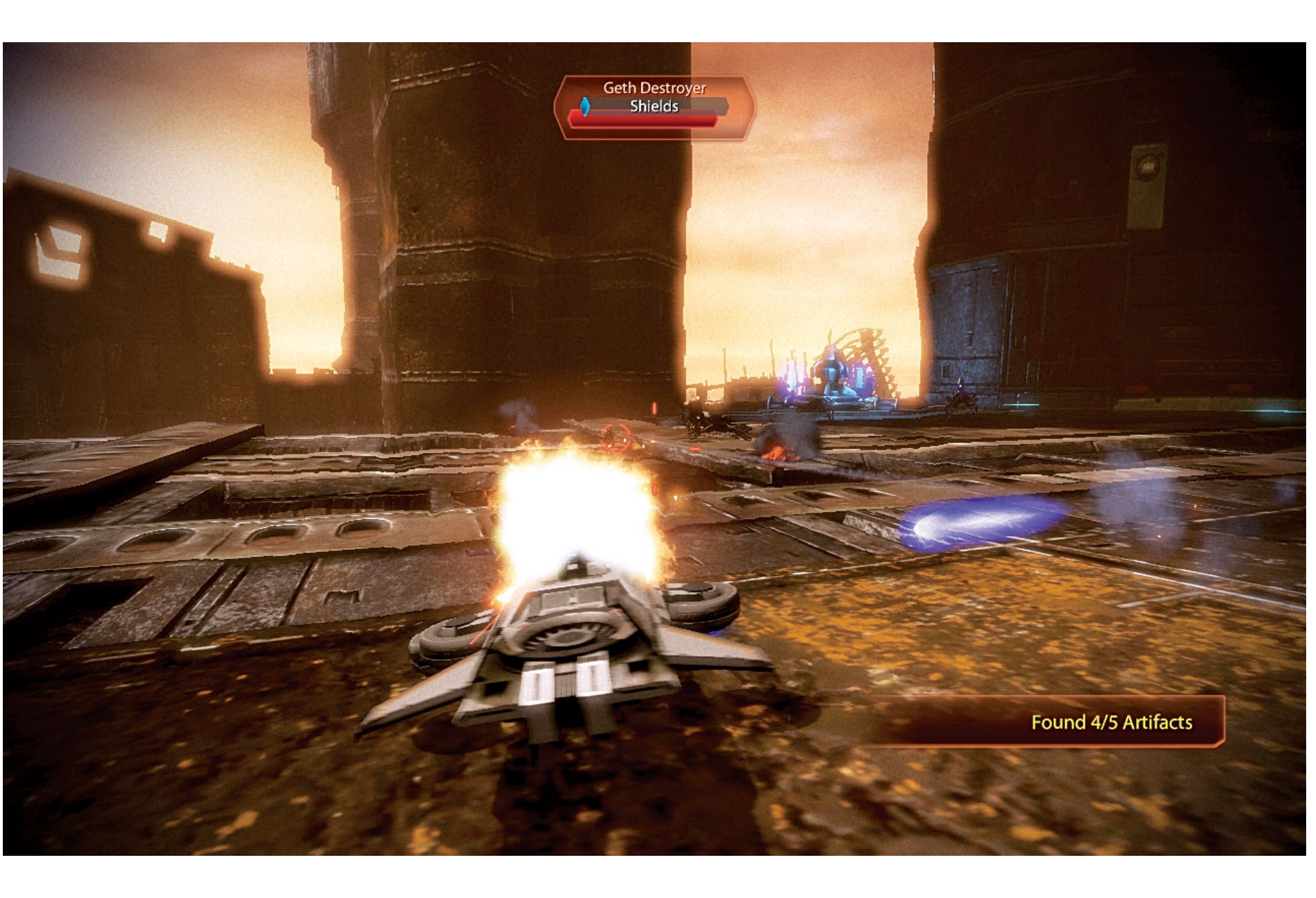
The reason for destroying the drones becomes apparent when you reach the high platform itself; boost across the gap **[011]** to where there's a place to excavate more platinum.

Spoils of War > Resources > Refined Platinum > Mine > 1,250 Platinum

Survey Site #5



[012]



013

Boost off the high platform **[012]** and land on the lower metallic section close to the last artifact.

Then leap onto the superstructure with the artifact on it as a dropship sends down a colossus, two primes, and two destroyers **[013]** . Only the destroyers need to be attacked at closer range.

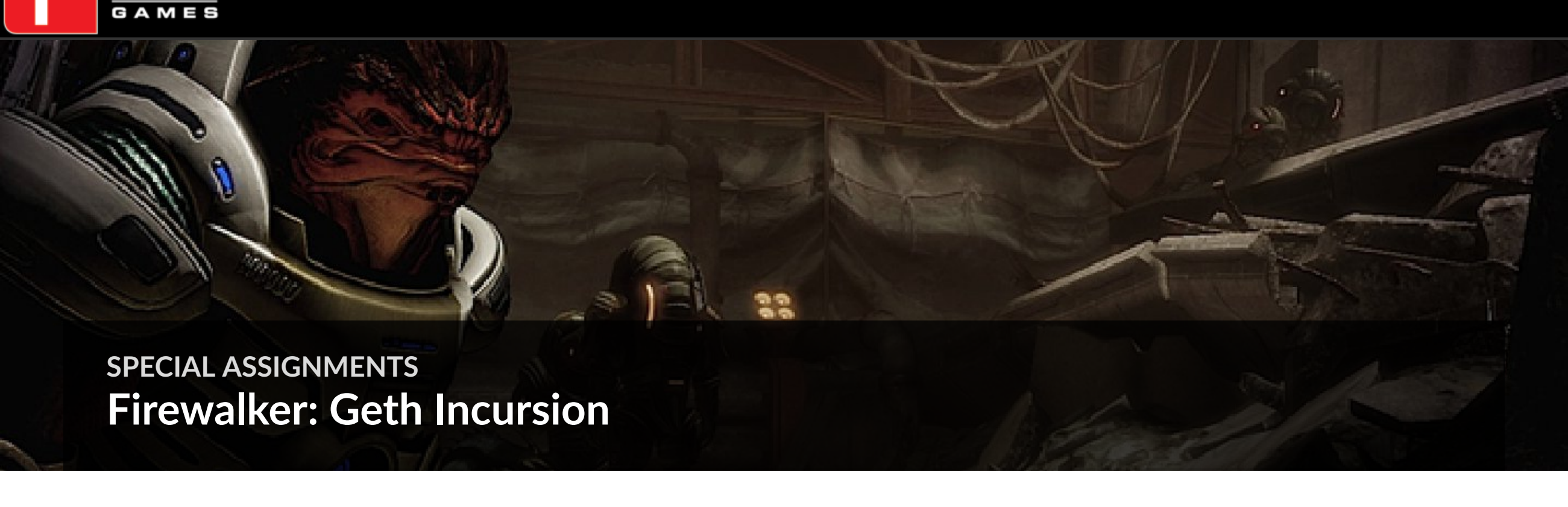
Strafe on the edge of the structure so you can easily sidle past the beam weapon attacks from the colossus. Flee across to the opposite corner if the shield alarm sounds.

Then approach the final artifact but don't claim it; check behind the site for a passage on the right, leading to a final platinum deposit. Grab that first, as the mission ends once the fifth artifact is aboard the Hammerhead.

Spoils of War > Artifact > Salvage Recovered > 250 Credits
Spoils of War > Resources > Refined Platinum > Mine > 1,250 Platinum
All Artifacts Collected!

The following additional missions are now available (aside from any already completed), and can be attempted in any order:

Firewalker > Geth Incursion (The Phoenix Massing)
Firewalker > Recover Research Data (Caleston Rift)

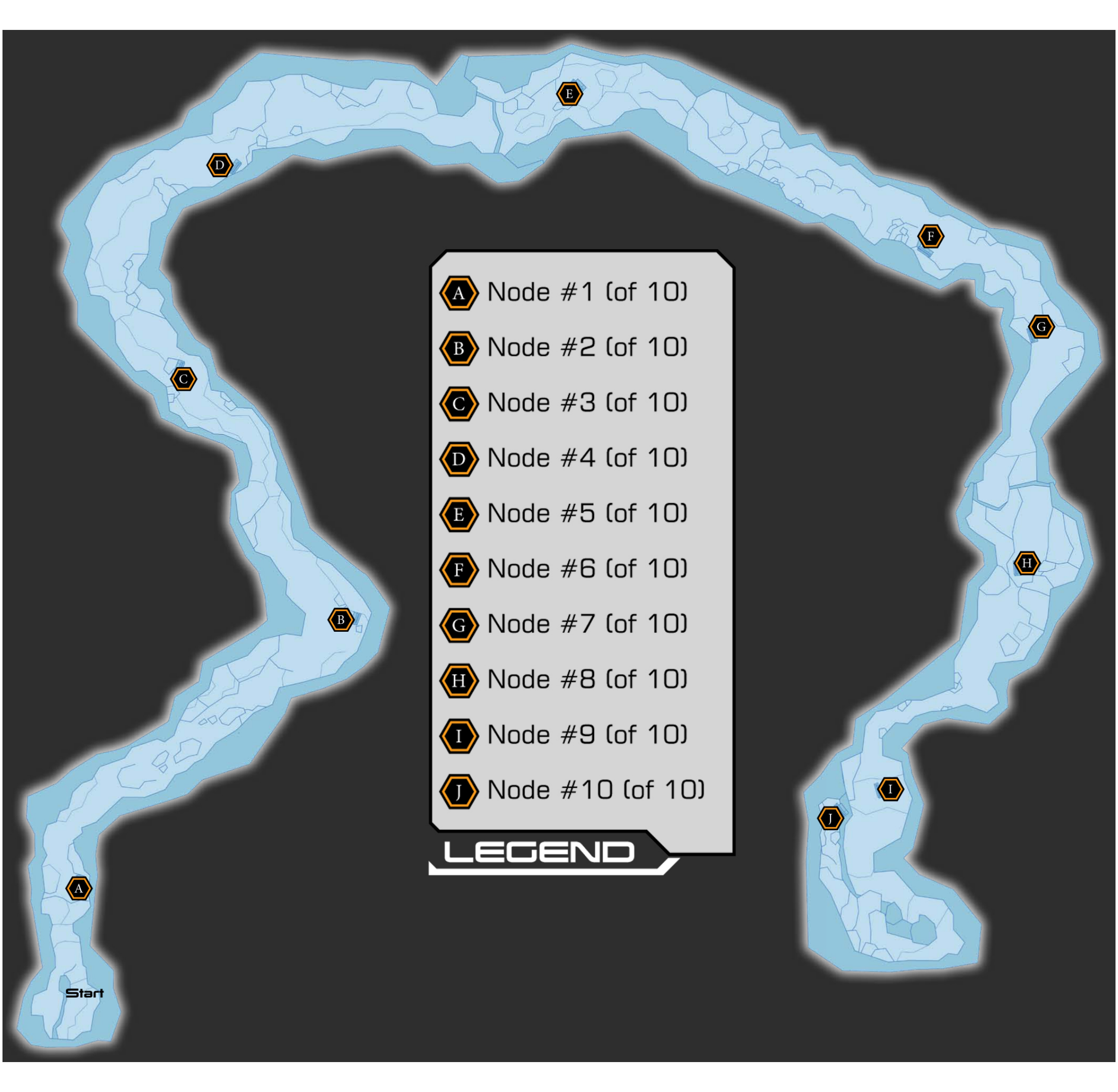


SPECIAL ASSIGNMENTS

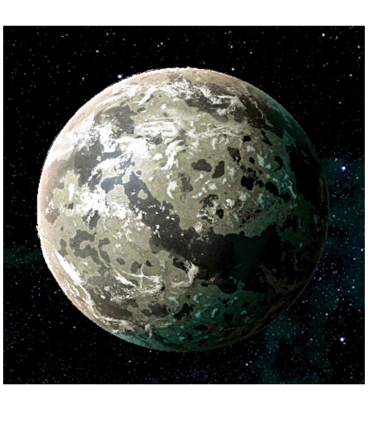
Firewalker: Geth Incursion

The collected data has been digested, and it points to anomalous weather patterns on Lattesh.

Dr. Cayce seemed particularly interested in this planet; indeed he believed the irregular atmosphere may have been related to the Protheans. The probes Cayce left on the planet's surface must be recovered.


A Node #1 (of 10)
B Node #2 (of 10)
C Node #3 (of 10)
D Node #4 (of 10)
E Node #5 (of 10)
F Node #6 (of 10)
G Node #7 (of 10)
H Node #8 (of 10)
I Node #9 (of 10)
J Node #10 (of 10)
LEGEND
Start

Mission Data



Location: Milky Way > The Phoenix Massing > Chomos > Lattesh

Experience Available: 125/156

Spoils of War > Total Credits: 2,500

- Cerberus Funding: 2,500
- Credits: 0

Spoils of War > Resources > Palladium: 5,000

[001]

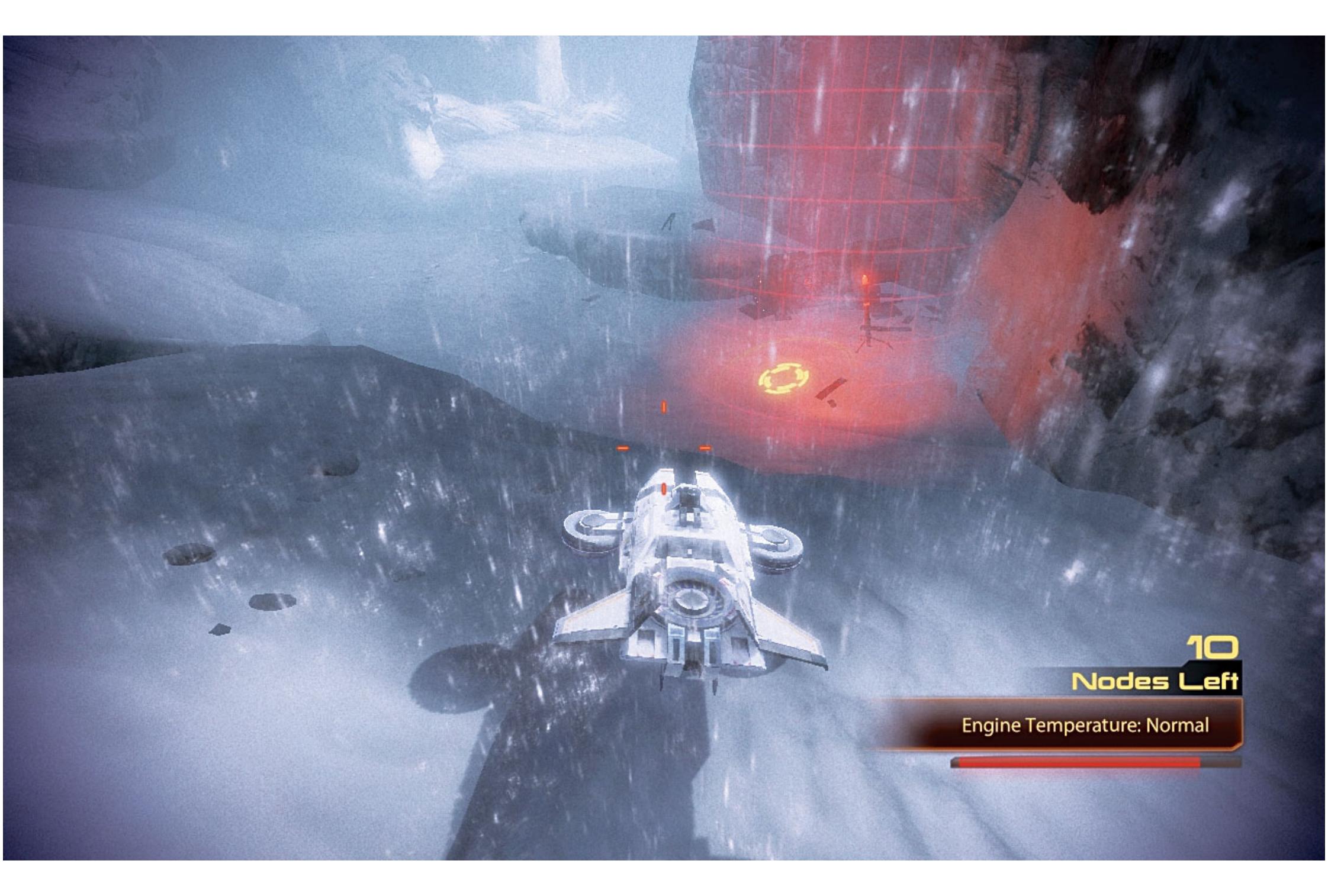
Plot a course to Lattesh, in Chomos, which is part of The Phoenix Massing. When you reach the planet, start the scanner and launch a probe. Scan the planet's surface until an anomaly is detected.

Only then can you land on the planet's surface **[001]** , which proves to be extremely cold, barren, and with temperatures that allow expeditions over a set amount of time.

Caution

Warning! Prolonged exposure to extreme temperatures may degrade engine performance! Ensure your engine temperature doesn't freeze; the 10 nodes must be found before this occurs, or the mission will fail.

Part 3: Project Firewalker: Find Cerberus Probes

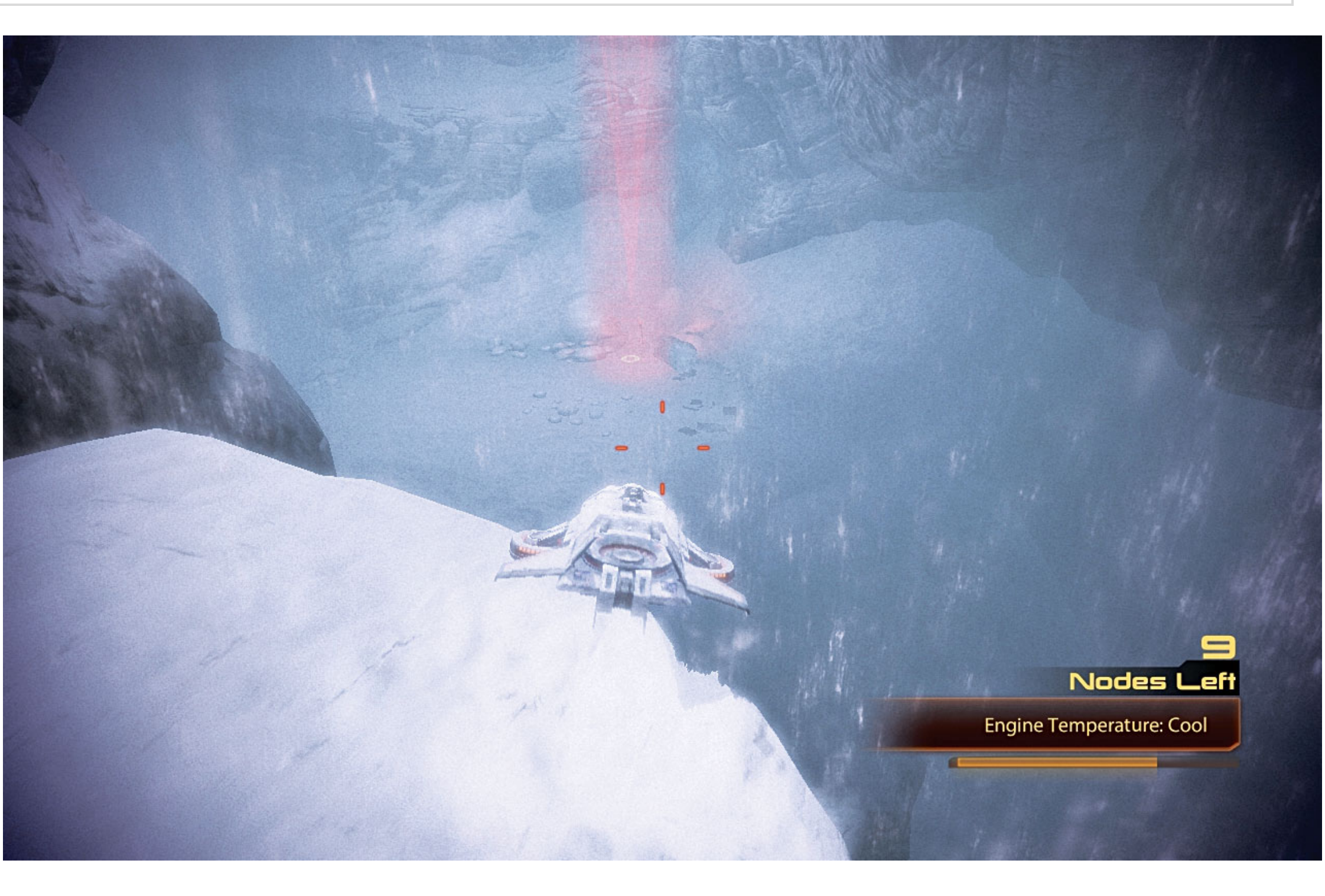

10
Nodes Left
Engine Temperature: Normal

[002]

You begin in a snow-filled gully; boost up the gully after swinging around to spot the first node light—a shaft of red easily spotted **[002]** .

Hover over the node and collect it. The data is downloaded, and you receive some mining deposits.

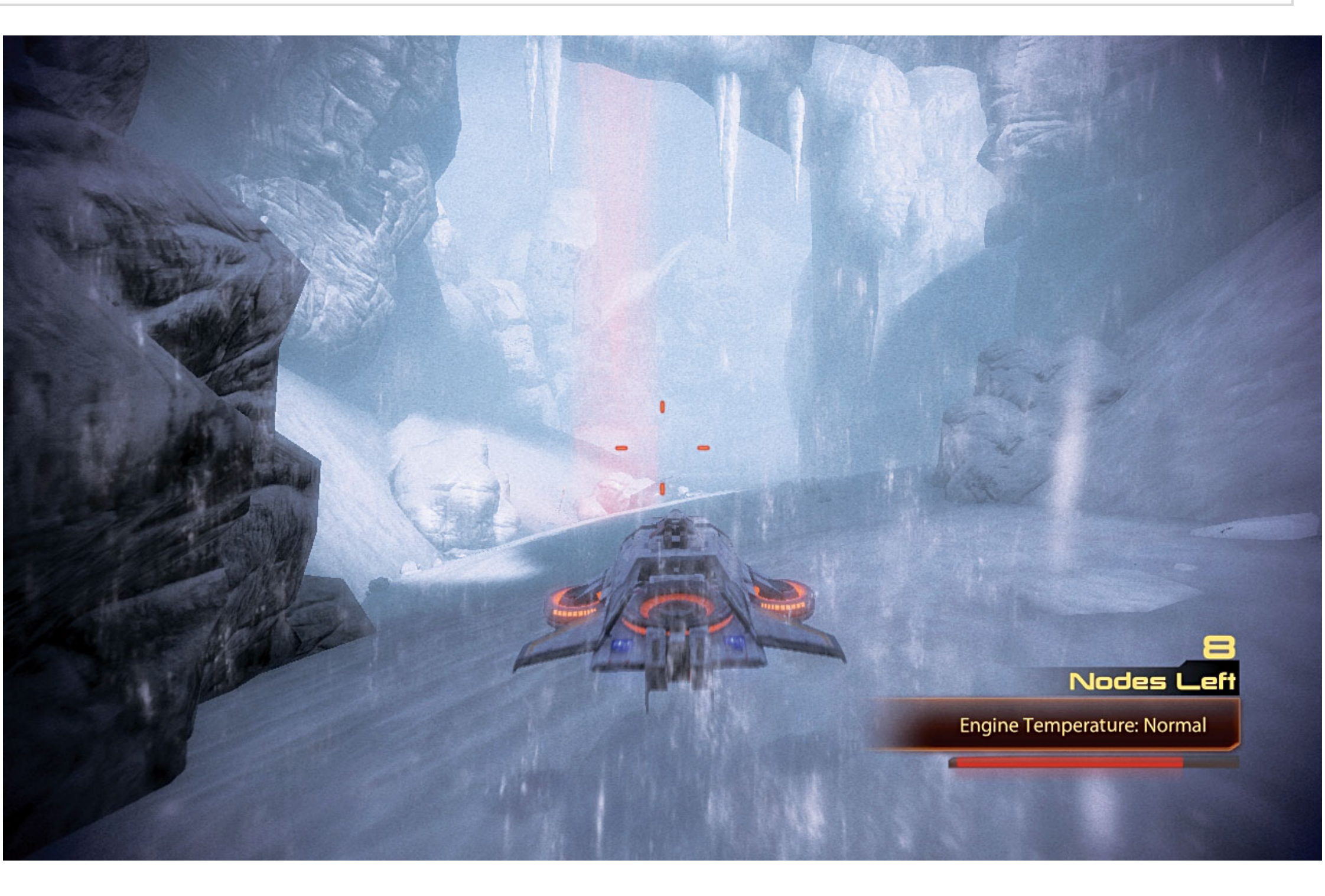
Spoils of War > Resources > Refined Palladium > Mine Node > 100 Palladium


9
Nodes Left
Engine Temperature: Cool

[003]

Boost farther up the huge canyon gully, under a natural bridge with massive icicles, and over a snowbank on your left to the next node **[003]** .

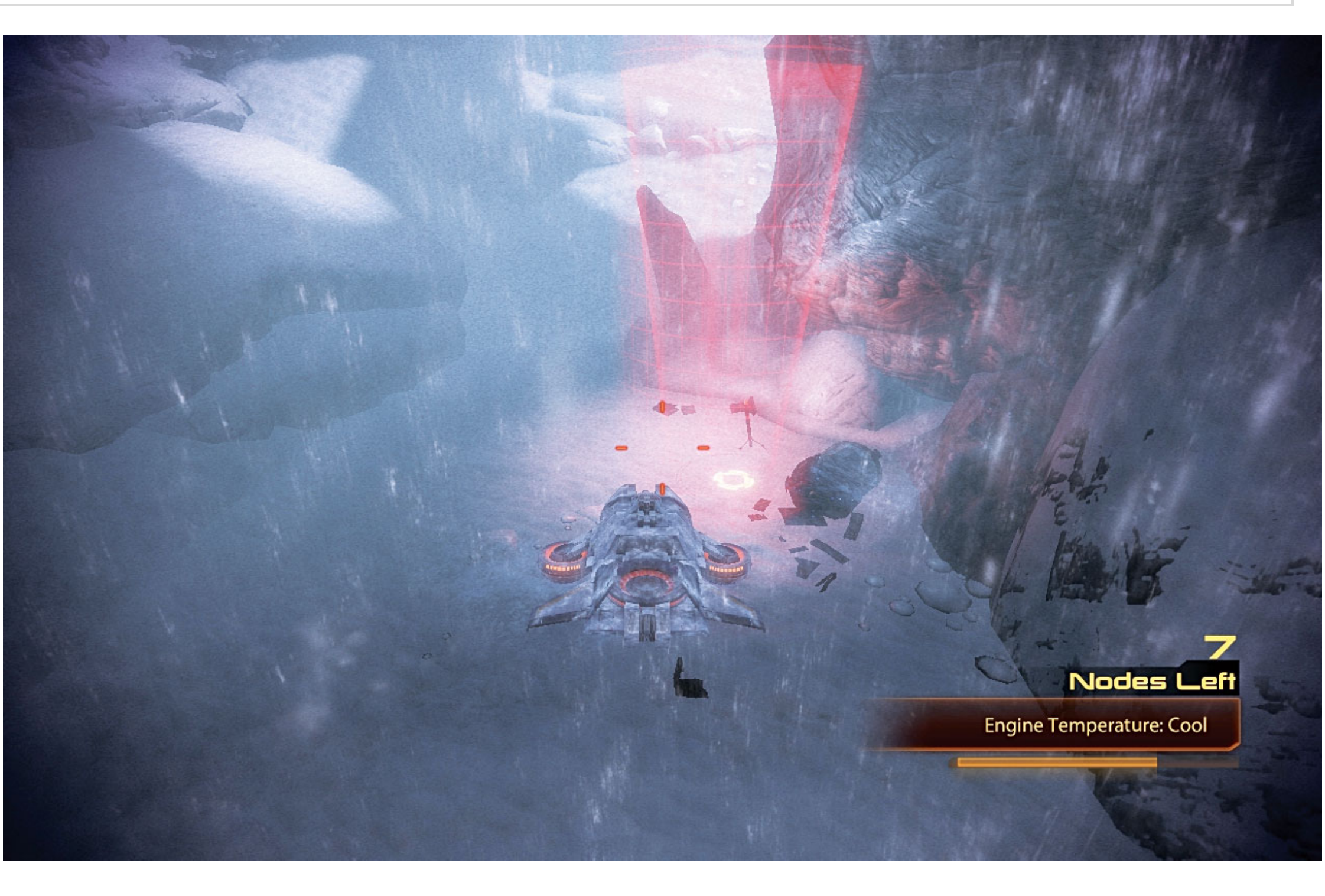
Spoils of War > Resources > Refined Palladium > Mine Node > 150 Palladium


8
Nodes Left
Engine Temperature: Normal

[004]

Continue along the valley floor, jetting over a huge rock and under two natural bridges **[004]** . The next node is under the second bridge itself.

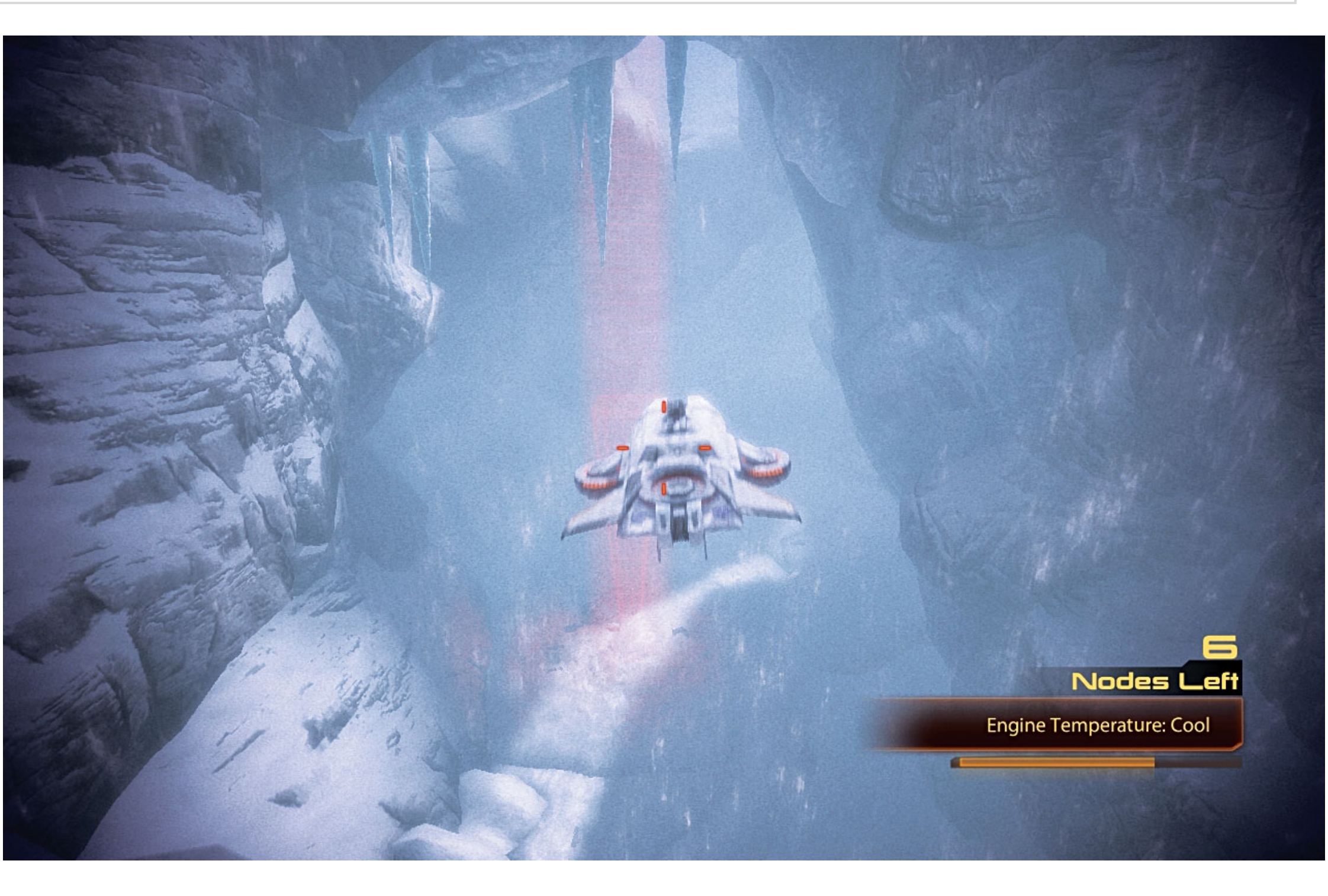
Spoils of War > Resources > Refined Palladium > Mine Node > 250 Palladium


7
Nodes Left
Engine Temperature: Cool

[005]

The valley continues, curving around slightly to the right. The red shaft of light signifying the node **[005]** is easy to spot around the curve.

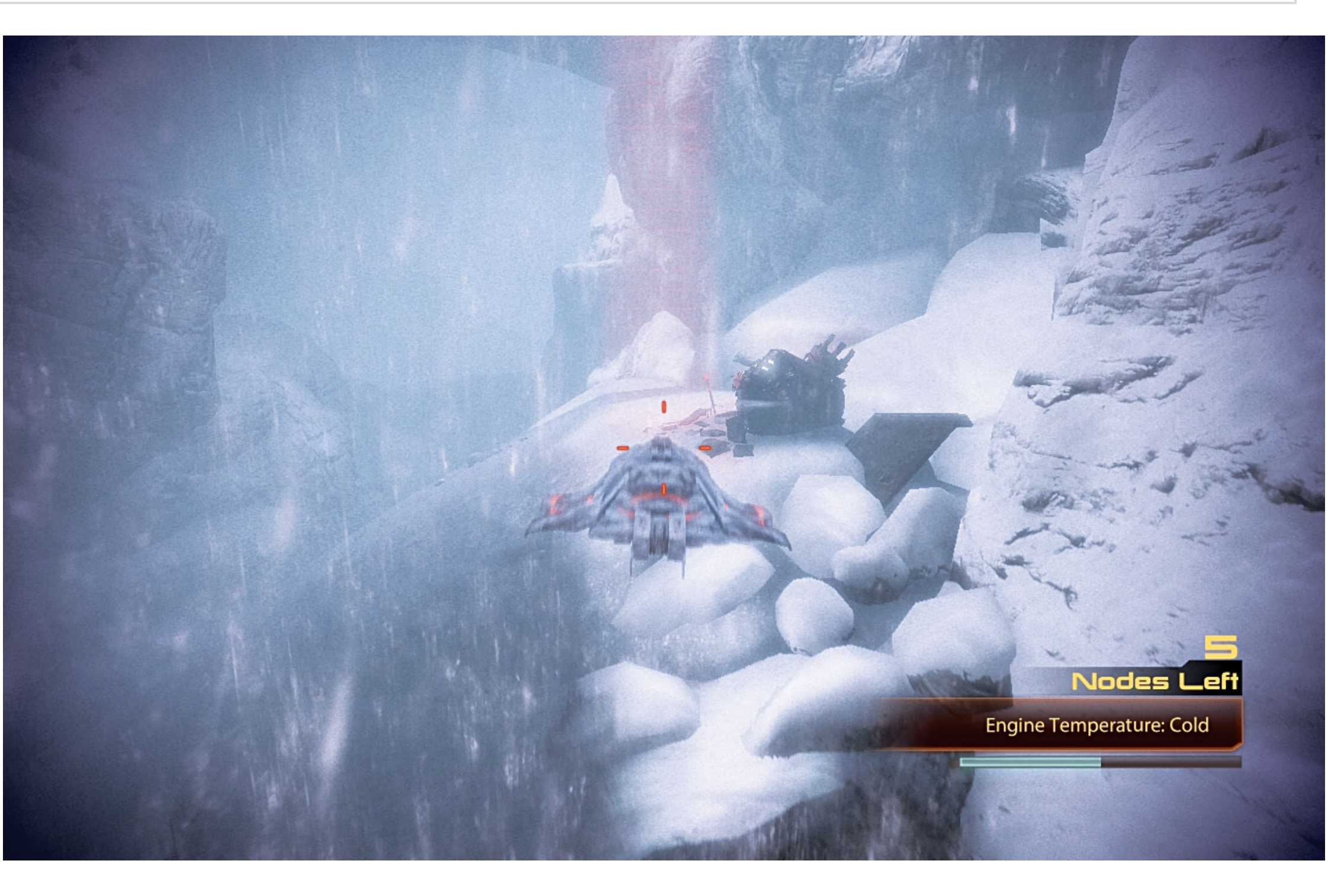
Spoils of War > Resources > Refined Palladium > Mine Node > 350 Palladium


6
Nodes Left
Engine Temperature: Cool

[006]

Vertically lift the Hammerhead above a sloping snowbank, and boost up and to the right. At the top of this giant ramp is a freefall **[006]** to the next node.

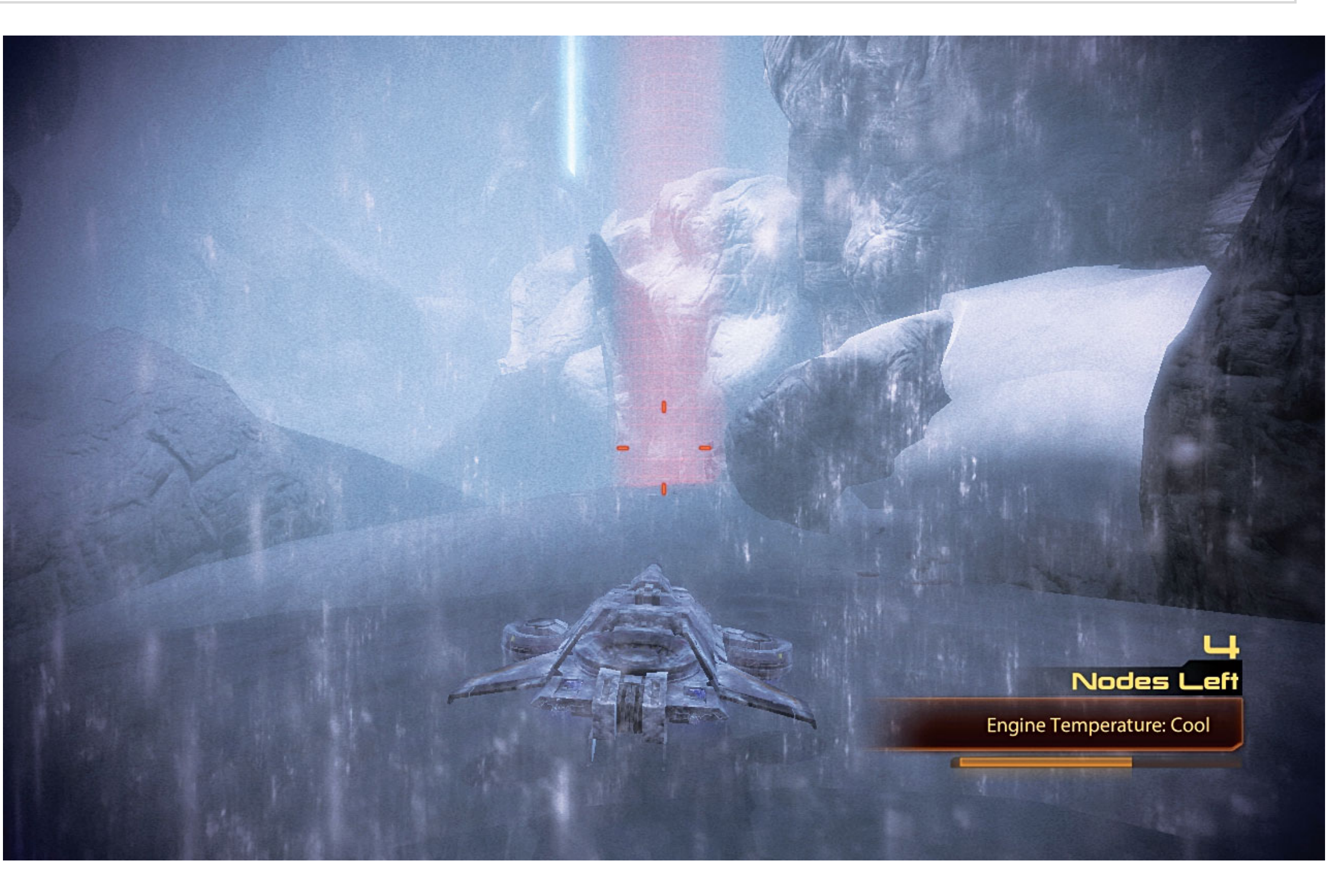
Spoils of War > Resources > Refined Palladium > Mine Node > 450 Palladium


5
Nodes Left
Engine Temperature: Cold

[007]

Boost forward, away from the giant ramp, noting the bright light of the geth incursion in the distant horizon. Stay on top of the piles of snow-covered rocks on the right side of the fissure **[007]** ; the next node is on one of them.

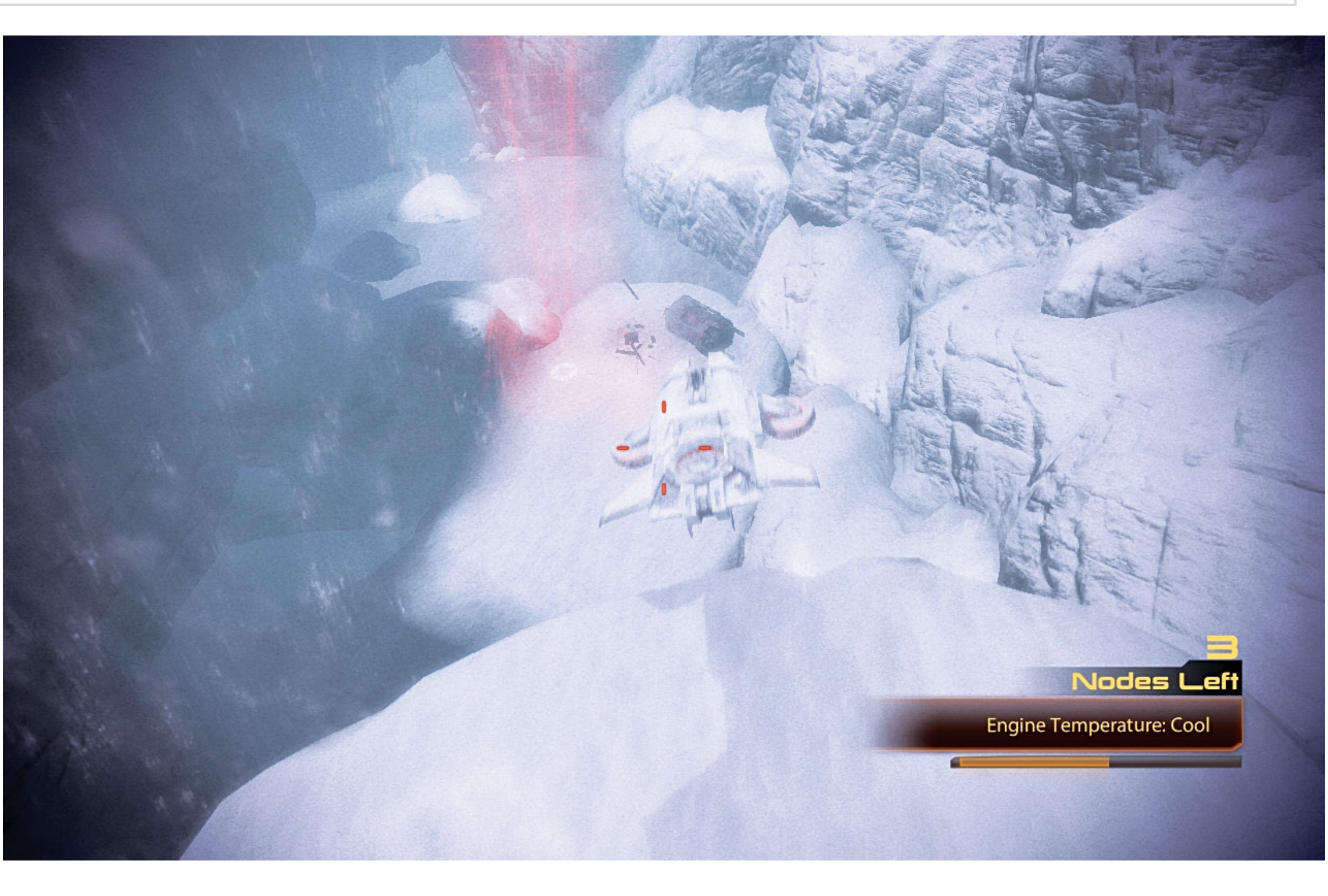
Spoils of War > Resources > Refined Palladium > Mine Node > 500 Palladium


4
Nodes Left
Engine Temperature: Cool

[008]

The next node is very close by; it is on the right **[008]** , just after the natural rock bridge you boost under.

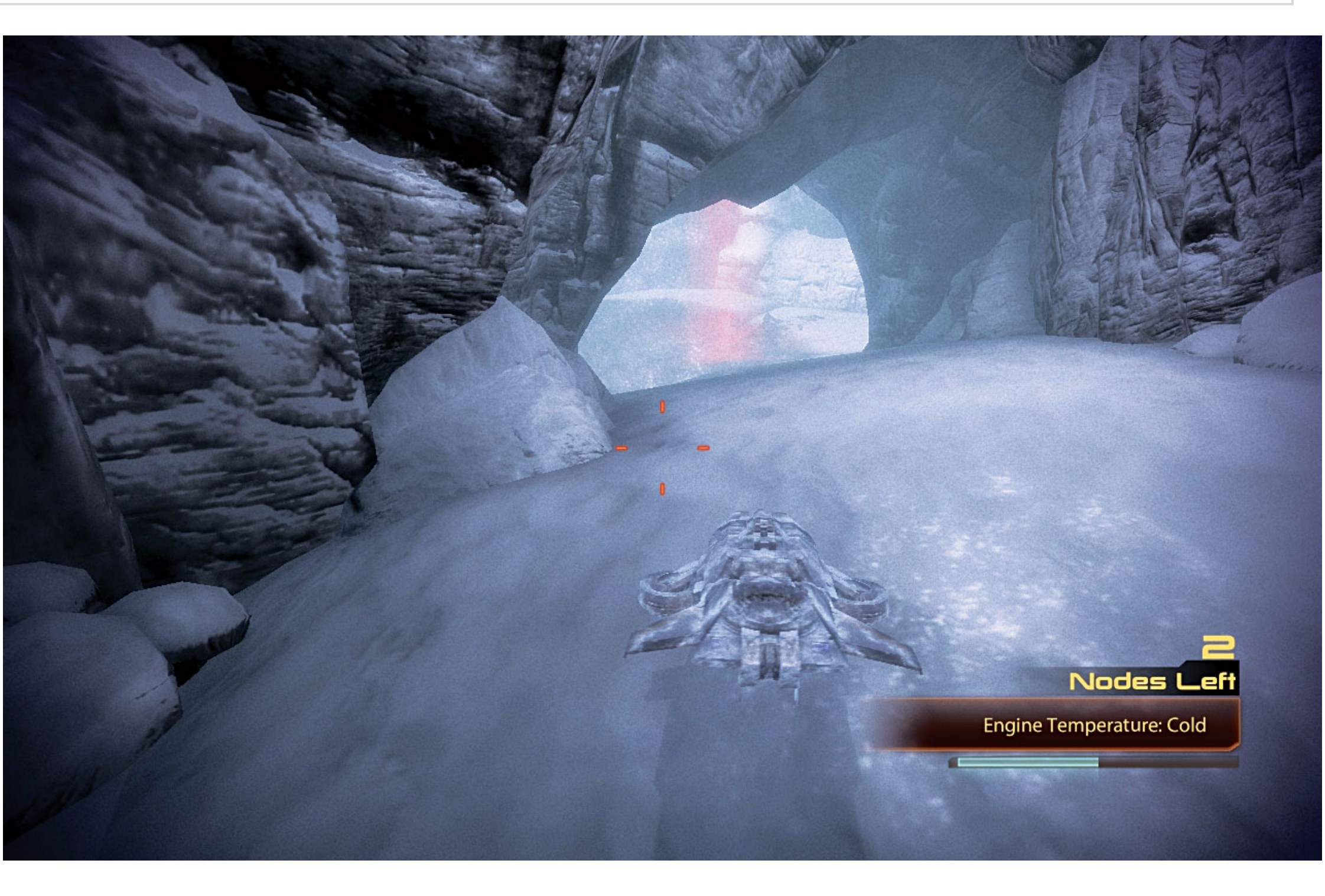
Spoils of War > Resources > Refined Palladium > Mine Node > 600 Palladium


3
Nodes Left
Engine Temperature: Cool

[009]

The valley is becoming shallower, but more rocky. Follow it to the next node **[009]** , which is difficult to miss.

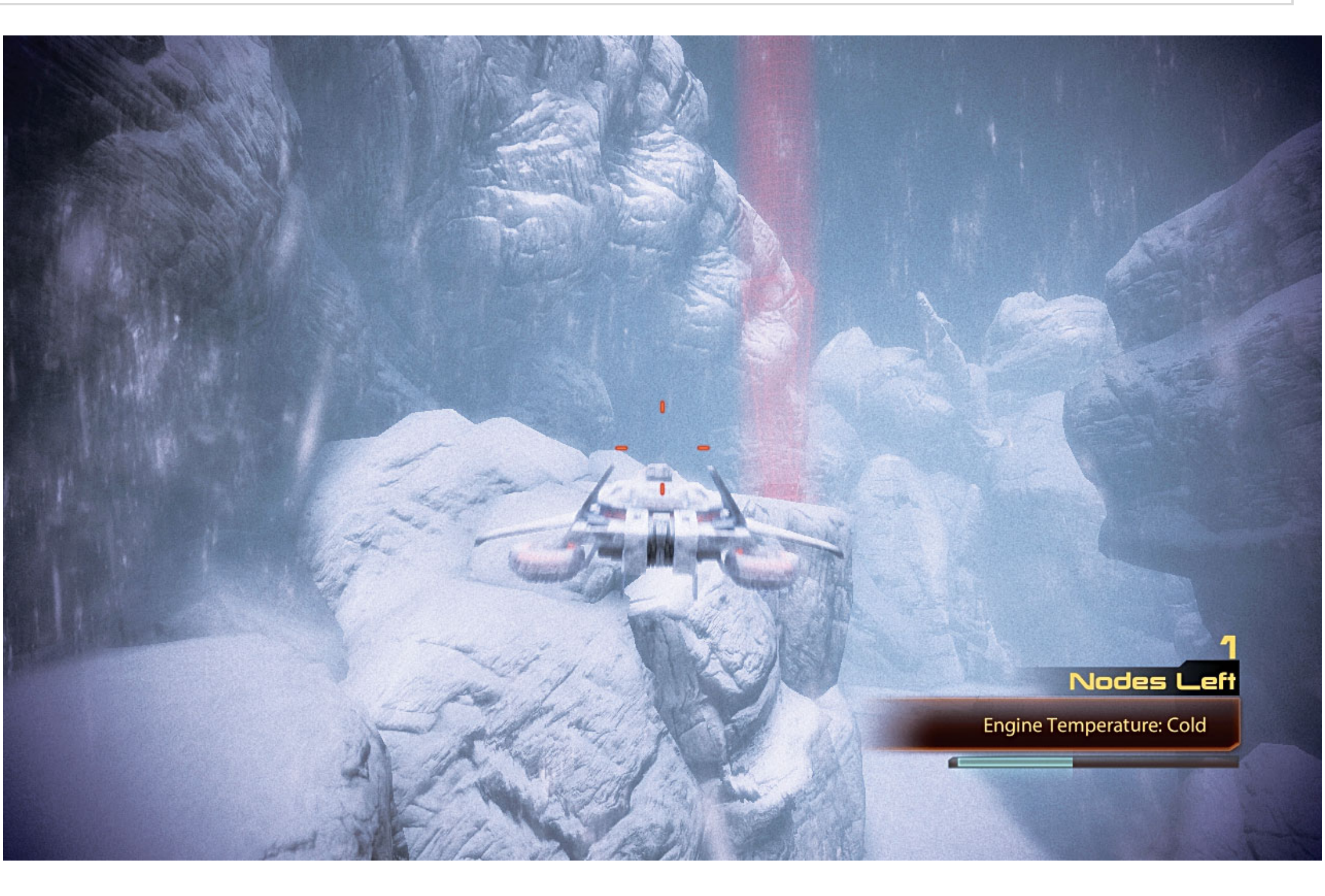
Spoils of War > Resources > Refined Palladium > Mine Node > 750 Palladium


2
Nodes Left
Engine Temperature: Cold

[010]

Boost into a tunnel and out the other side, where the next node is **[010]** . Your engine temperature should be around half of normal if you're maneuvering with skill.

Spoils of War > Resources > Refined Palladium > Mine Node > 850 Palladium


1
Nodes Left
Engine Temperature: Cold

[011]

The final node is above the tunnel exit; simply boost forward and maneuver around to the cliff ledge that doubles back on the right side. Swing 180 degrees around (with the ledge and cliff wall on your left) and climb the ledge **[011]** .

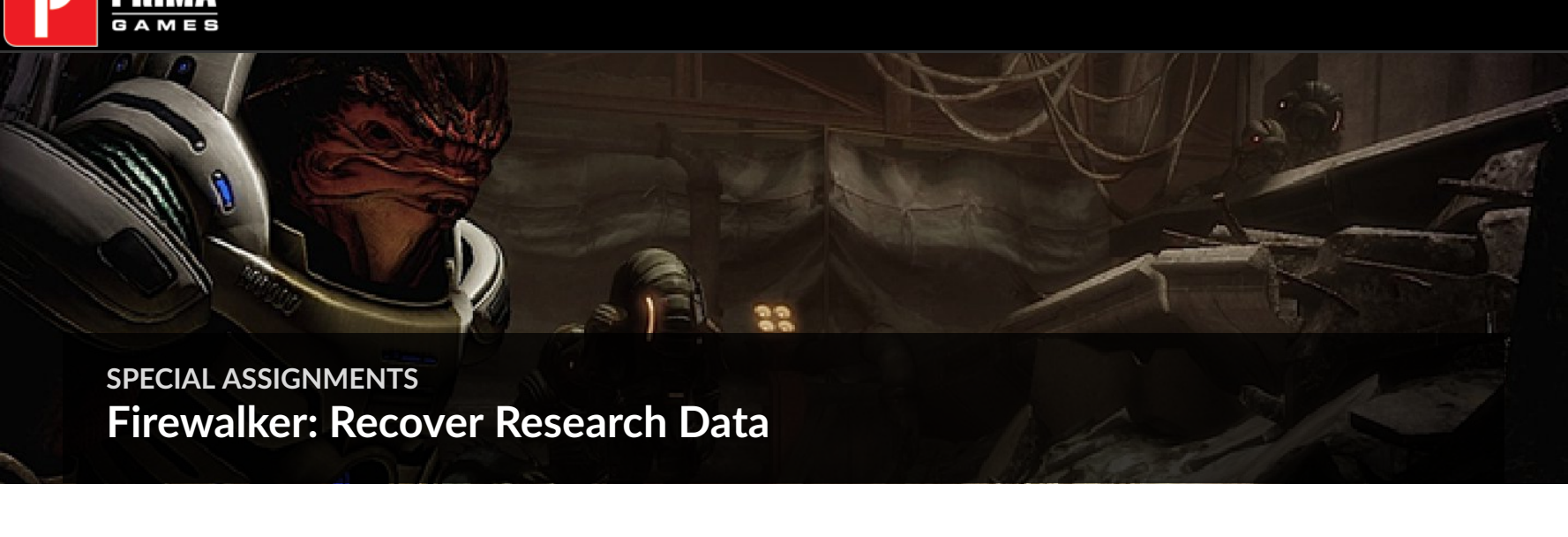
Spoils of War > Resources > Refined Palladium > Mine Node > 1,000 Palladium

All Probes Collected!

The following additional missions are now available (aside from any already completed), and can be attempted in any order:

Firewalker > Artifact Collection (Hawking Eta)

Firewalker > Recover Research Data (Caleston Rift)



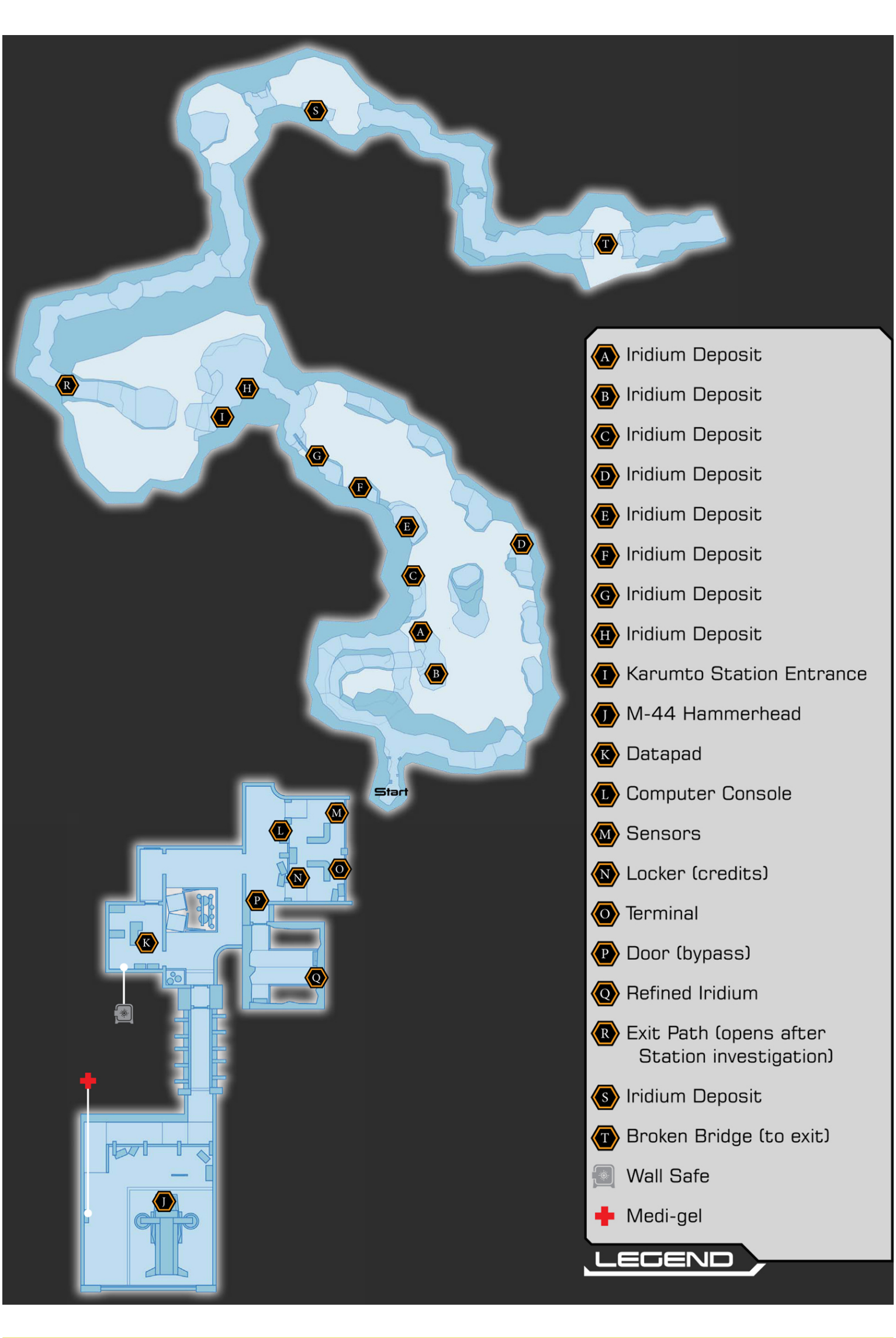
SPECIAL ASSIGNMENTS

Firewalker: Recover Research Data

A research station has been detected within a volcano on the planet's surface.

The data storage systems inside the facility are still active and may contain valuable information.

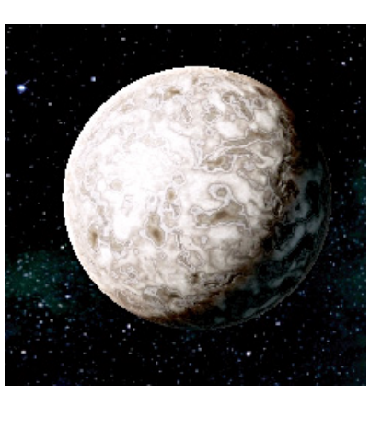
Warning: The volcano is still active, and extreme caution is advised.



Note

Part of this expedition features on-foot investigation, but the enemy threats you meet on foot could best be described as "minimal."

Mission Data



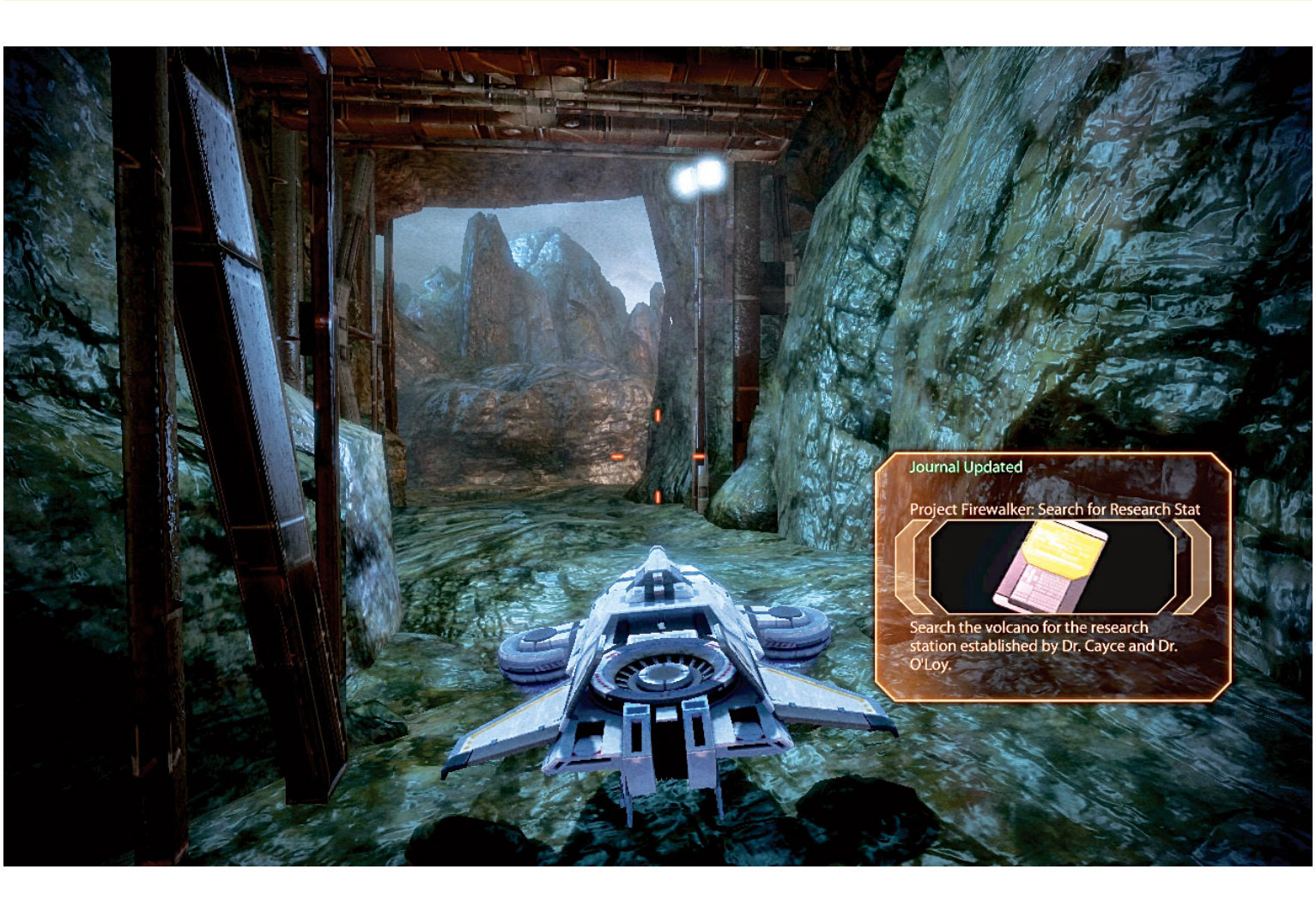
Location: Milky Way > Caleston Rift > Yakawa > Karumto

Experience Available: 125/156

Spoils of War > Total Credits: 1,625

- Cerberus Funding: 1,250
- Credits: 375

Spoils of War > Resources > Iridium: 5,000

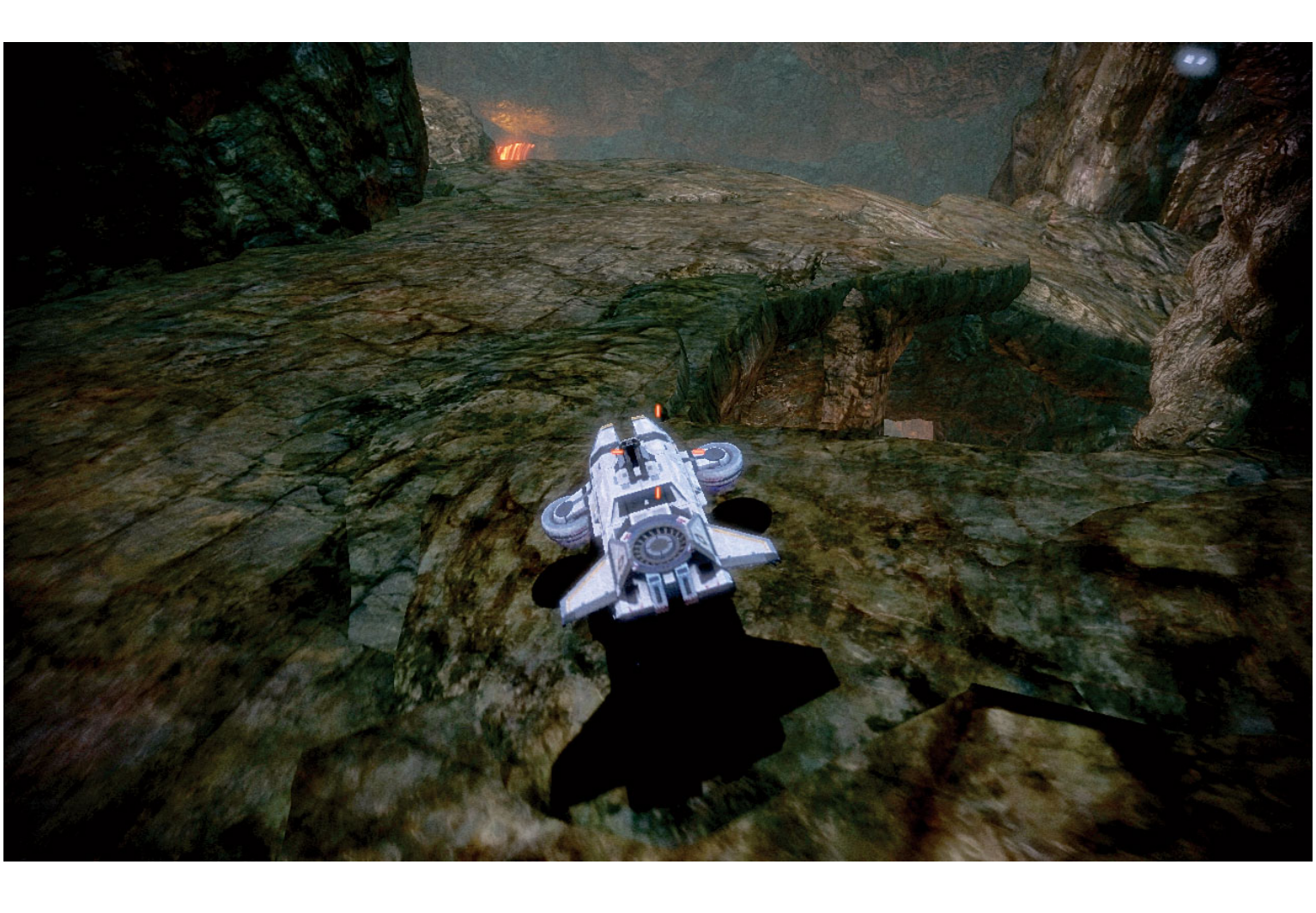

Journal Updated
Project Firewalker: Search for Research Stat
Search the volcano for the research station established by Dr. Cayce and Dr. O'Loy.

[001]

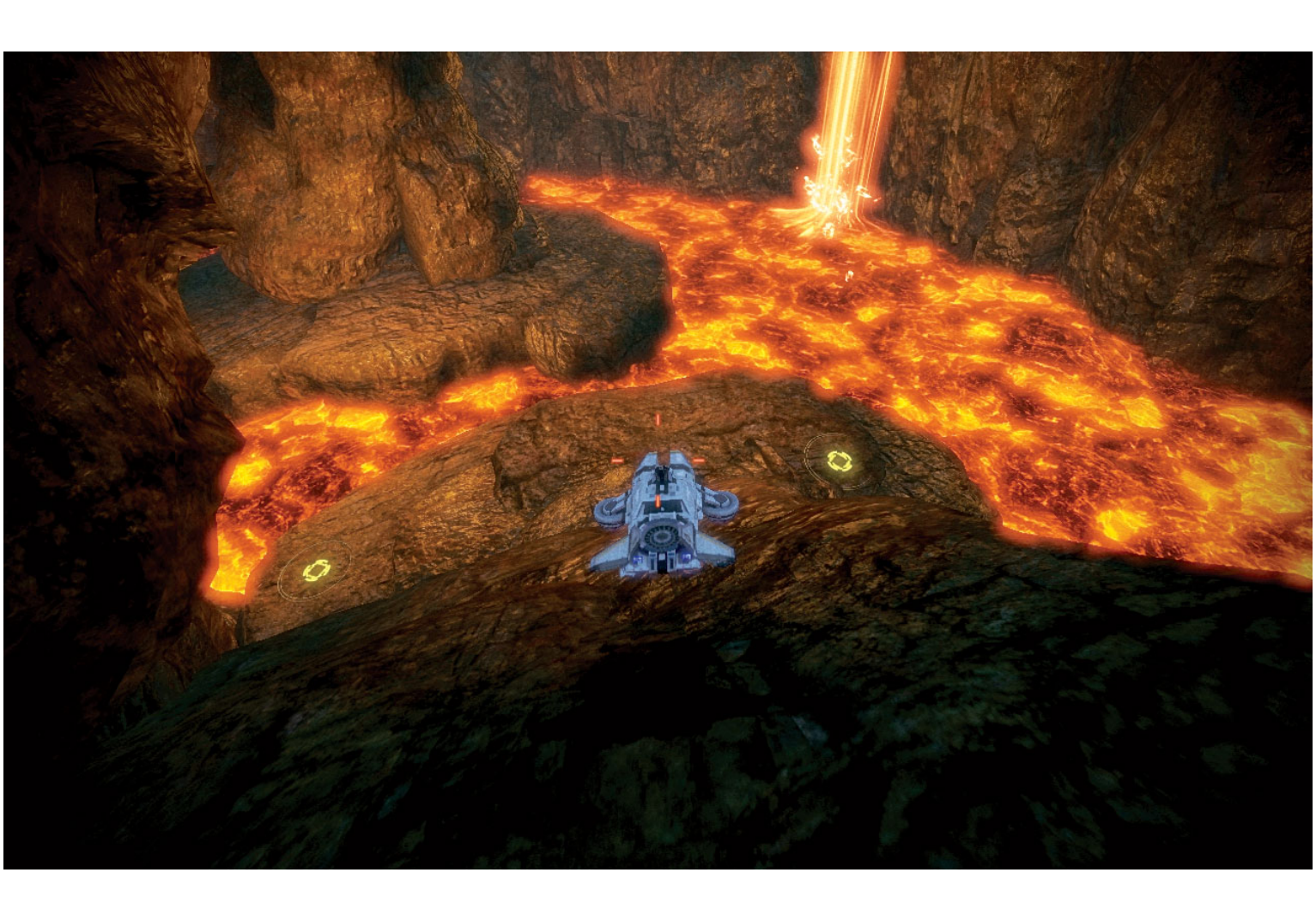
Plot a course to Karumto, in Yakawa, which is part of Caleston Rift. When you reach the planet, start the scanner and launch a probe. Scan the planet's surface until an anomaly is detected.

Only then can you land on the planet's surface **[001]** , which proves to be volcanic, with some extremely narrow ledges to navigate the Hammer head along.

Part 4: Project Firewalker:
Searching for Research Storage



[002]



[003]

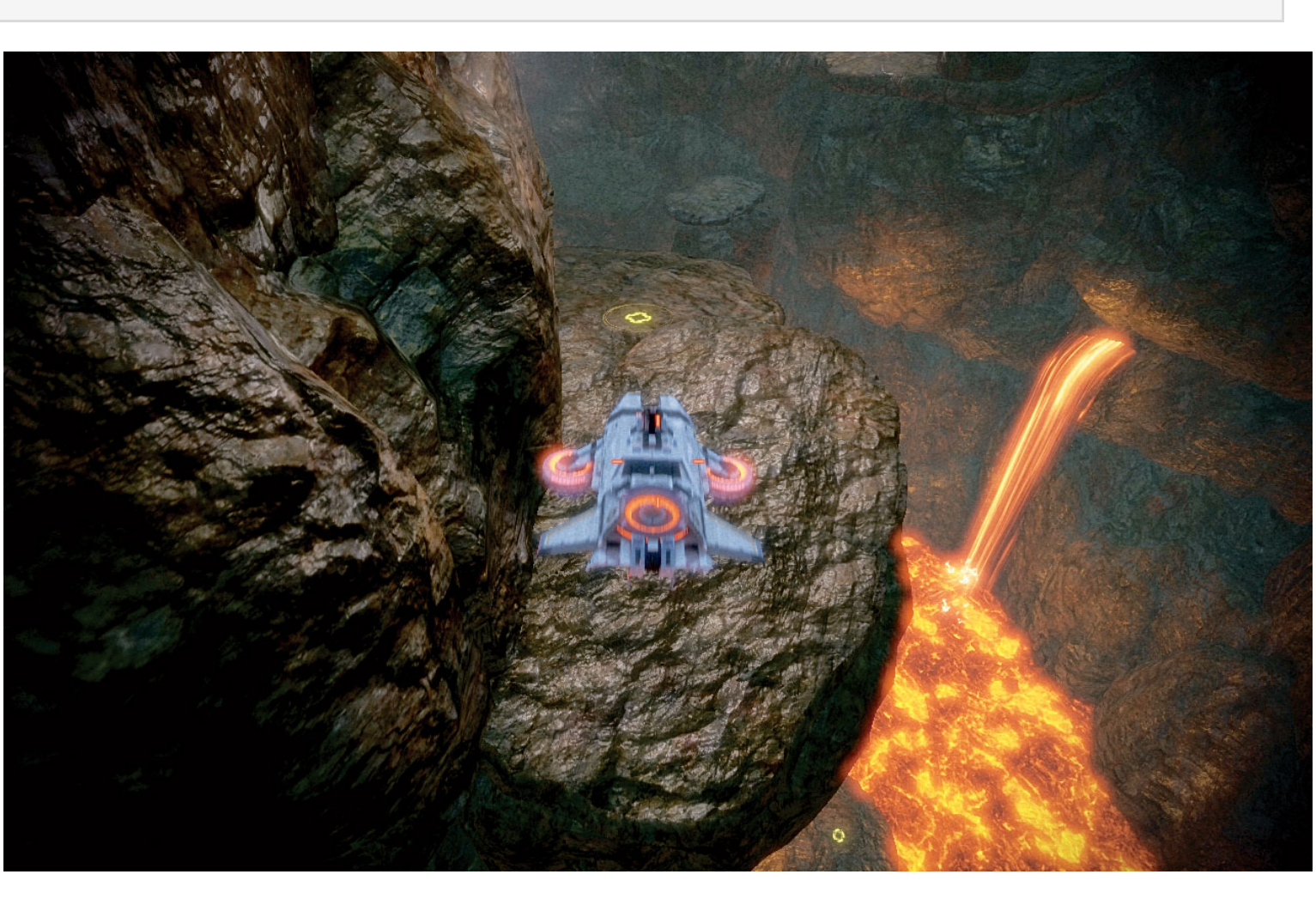
There is no scanning available due to the volcanic conditions, so manual driving is necessary to reach the research base.

This simply means a lack of HUD hints to where you're headed, so follow the guide map.

Begin by heading left at the junction, down a steep and natural rock ledge that turns into a bridge **[002]** .

Continue to follow the ledge as it spirals all the way to the lava floor, where two iridium mining spots are available **[003]** .

Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium
Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium

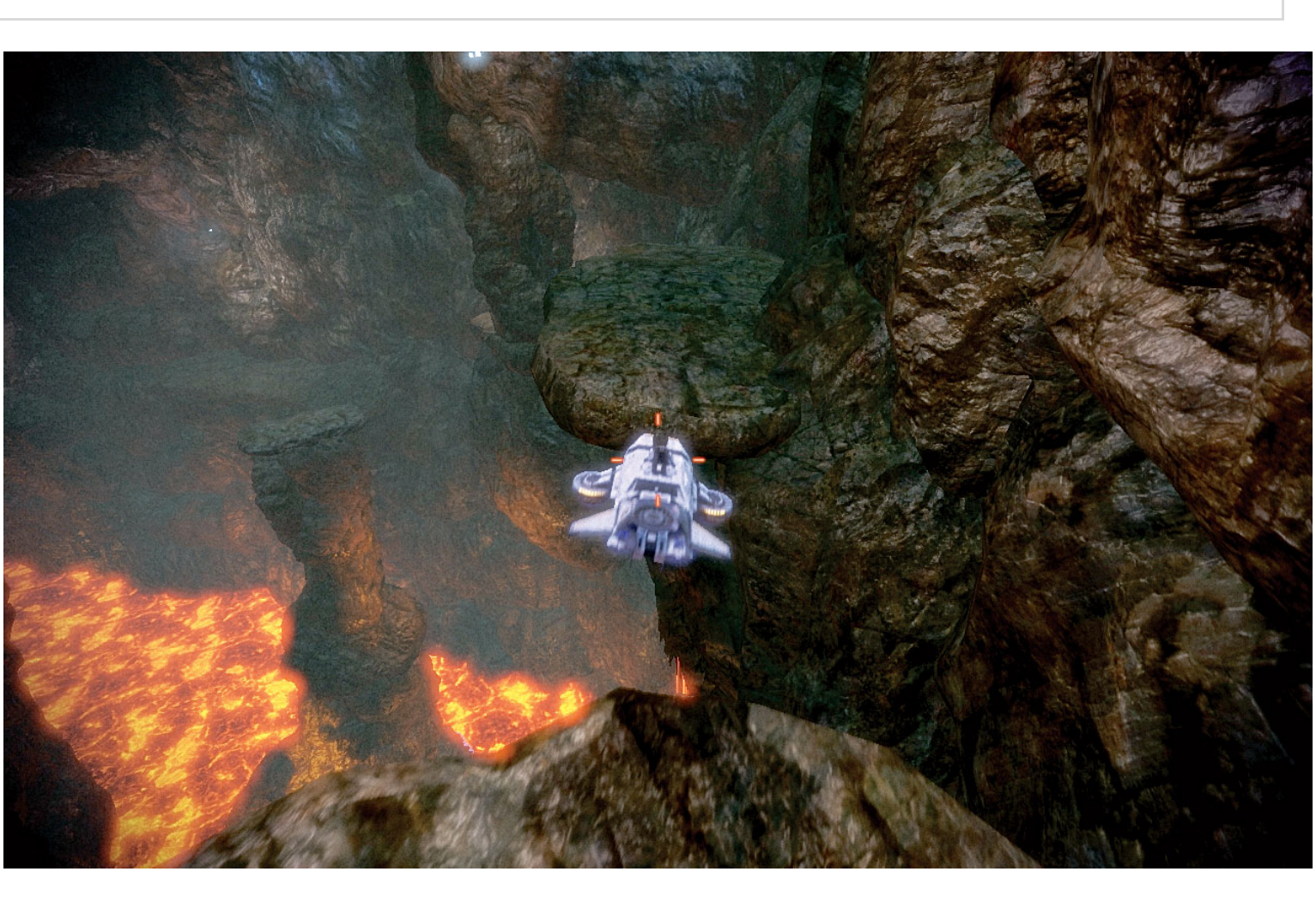


[004]

Backtrack up the spiraling ledge. Stop halfway up the bridge and turn right **[004]** .

Then boost across to a rock ledge on the left wall of a gigantic fissure. Mine for iridium here.

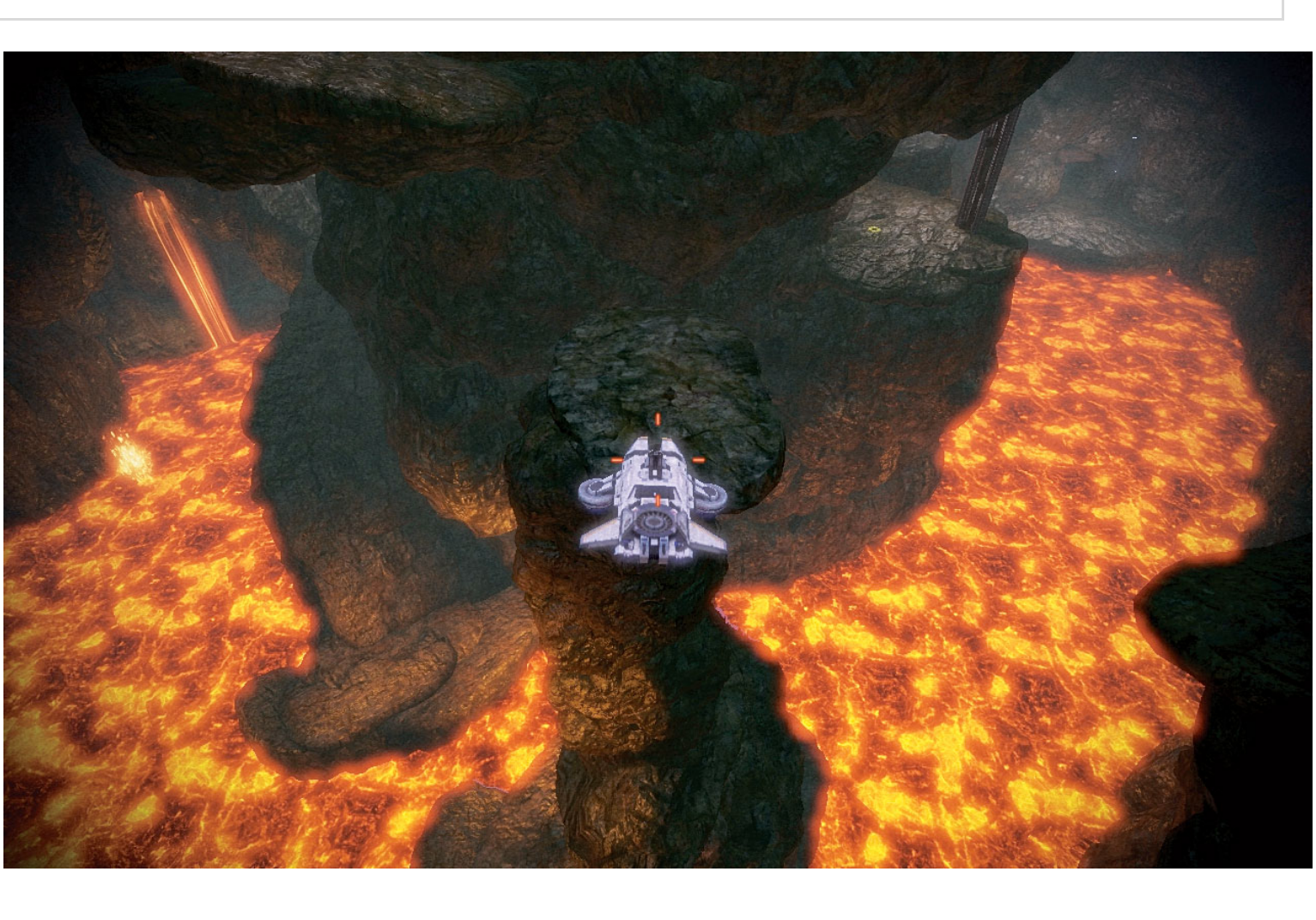
Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium



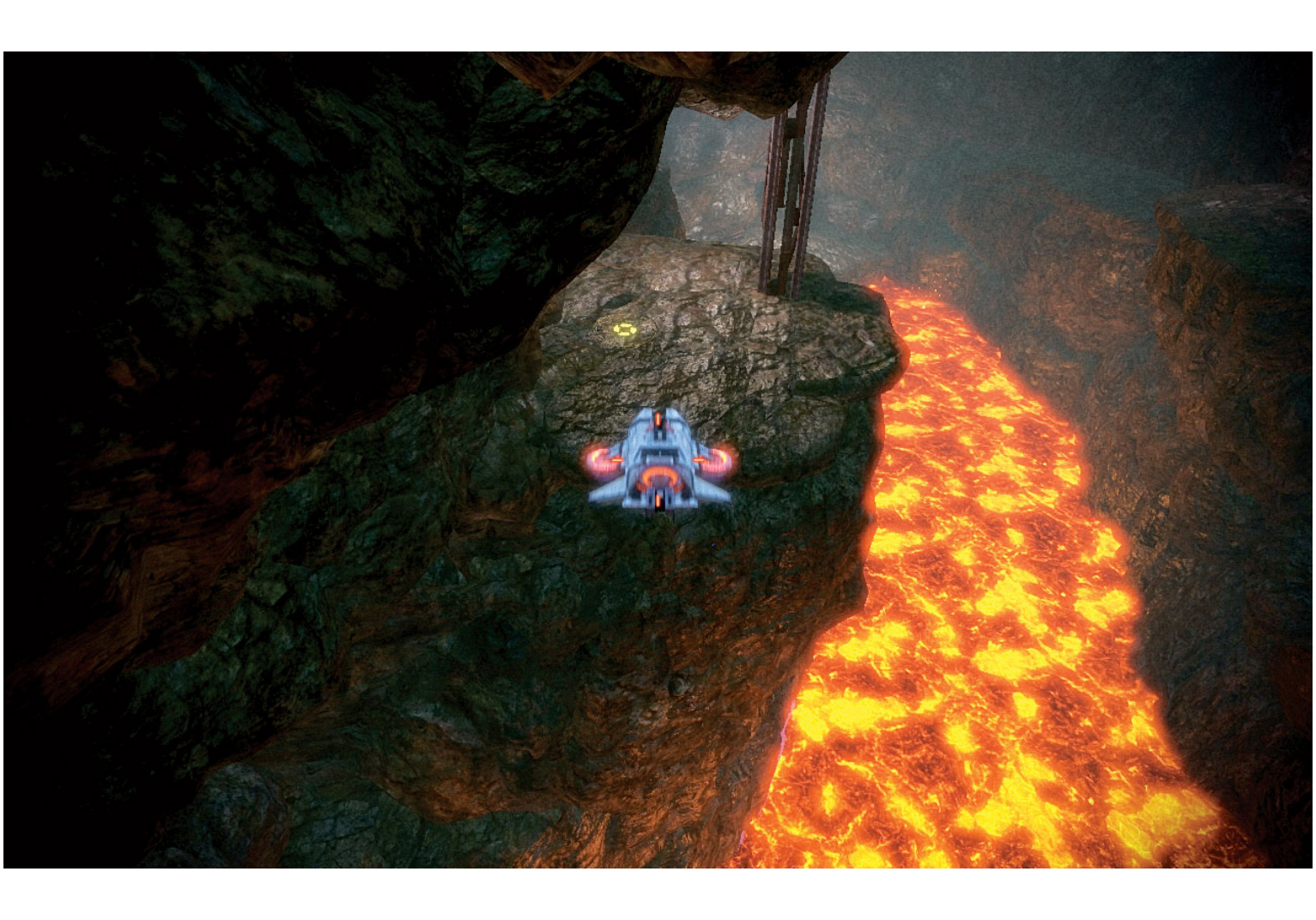
[005]

Further mineral resources are available if you return to the entrance. Drive along the right path with the cliff side to your right, boost over a rock ramp **[005]** , drive under an arch, and locate a deposit of iridium on another ledge.

Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium



[006]



[007

Turn left so you're facing into the fissure, and then boost over the lava, landing on a (relatively) tiny rock platform **[006]** .

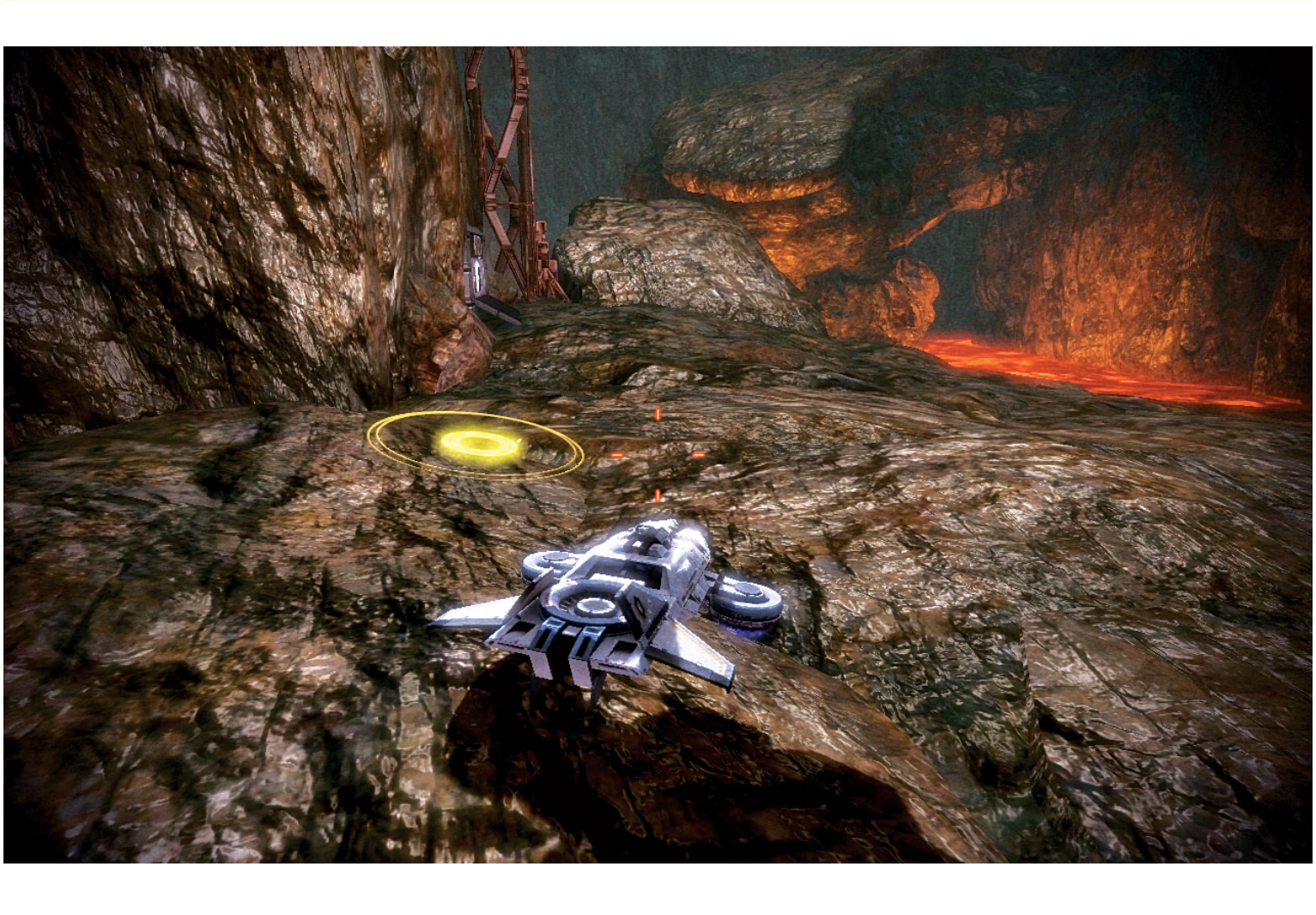
Then boost and turn right, landing farther down on the left side, on a ledge with a metal support pillar cut into it and another iridium deposit **[007]** .

There are two more "stepping stones" along the left cliff wall for further iridium.

Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium
Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium
Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium

Note

Alternatively, you can use the ledges as steps along the opposite cliff side, but these have no more iridium to find.



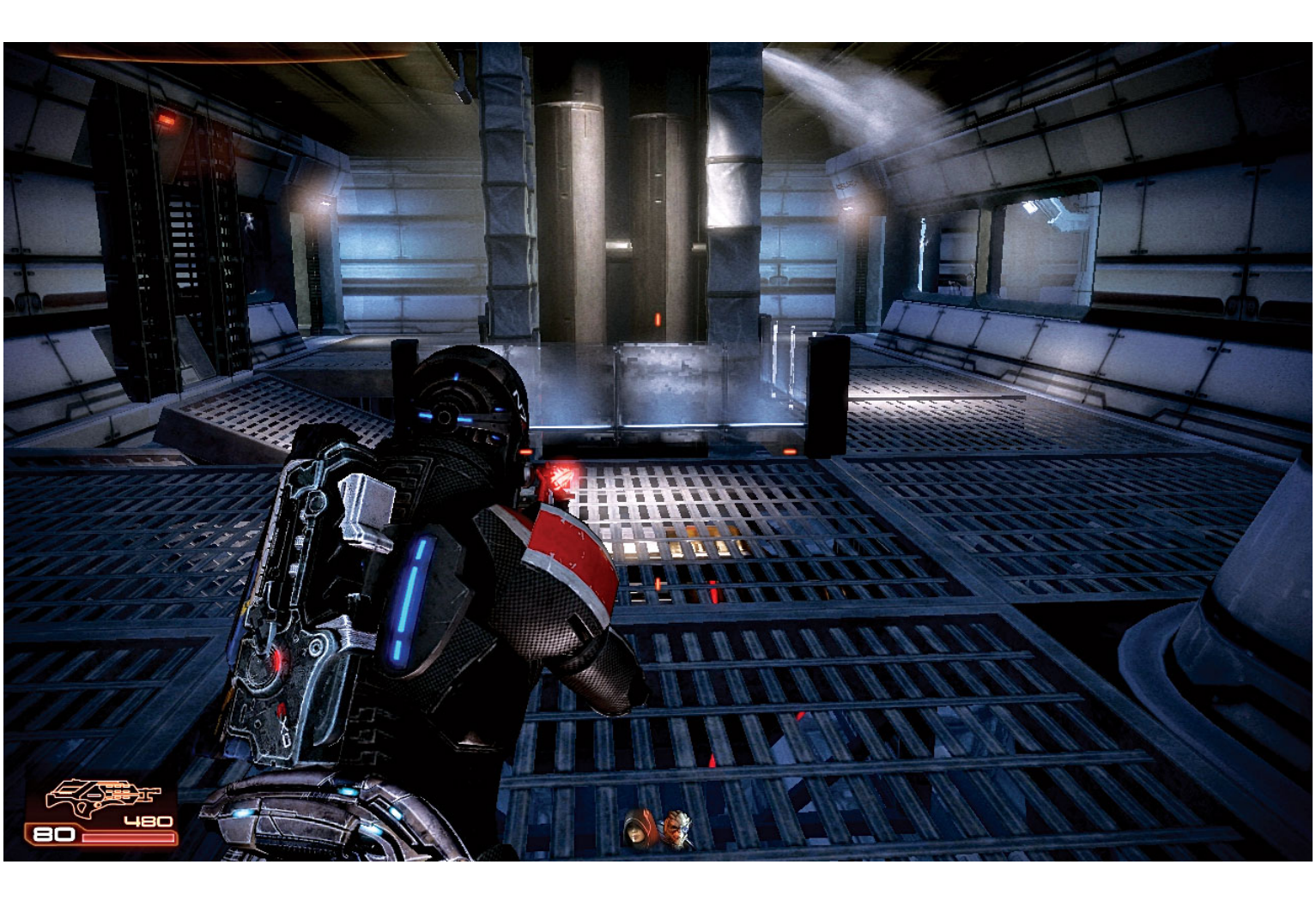
[008]

Drop down to the entrance at the far end of the lava fissure, and boost through it to a rocky area on the other side, with another iridium deposit **[008]** .

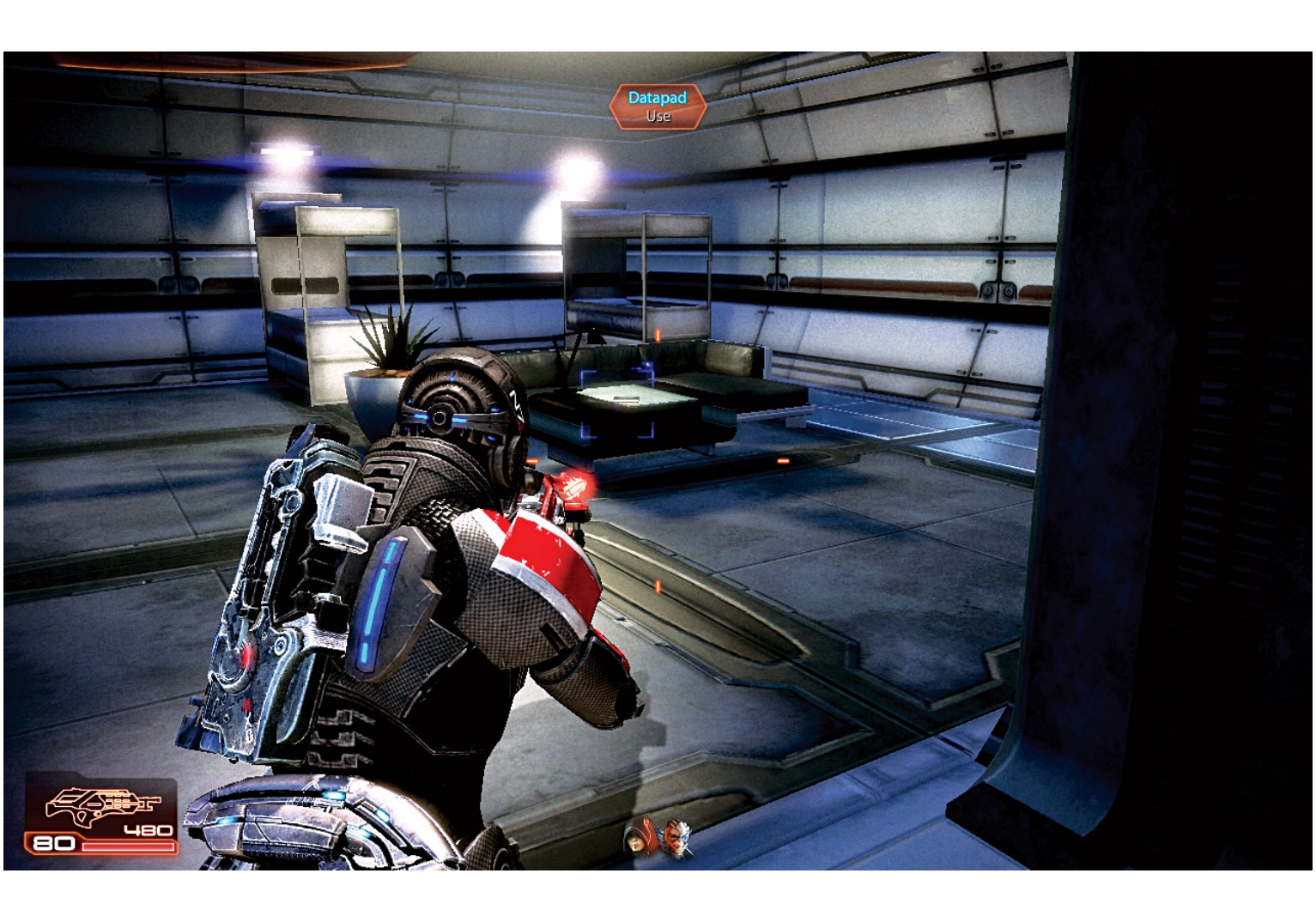
The research base entrance is on the left cliff wall, just to the right of the iridium. Disembark and head inside.

Spoils of War > Resources > Refined Iridium > Mine > 250 Iridium

Finding Clues



[009]



[010]

Load up with a favored (and augmented) weapon, and grab the medi-gel from the station in the docking bay.

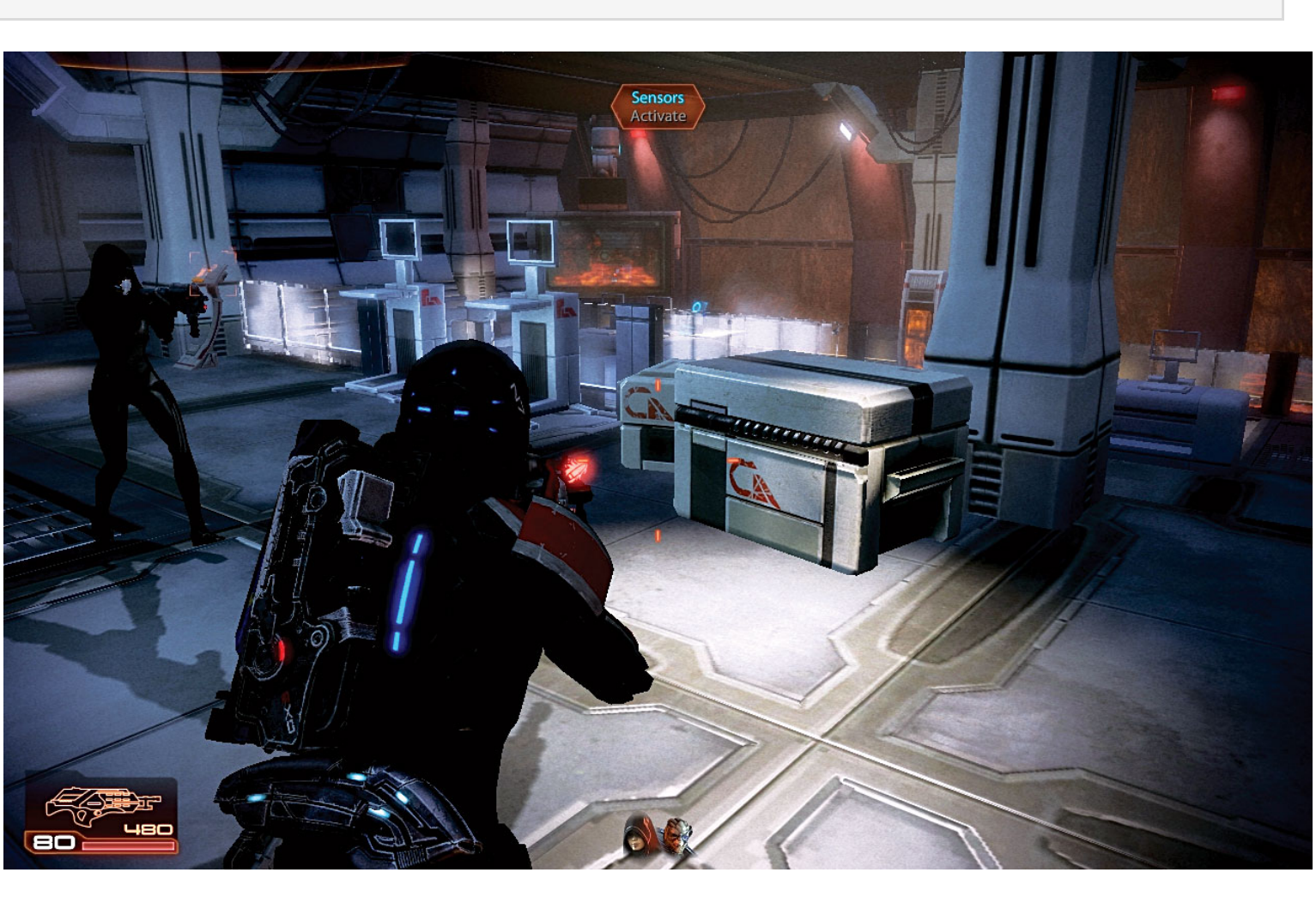
Cross the bridge and open the pair of doors.

You step into a seemingly deserted corridor around a central support strut **[009]** . A portion of the floor has given way and is impassable.

Open the door next to it, and check the dorm room beyond **[010]** for items of interest: There's a datapad on the table; it is Cayce's log, listing a "site of incredible significance" beneath the volcano.

Open the wall safe for some credits before you leave.

Medical Station > Open > Med Kit > 100 Credits
Spoils of War > Wall Safe > Open > 250 Credits



[011]

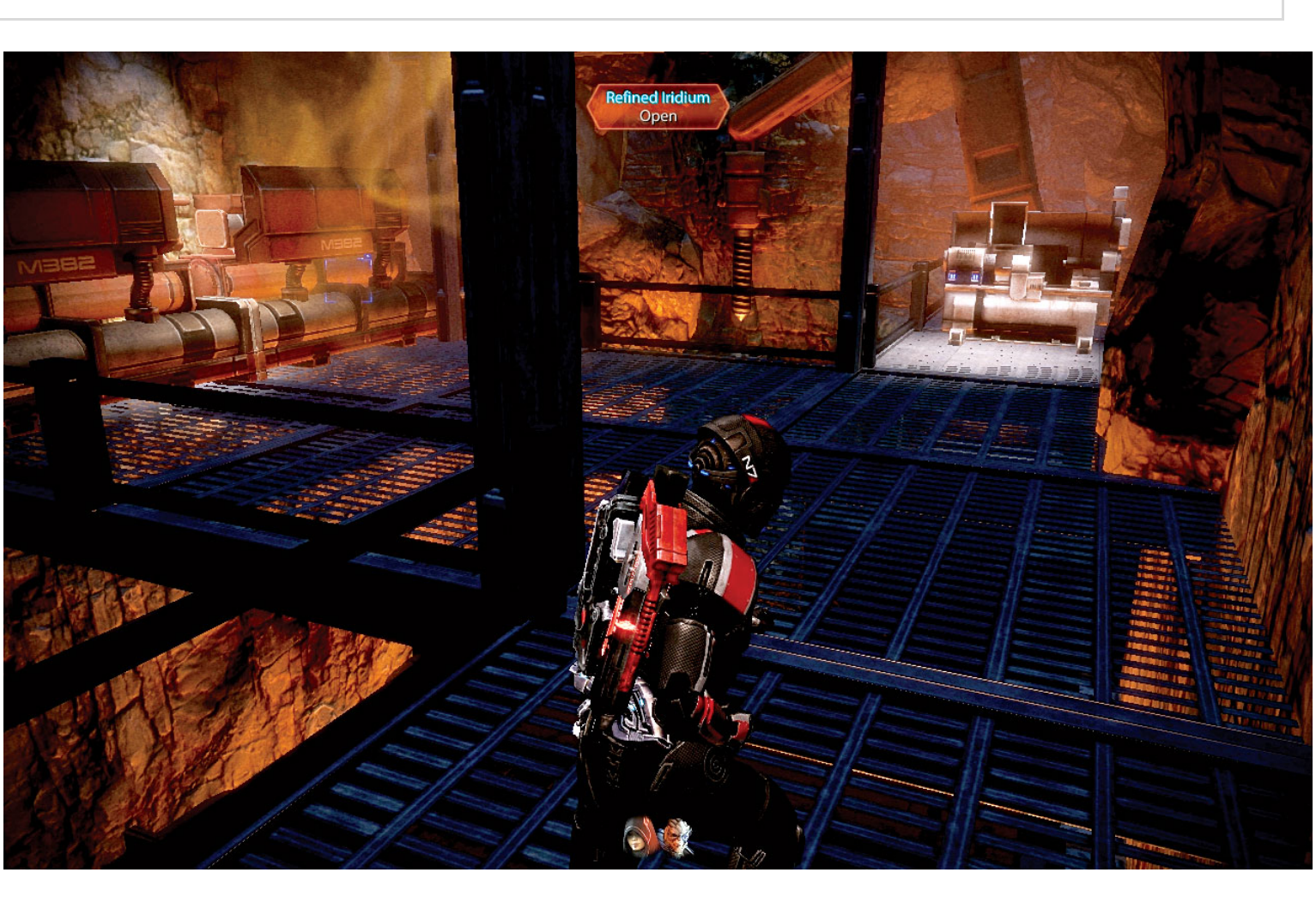
Back in the linking corridor, the open door on the far right side leads to the control room **[011]** .

Activate the computer console and you'll hear Dr. Cayce confirm that this site was a road map leading to the main Prothean ruins!

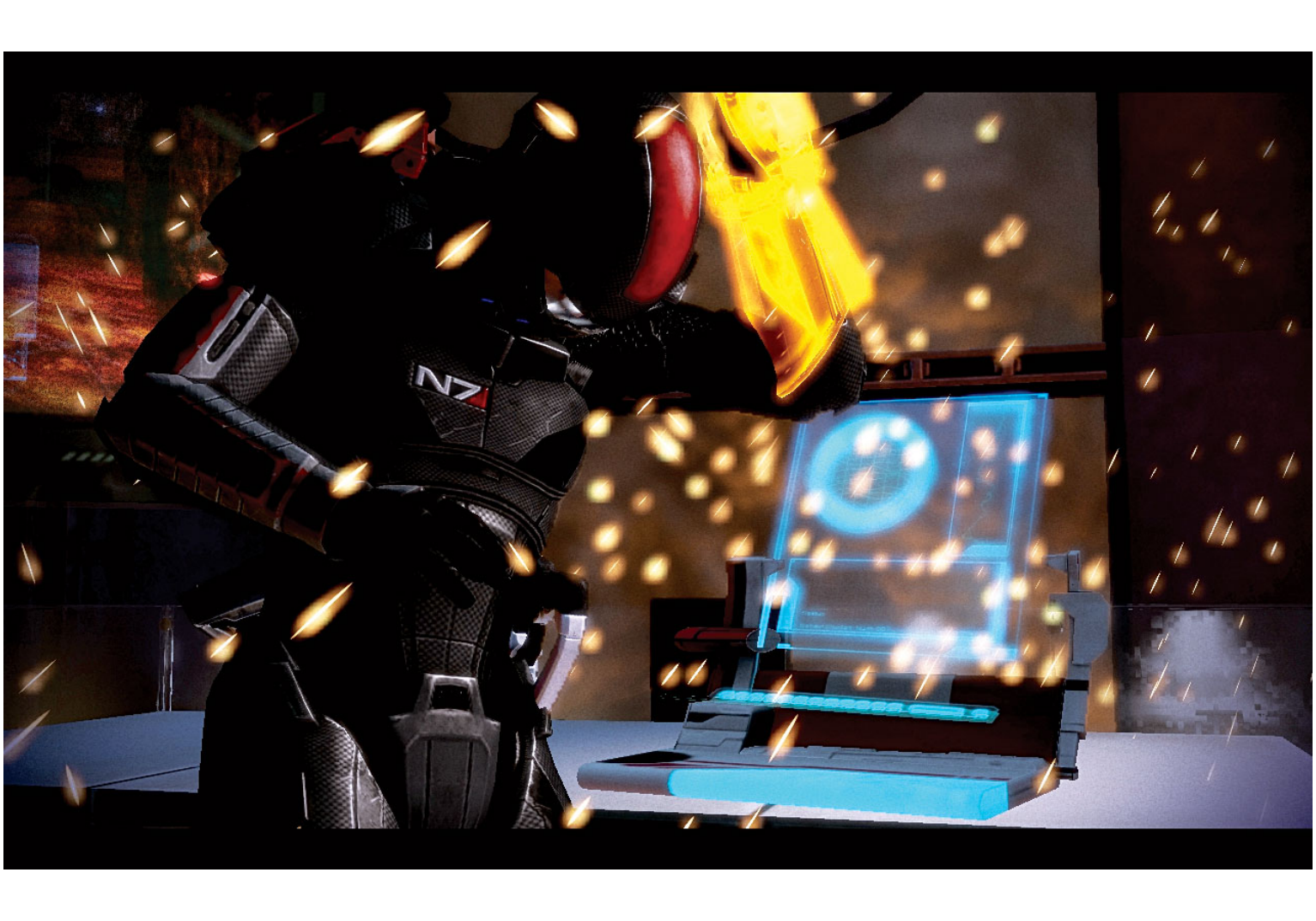
On the lower level is a locker with credits in it. A terminal near the lava window can also be accessed; a data log reveals this planet to be a star map to a Prothean site.

Unfortunately, volcanic instability is magnified by the doctors' power grid.

Spoils of War > Locker > Open > 125 Credits



[012]



[013]

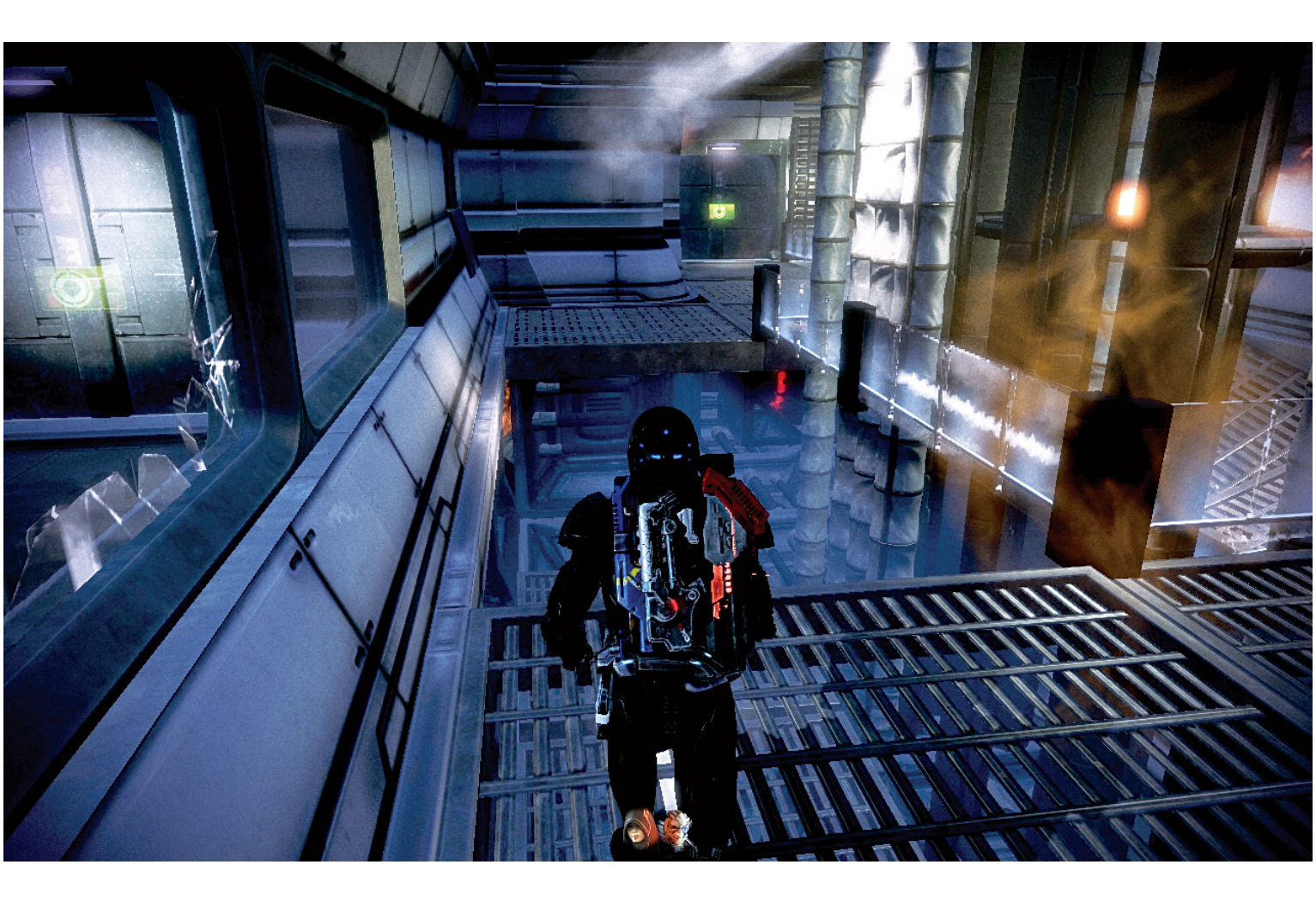
Now check the door to the side, on your right as you came in. Bypass it to open it, and head into a small smelting room **[012]** with refined iridium to gather.

Head back into the control room, move to the lower area, and activate the sensor.

This unfortunately triggers additional volcanic instability **[013]** , forcing you to escape or face death.

Spoils of War > Resources > Refined Iridium > Open > 1,500 Iridium

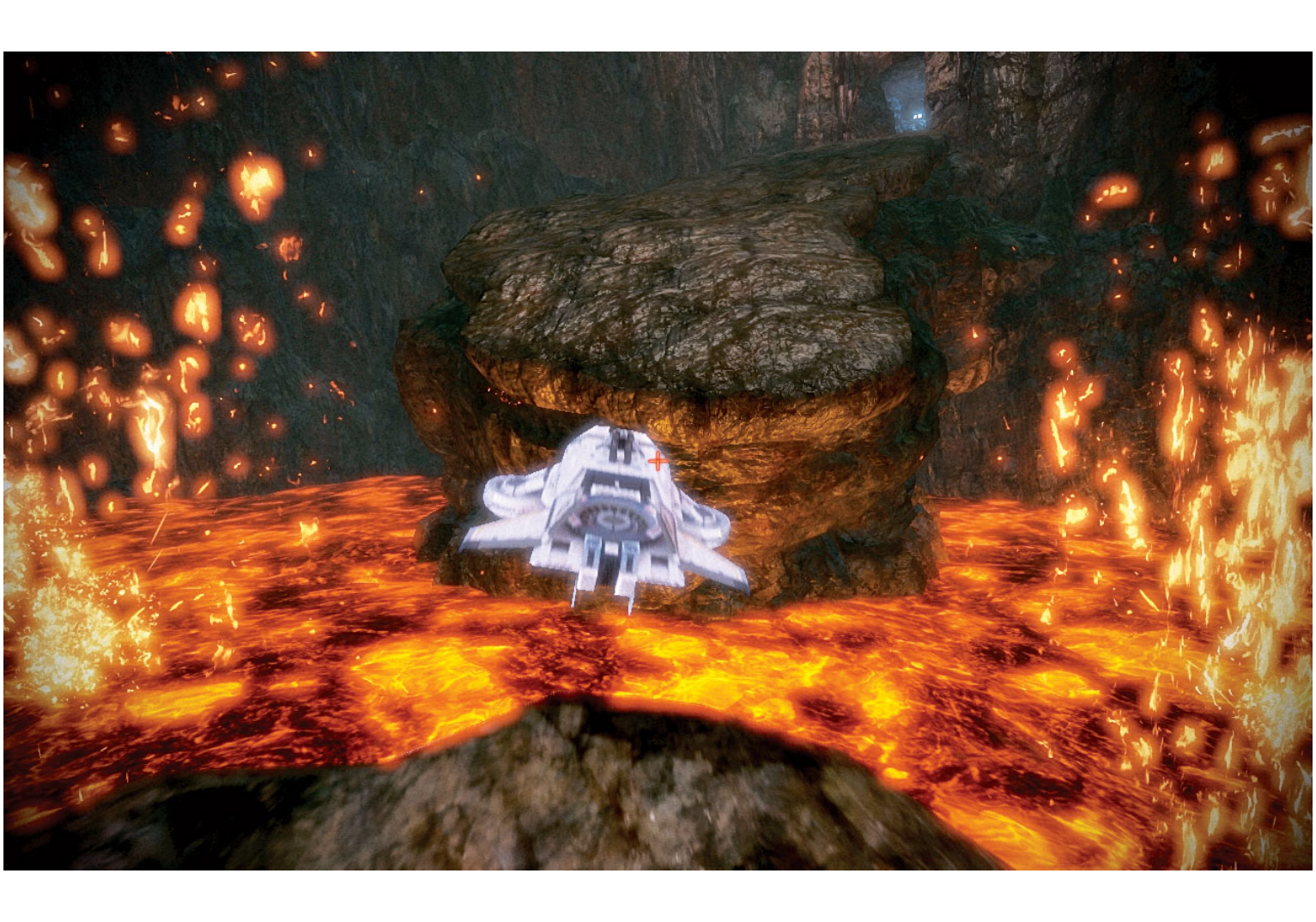
Escaping the Volcano



[014]

The floors have collapsed in the main corridor **[014]** , so run across into the open doorway, turn left, run over the small detonation and into the dorm, and then exit via the dorm door in the left wall.

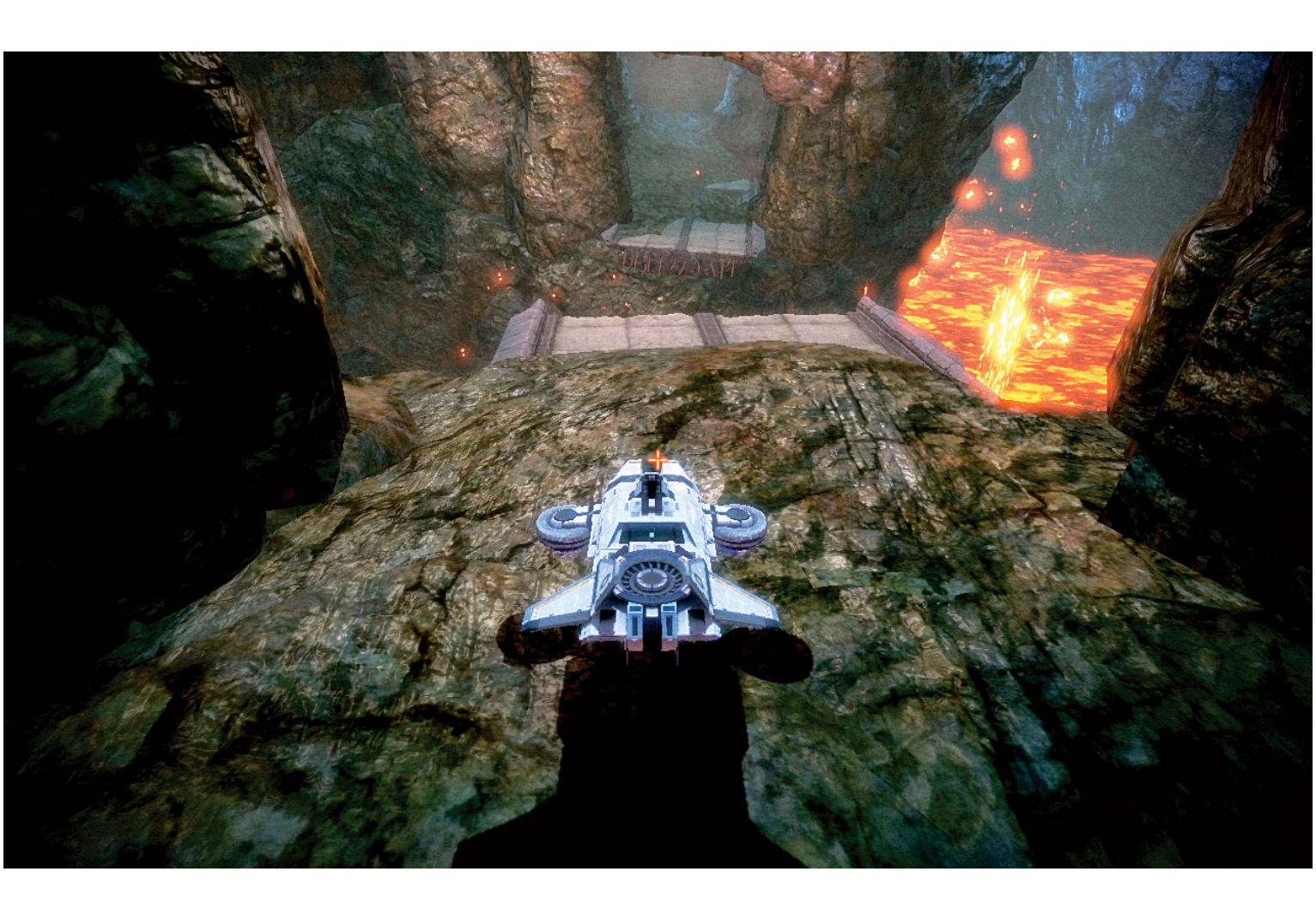
The structure is shaking badly as you reach the docking bay and enter the Hammerhead.



[015]

Turn your craft slightly left and boost up the rock ramp, over the lava lake spurting magma into the air, and through the carved stone entrance with the lights either side **[015]** .

Continue through the tunnel as it rumbles and shakes around you. As you emerge, vertically boost up and onto a rock ledge.



[016]

Boost across to a second ledge linking both cliff walls, and to a third ledge jutting out of the right wall. This has a final iridium deposit, and it is sizable—well worth stopping to grab.

Boost across to another tunnel entrance, and jet all the way to a broken bridge **[016]** . Boost up and over the bridge, and exit the volcano just in the nick of time.

Your docking with the Normandy isn't pretty, but you make it!

Spoils of War > Resources > Refined Iridium > Open > 1,500 Iridium
Spoils of War > Wall Safe > Open > 250 Credits

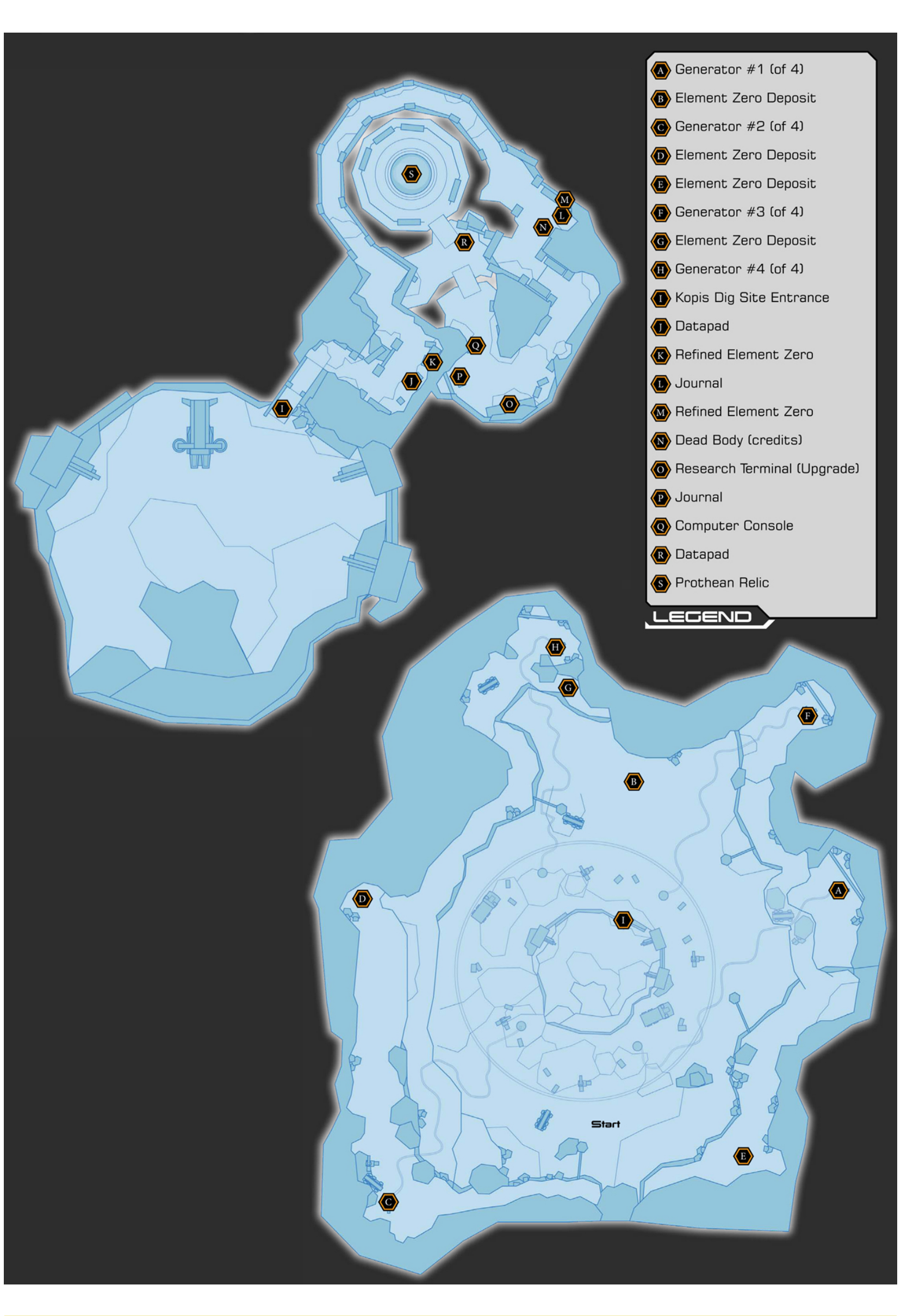
The following additional missions are now available and can be attempted in any order.

Firewalker > Artifact Collection (Hawking Eta)
Firewalker > Geth Incursion (The Pheonix Massing)

SPECIAL ASSIGNMENTS

Firewalker: Prothean Ruin

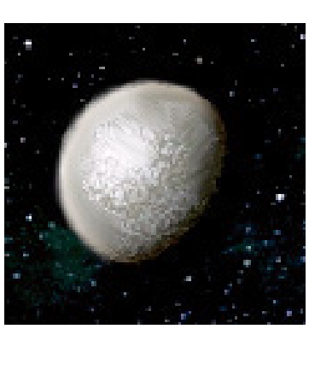
Prothean artifacts have been detected on the planet's surface. The artifact site is protected by a powerful energy barrier. Scans detect muted mechanical signatures consistent with hidden automated defenses.


A Generator #1 (of 4)
B Element Zero Deposit
C Generator #2 (of 4)
D Element Zero Deposit
E Element Zero Deposit
F Generator #3 (of 4)
G Element Zero Deposit
H Generator #4 (of 4)
I Kopis Dig Site Entrance
J Datapad
K Refined Element Zero
L Journal
M Refined Element Zero
N Dead Body (credits)
O Research Terminal (Upgrade)
P Journal
Q Computer Console
R Datapad
S Prothean Relic
LEGEND
Start

Note

This final Firewalker mission becomes available once the previous four are completed.

Mission Data



Location: Milky Way > Hades Nexus > Hoplos > Kopis

Experience Available: 125/156

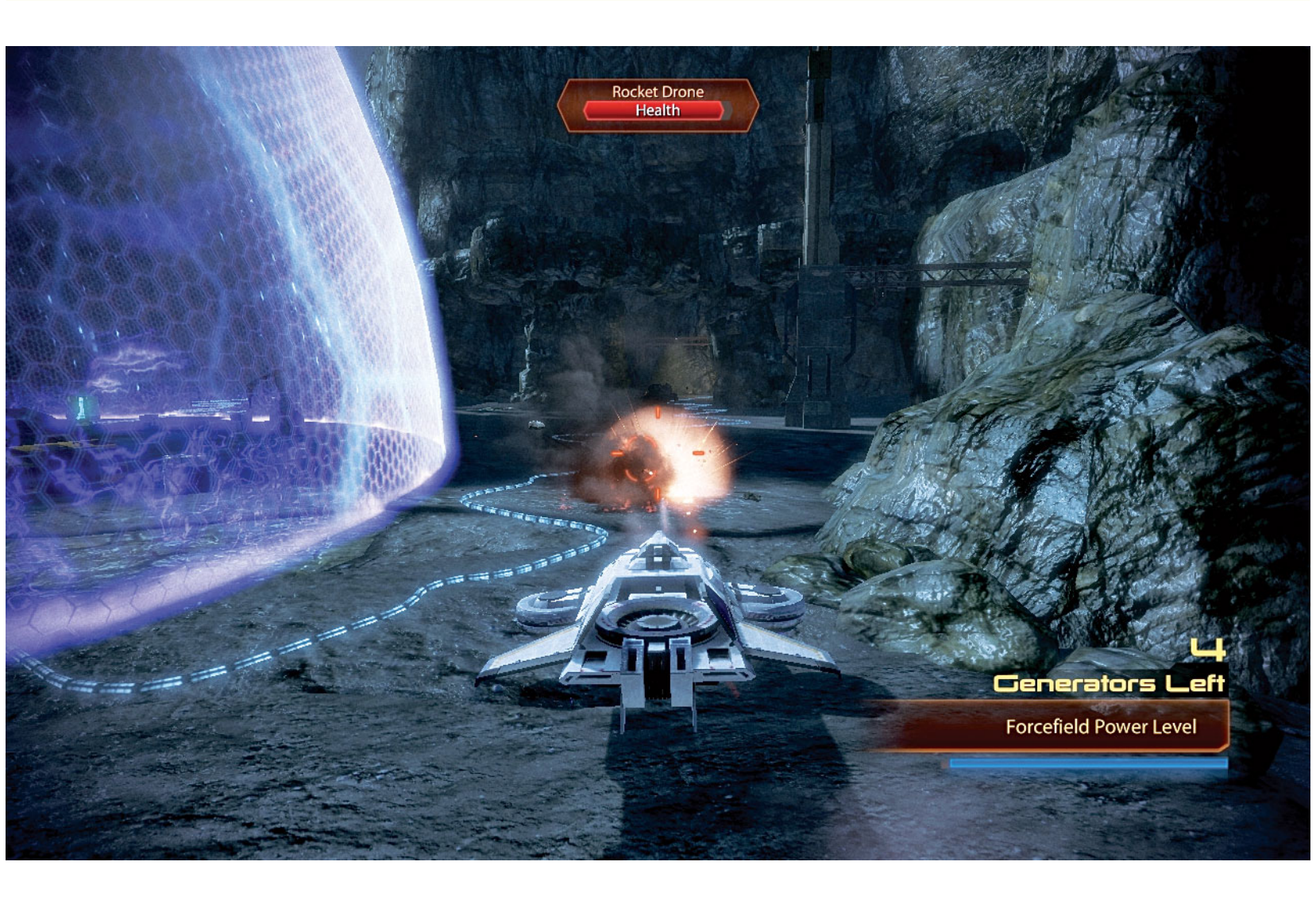
Entities Encountered > Enemies

Rocket Drone Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Upgrades > Biotic Damage (Hyper Amp)

Spoils of War > Resources > Element Zero: 1,500


Rocket Drone
Health
4
Generators Left
Forcefield Power Level

[001]

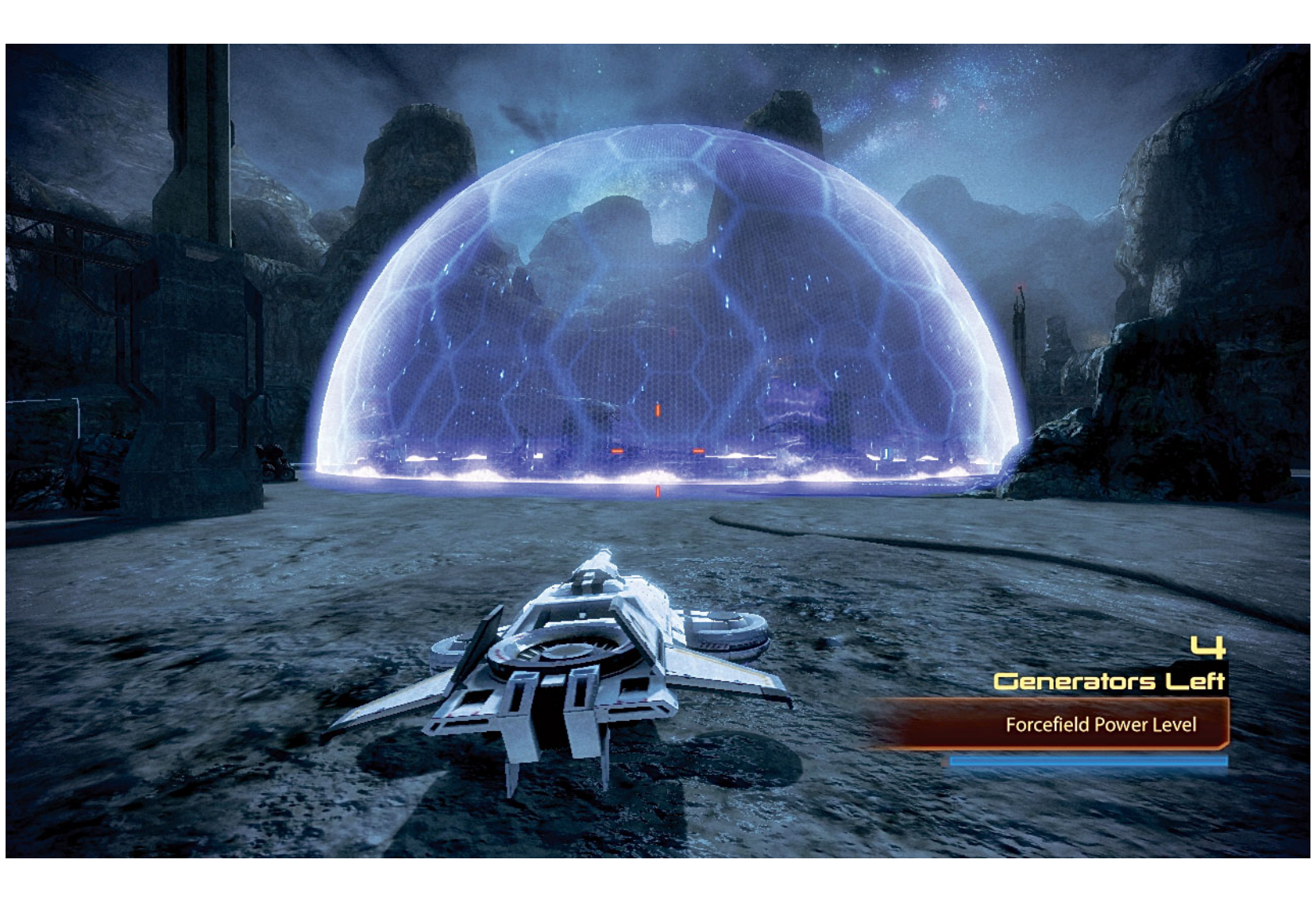
Plot a course to Kopis, in Hoplos, which is part of Hades Nexus. When you reach the planet, start the scanner and launch a probe. Scan the planet's surface until an anomaly is detected.

Only then can you land on the planet's surface **[001]** , which proves to be part of an ancient civilization, complete with wondrous artifacts.

Note

Part of this expedition features on-foot investigation, but the enemy threats you meet on foot could best be described as "not there."

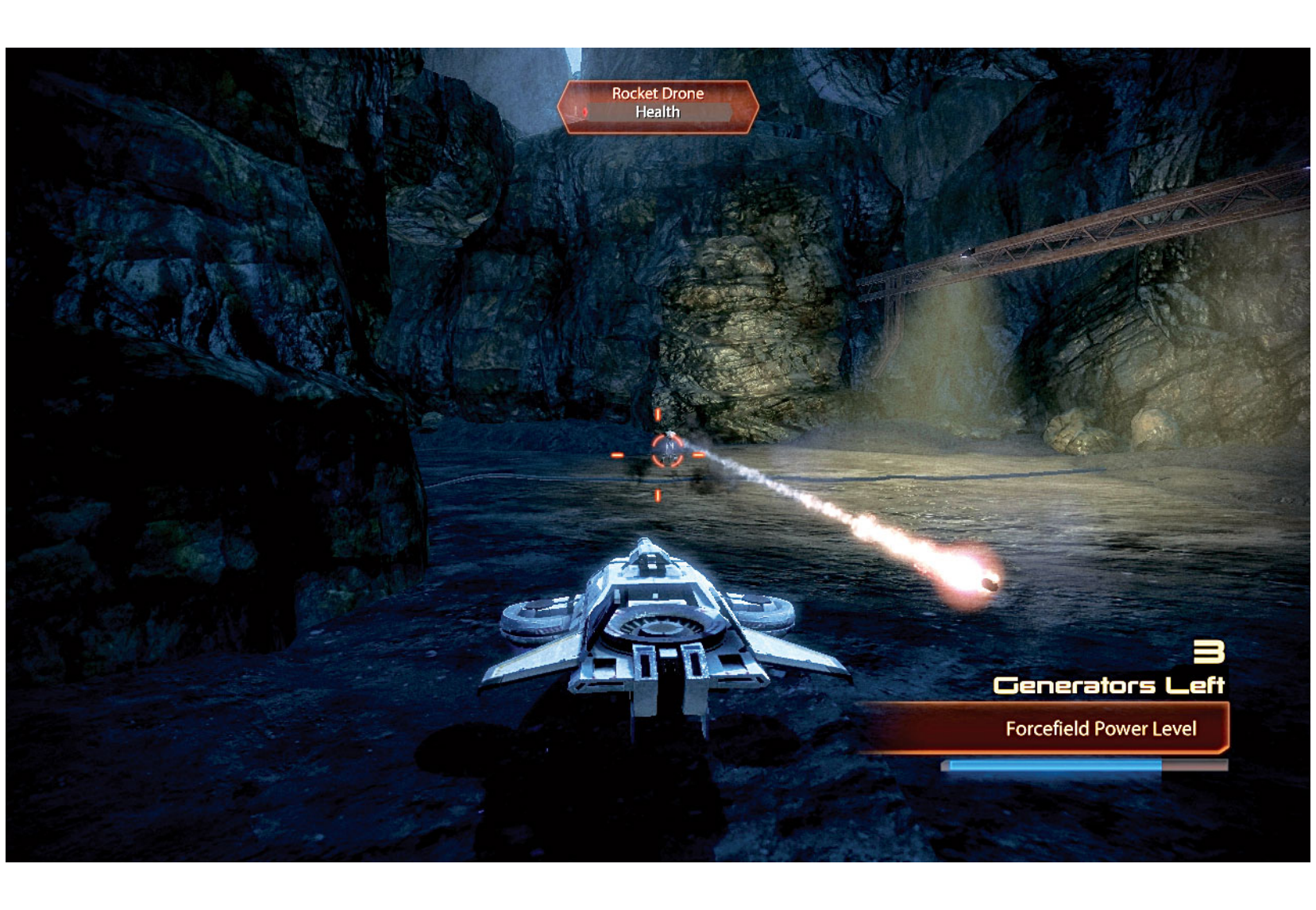
Part 5: Project Firewalker: Removing the Force Fields


4
Generators Left
Forcefield Power Level

[002]

The kinetic barrier protecting the dig site **[002]** is too powerful for the Hammerhead's missiles to penetrate; therefore the barrier must be deactivated via targeting the generators.

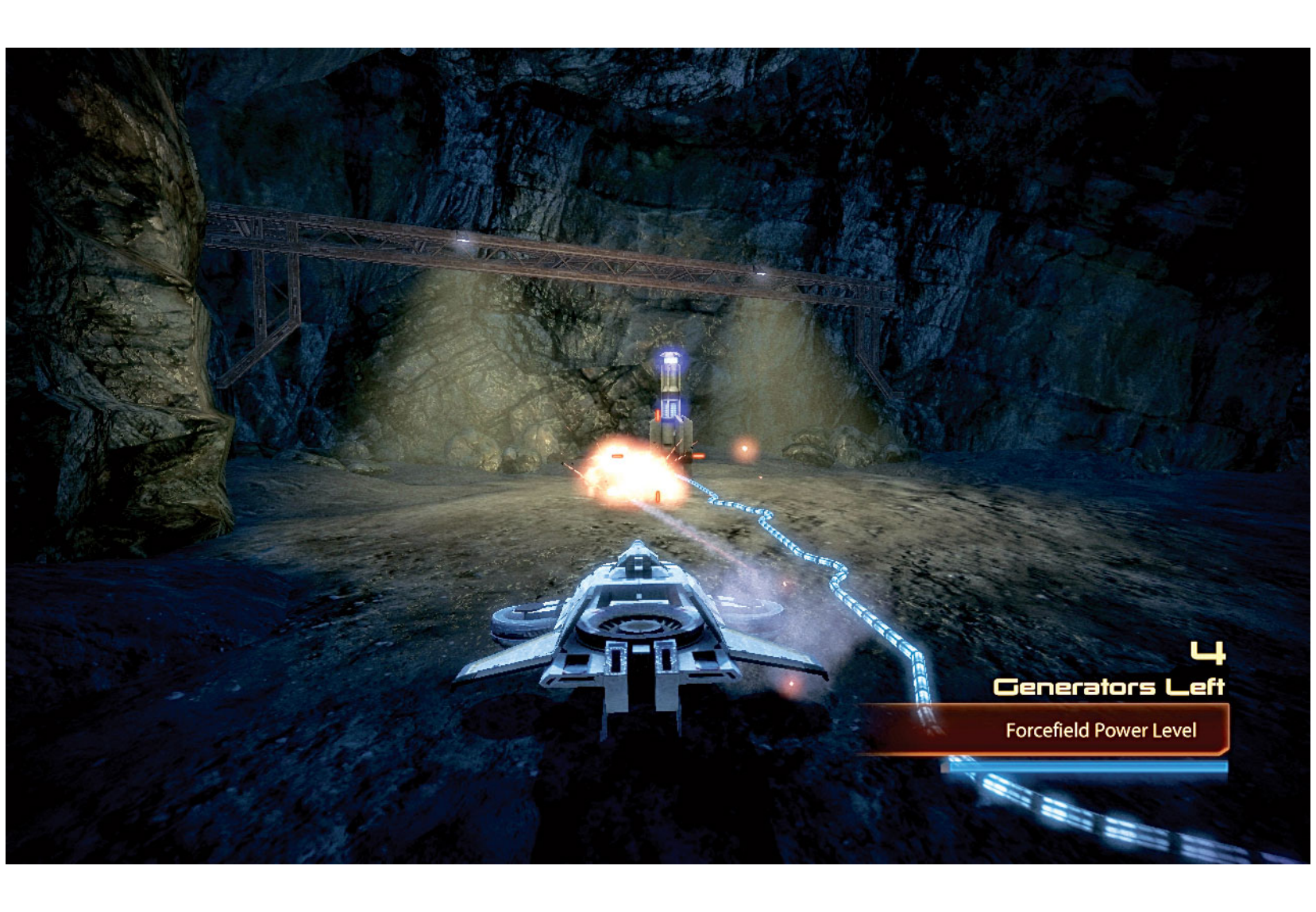
There are four generators dotted around the dig site, and they are easily found if you follow the snaking power cables away from the force field energy dome. Refrain from ramming the barrier, as this damages the Hammerhead.


Rocket Drone
Health
3
Generators Left
Forcefield Power Level

[003]

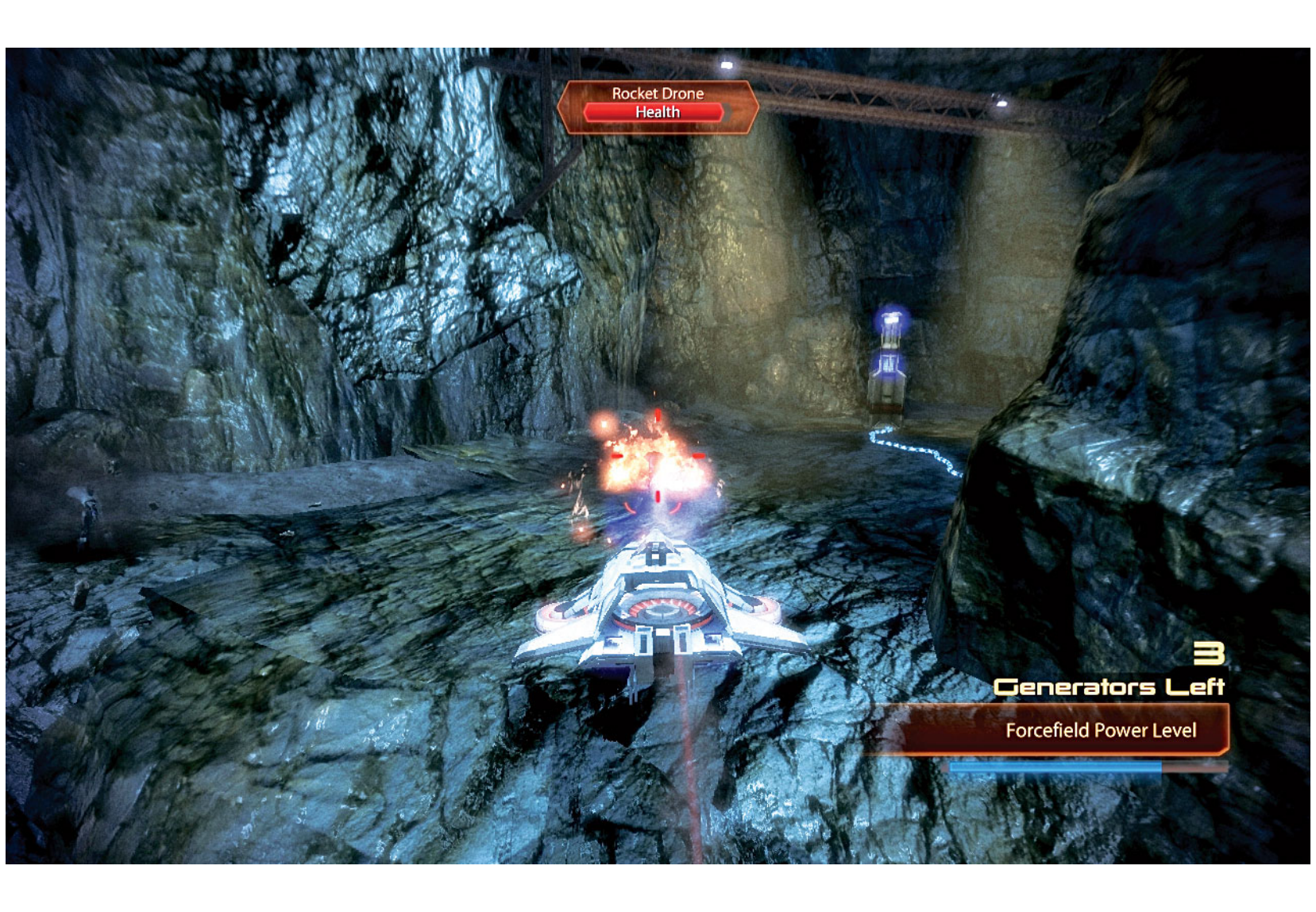
Each barrier features rocket drones **[003]** that must be destroyed or avoided (but preferably the former). When a rocket drone (or two) appears, shoot it while strafing left and right to avoid its rocket attack.

If you're struck, or the Hammerhead sounds its shield alert, back up behind cover or out of range.

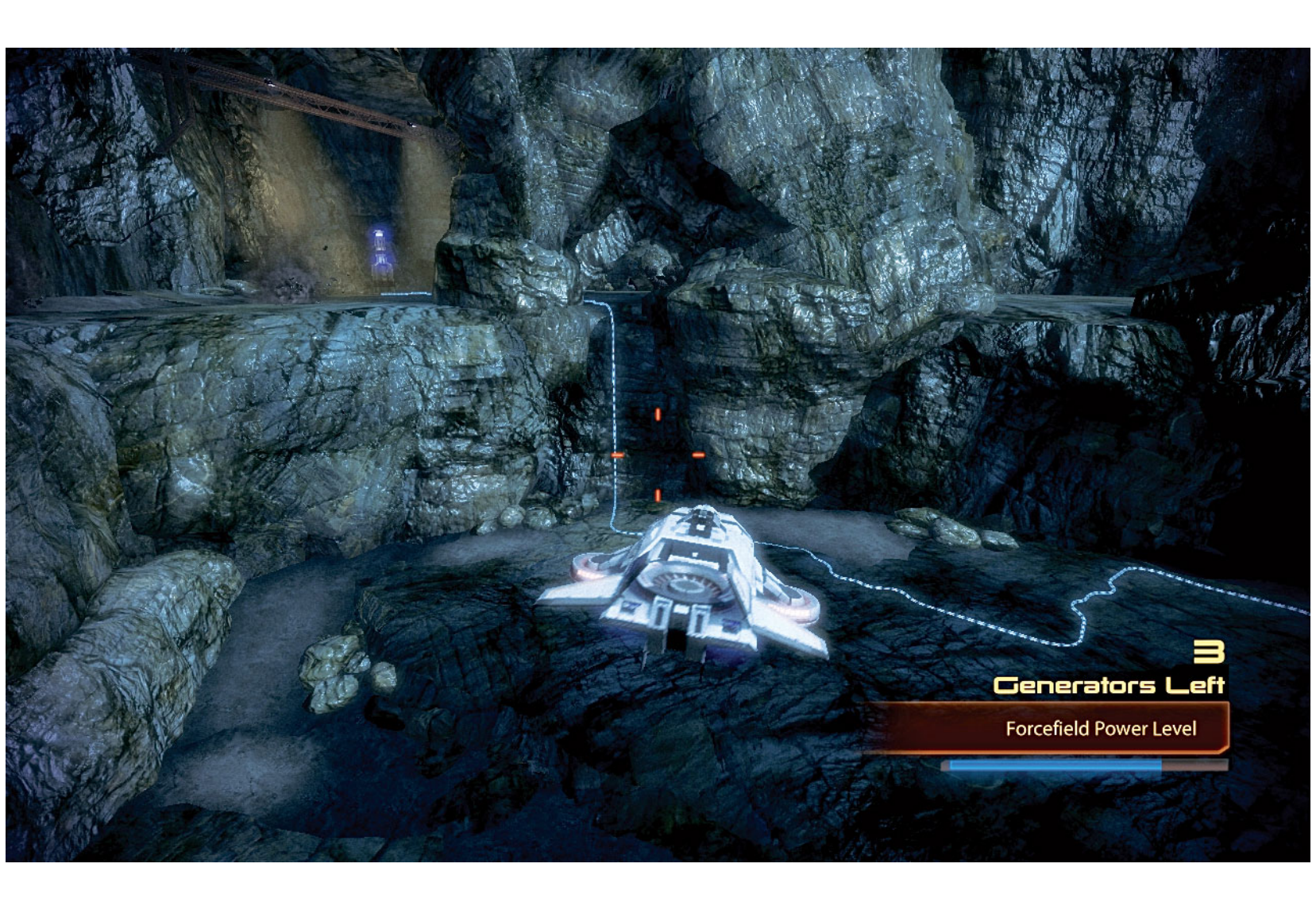

4
Generators Left
Forcefield Power Level

[004]

The first generator is to the right of the starting point, on the same plateau as the dig site, under a rocky overhang **[004]** .


Rocket Drone
Health
3
Generators Left
Forcefield Power Level

[005]

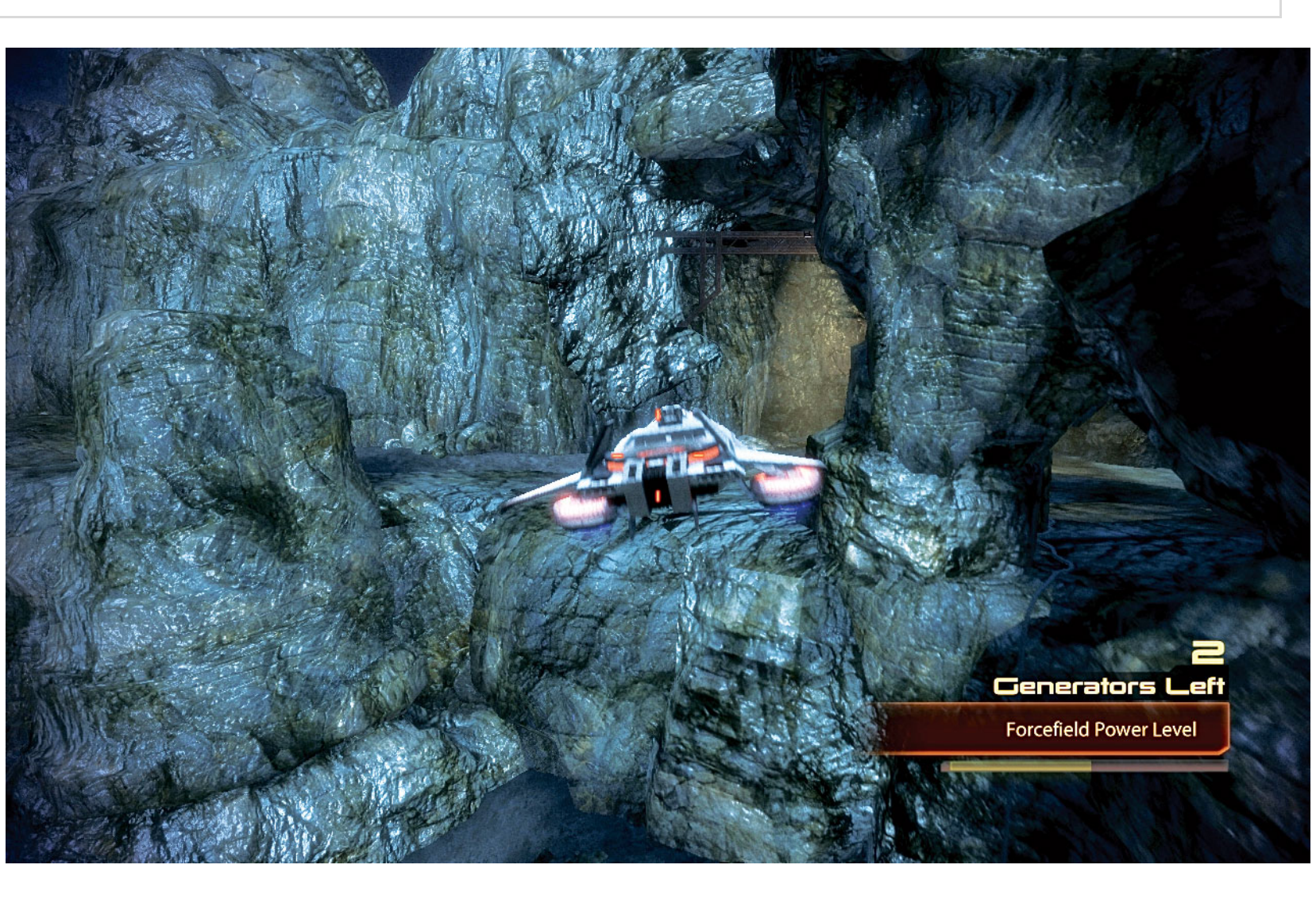

3
Generators Left
Forcefield Power Level

[006]

The second generator is in the moonlit upper ledge area to the left of the starting point, behind a natural arch **[005]** .

There is element zero at the opposite end of the long ledge, in the shadow of a rock wall, above the stepped terrace of rock. You can reach the generator by boosting vertically where the cable is seen **[006]** , or use the stone ledge switchback from the ground.

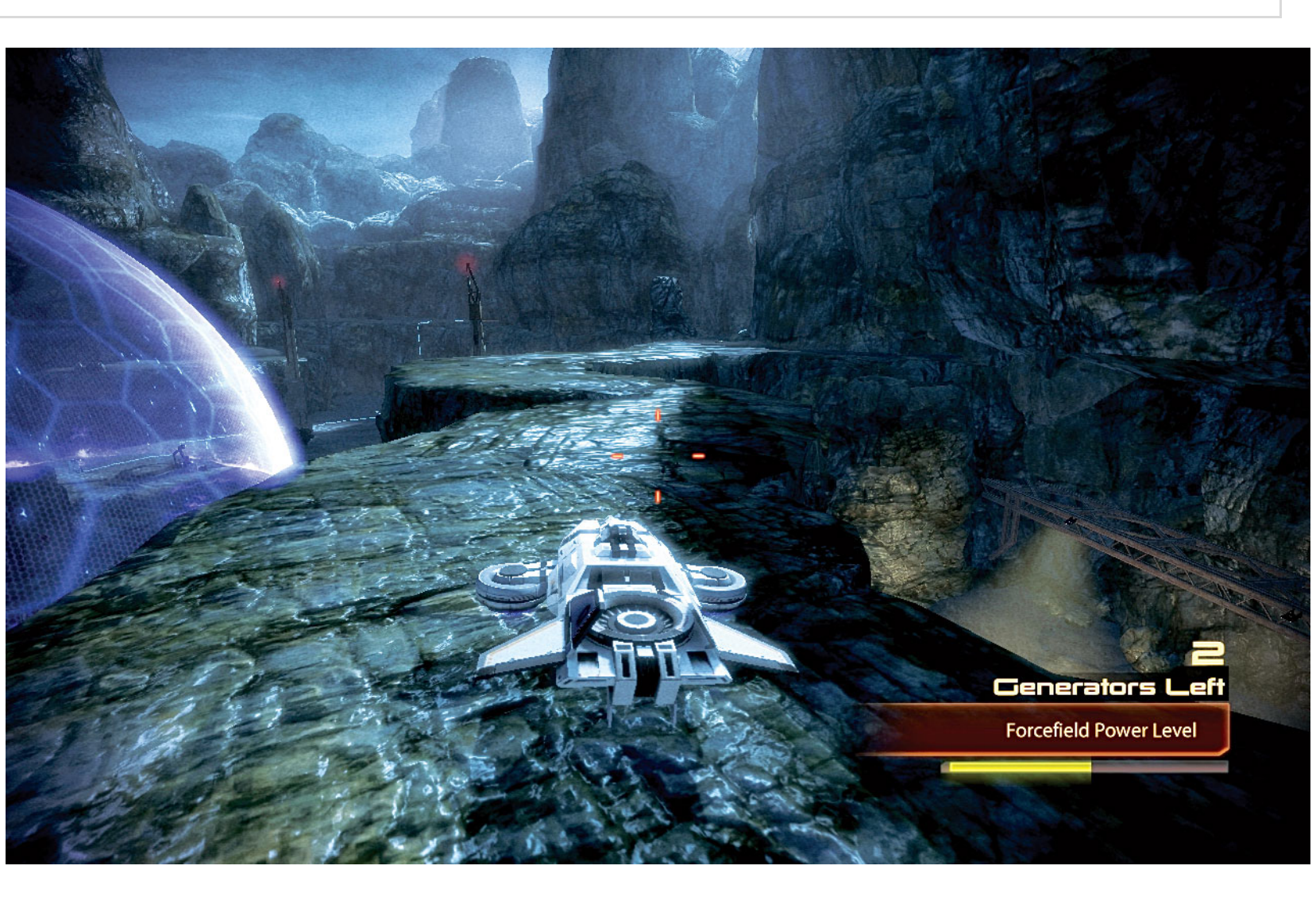
Spoils of War > Resources > Refined Element Zero > Mine > 195 Element Zero


2
Generators Left
Forcefield Power Level

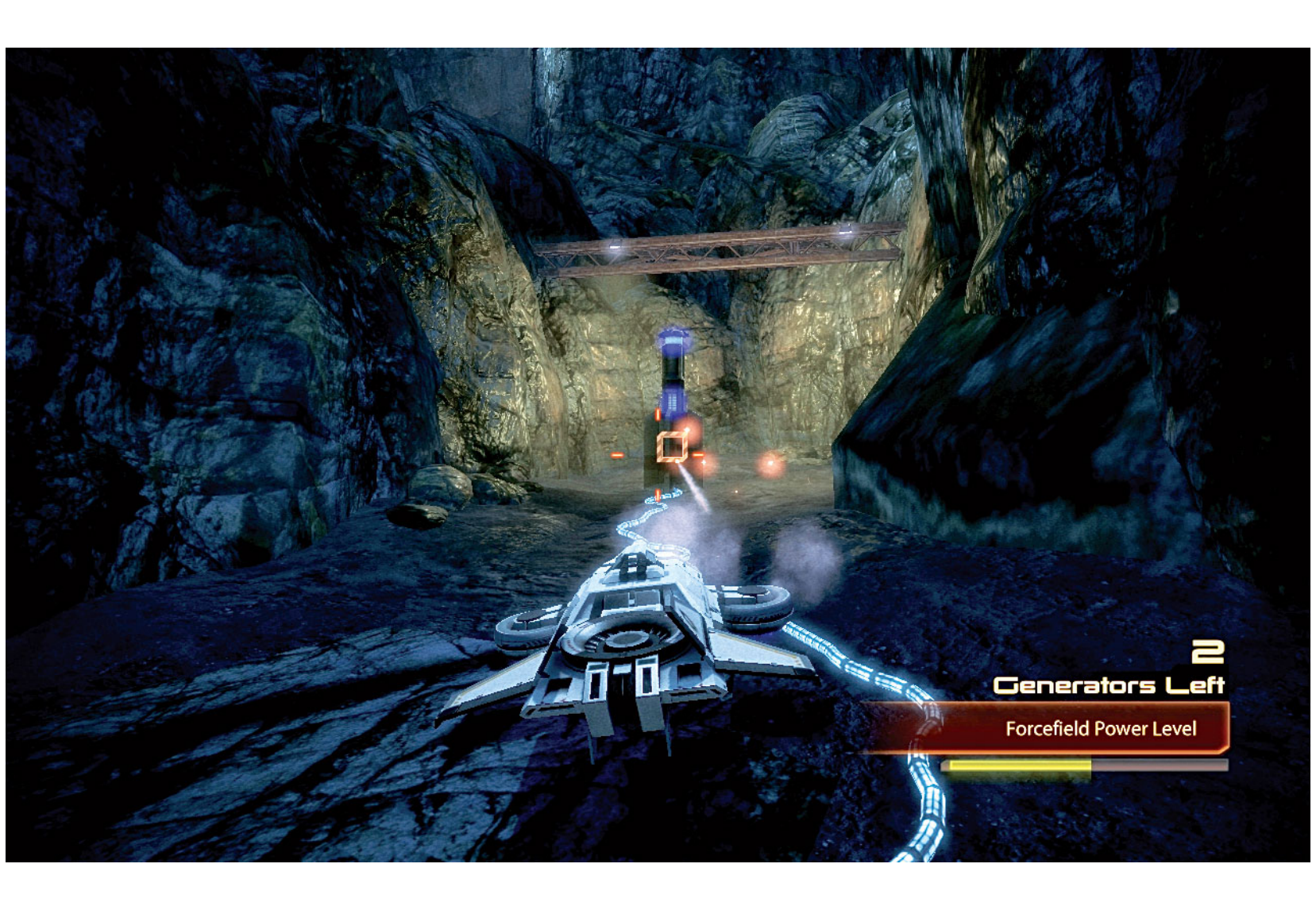
[007]

From the third generator, move to the left, with the cliff face to your right and the barrier on your left, and boost across the gap to an upper ledge **[007]** where more eezo is located.

Spoils of War > Resources > Refined Element Zero > Mine > 345 Element Zero


2
Generators Left
Forcefield Power Level

[008]

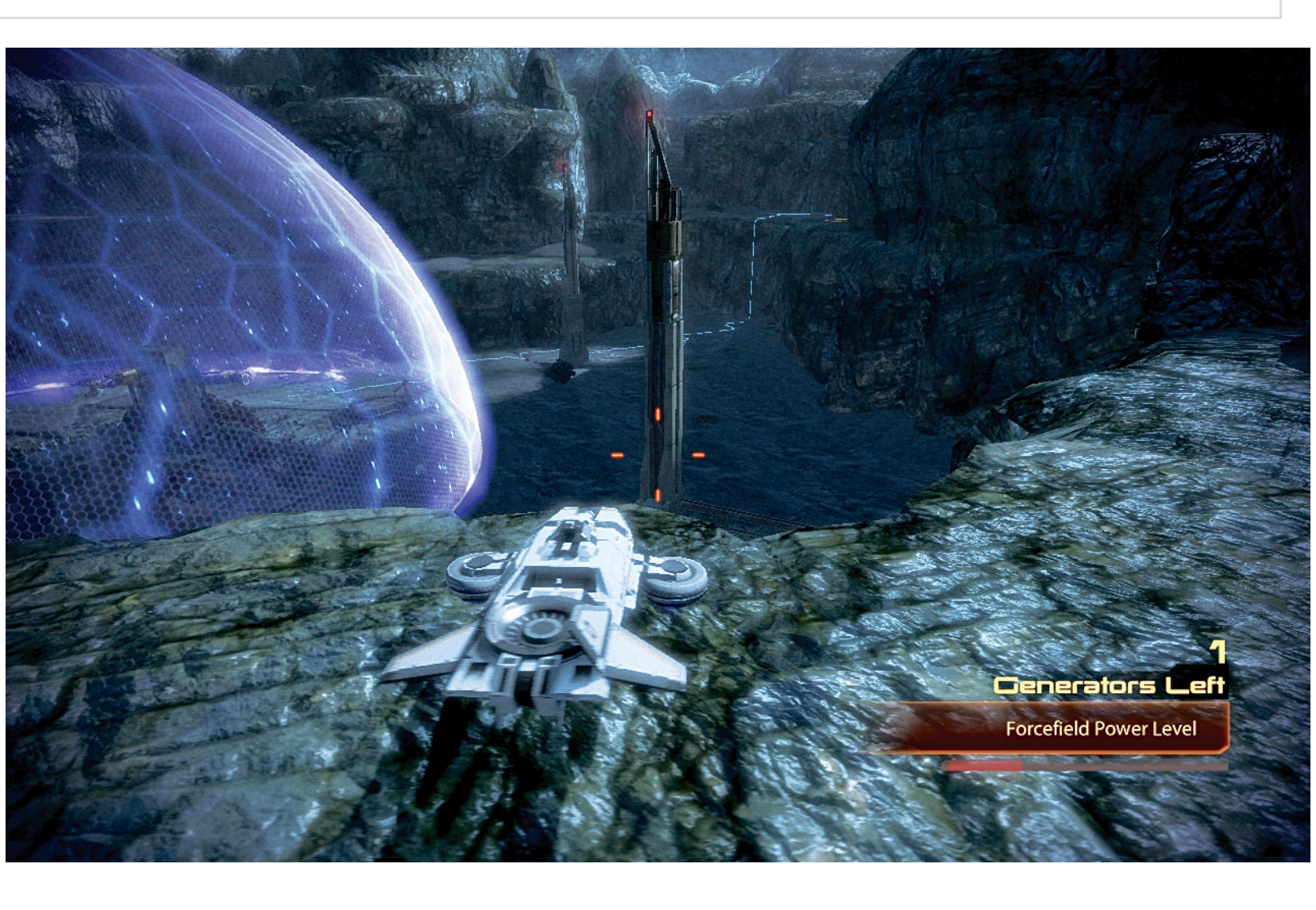

2
Generators Left
Forcefield Power Level

[009]

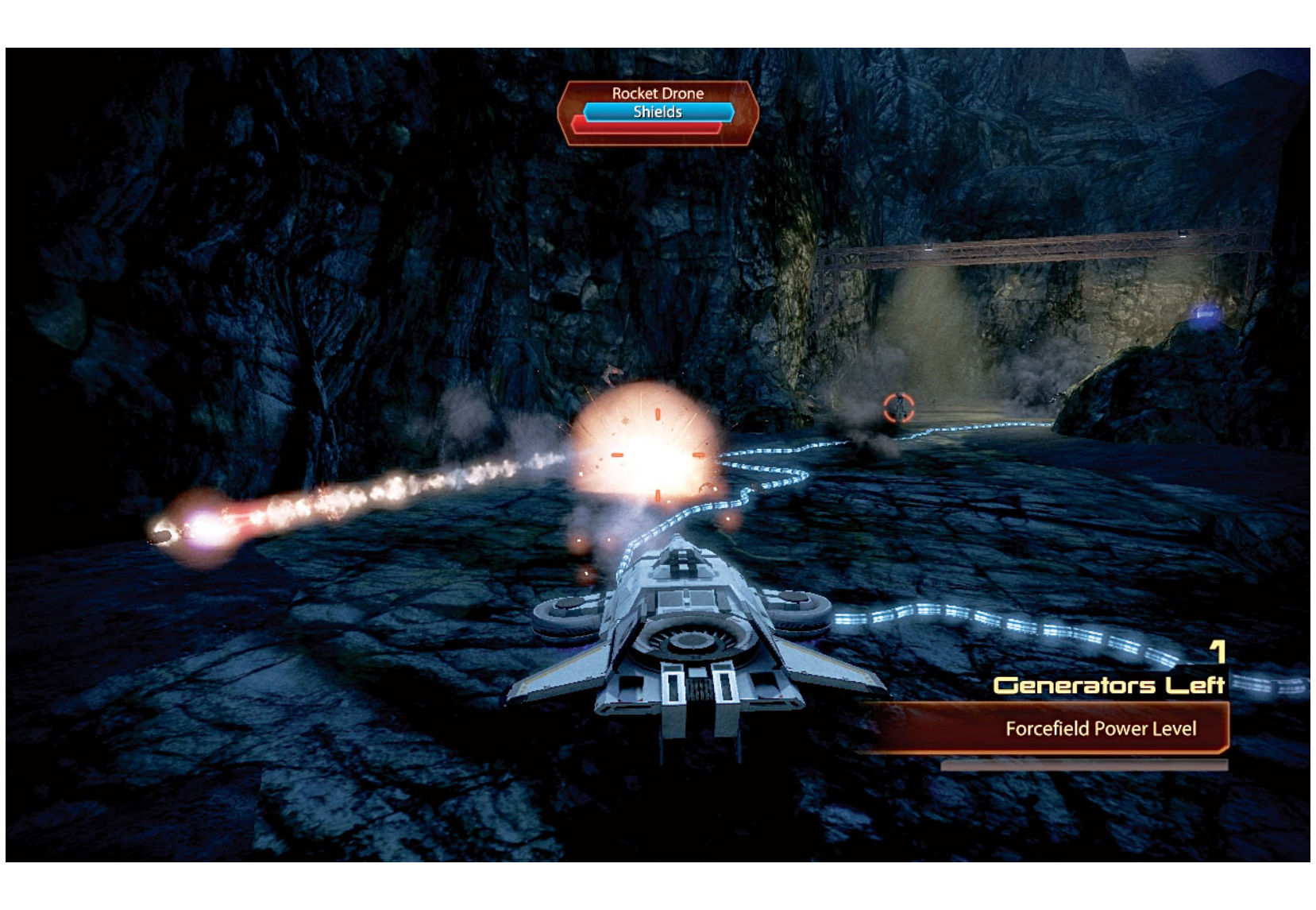
Head along the ledge and across a natural bridge **[008]** , where rocket drones appear. Below is where generator #1 once stood. Carefully remain on this upper bridge, then boost into the alcove and shut down generator #3 **[009]** .

On the plateau down by the barrier, nearby the second generator, is a mining spot where element zero is uncovered. Remove all rocket drone threats before you mine!

Spoils of War > Resources > Refined Element Zero > Mine > 165 Element Zero


1
Generators Left
Forcefield Power Level

[010]

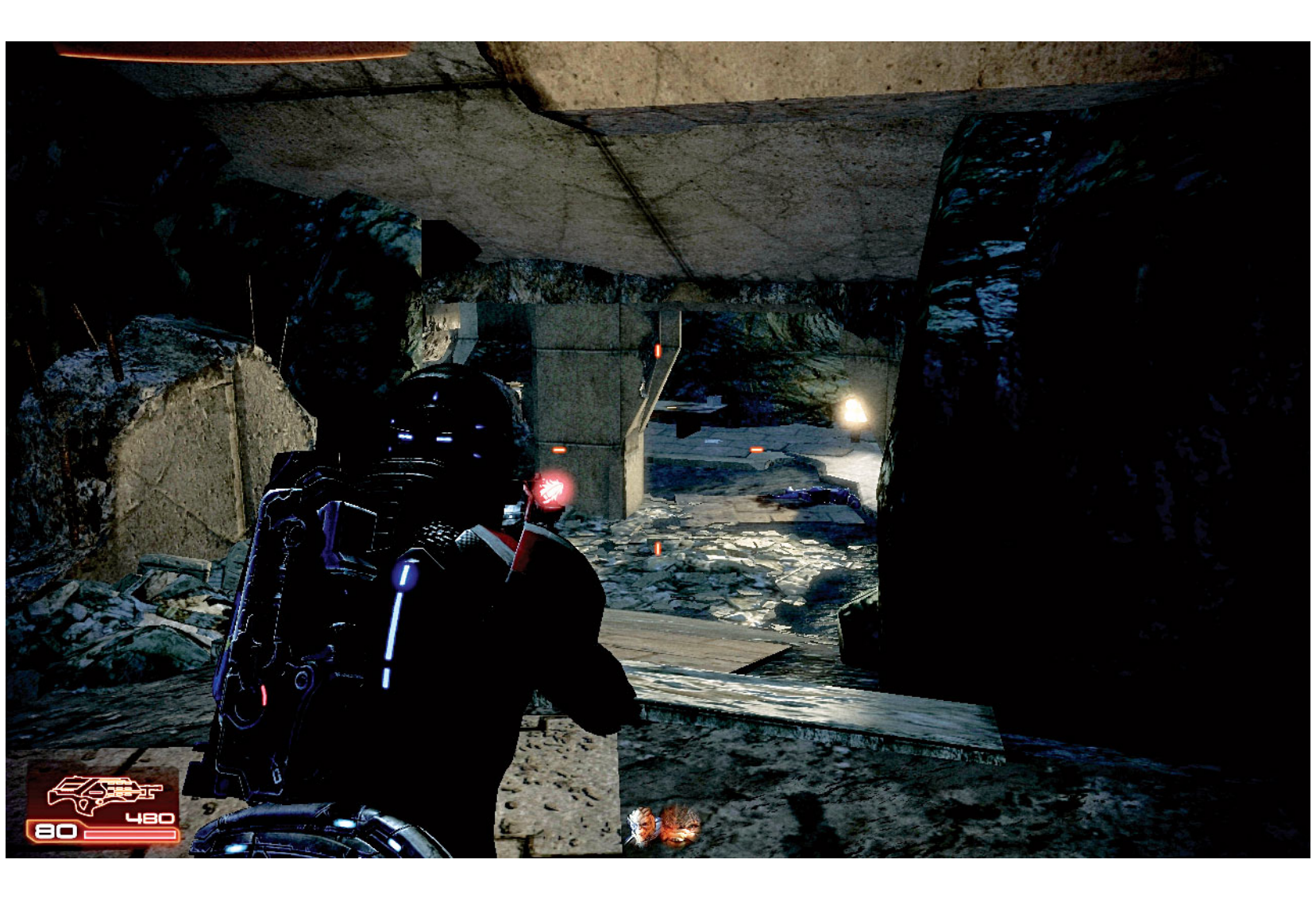

Rocket Drone
Shields
1
Generators Left
Forcefield Power Level

[011]

You can make a lengthy boost across from generator #3 to the upper ledge **[010]** where more eezo can be found, or follow the cable and vertically lift up onto a sloping ledge to reach the last generator **[011]** , and then go for the eezo. Remove the last generator, and the barrier flickers and powers down.

Spoils of War > Resources > Refined Element Zero > Mine > 315 Element Zero

Recovering the Prothean Relic

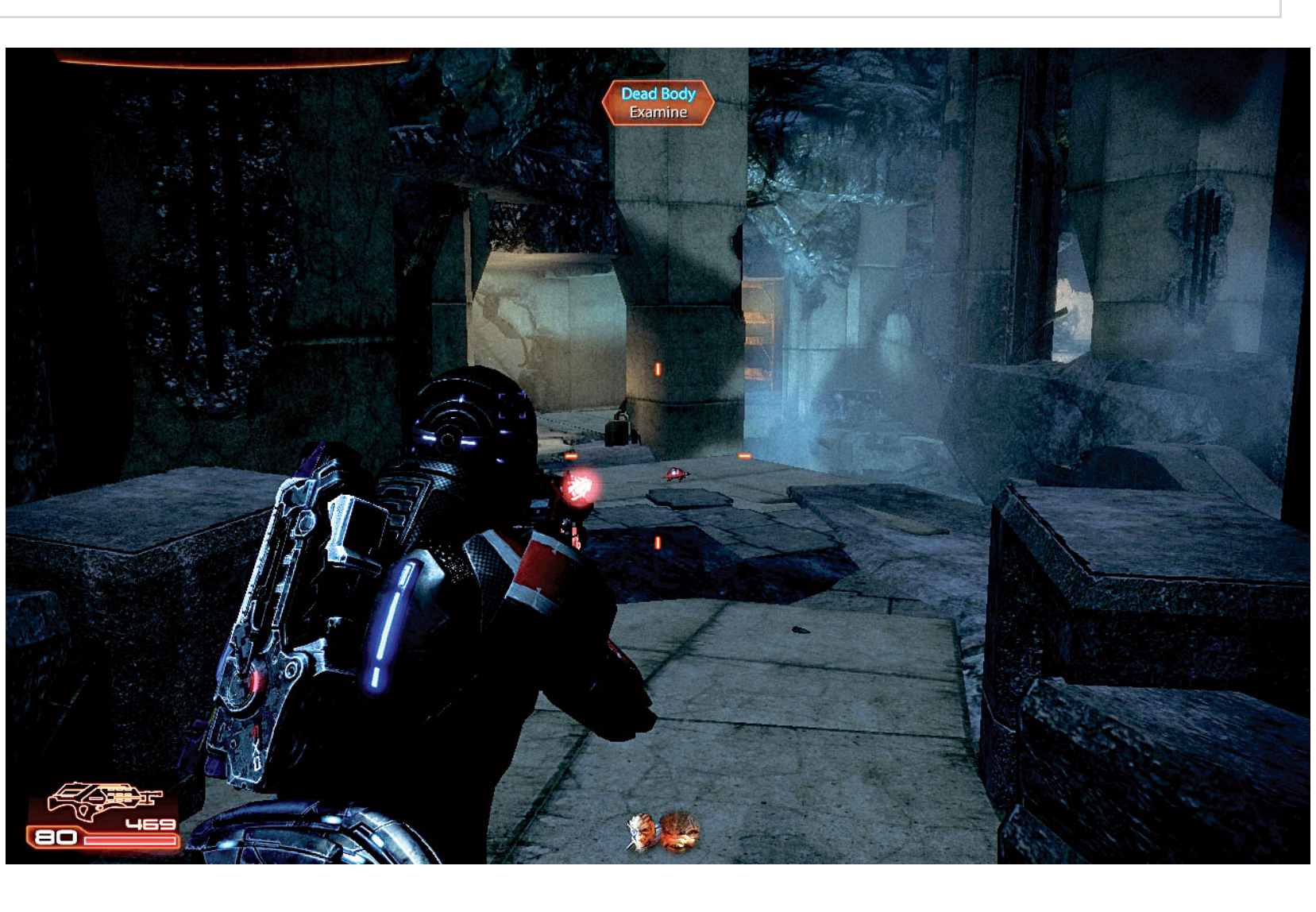


[012]

Steer the Hammerhead into the dig site and disembark. Enter via the stone ramp and move down the crumbling tunnel to the right **[012]** . There's a body to step over and a datapad to read on the table.

The Blue Suns that were guarding the facility for the doctors barely had time to erect the shield before the geth arrived. Before continuing, open the crate of element zero.

Spoils of War > Resources > Refined Element Zero > Mine > 225 Element Zero


Dead Body
Examine
80
469

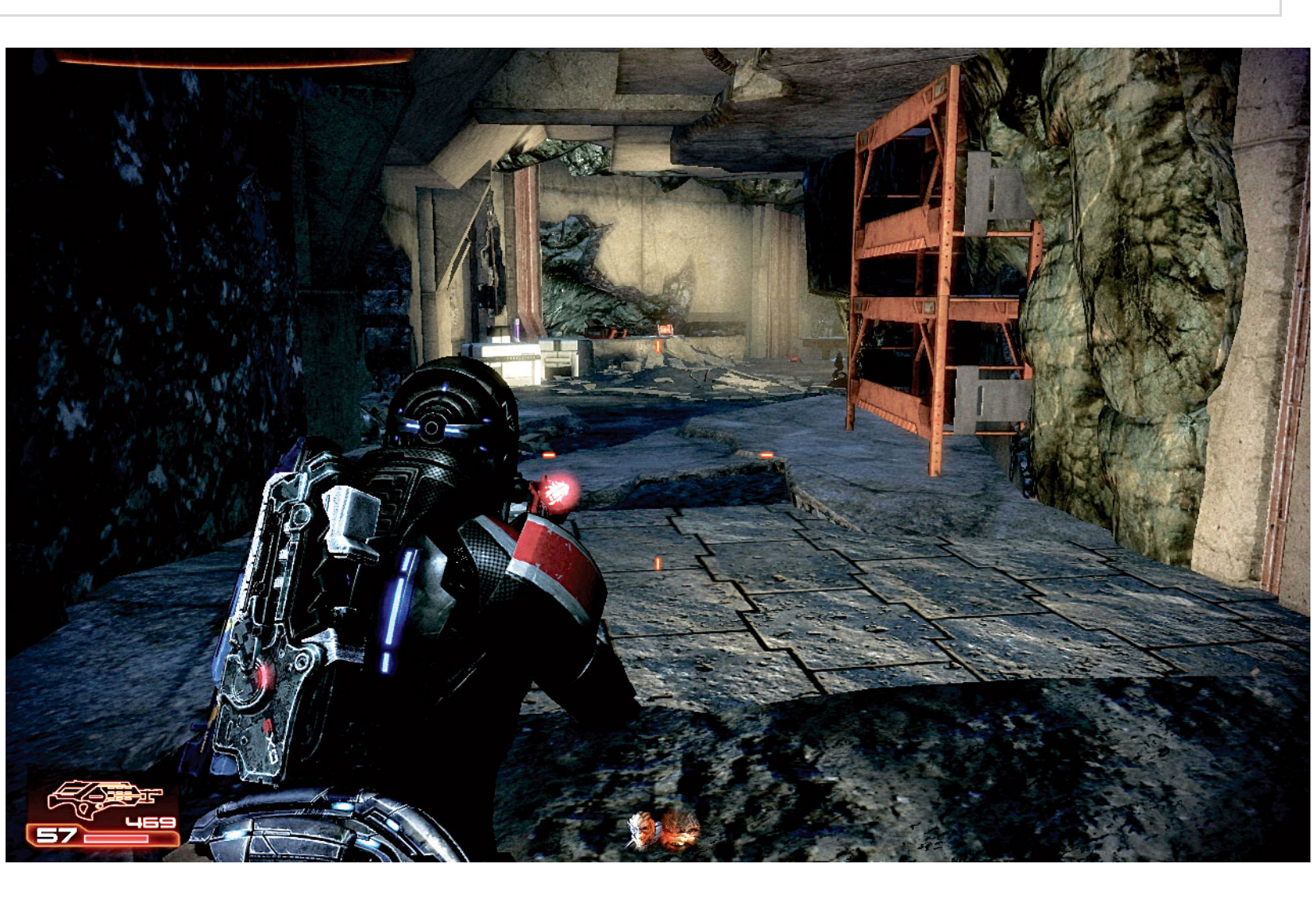
[013]

Head down the giant, spiral passageway that finally opens up into a larger chamber **[013]** . In the corner to your left is a crate of eezo, along with a dead body (the remains of a Blue Suns trooper) to examine for some credits.

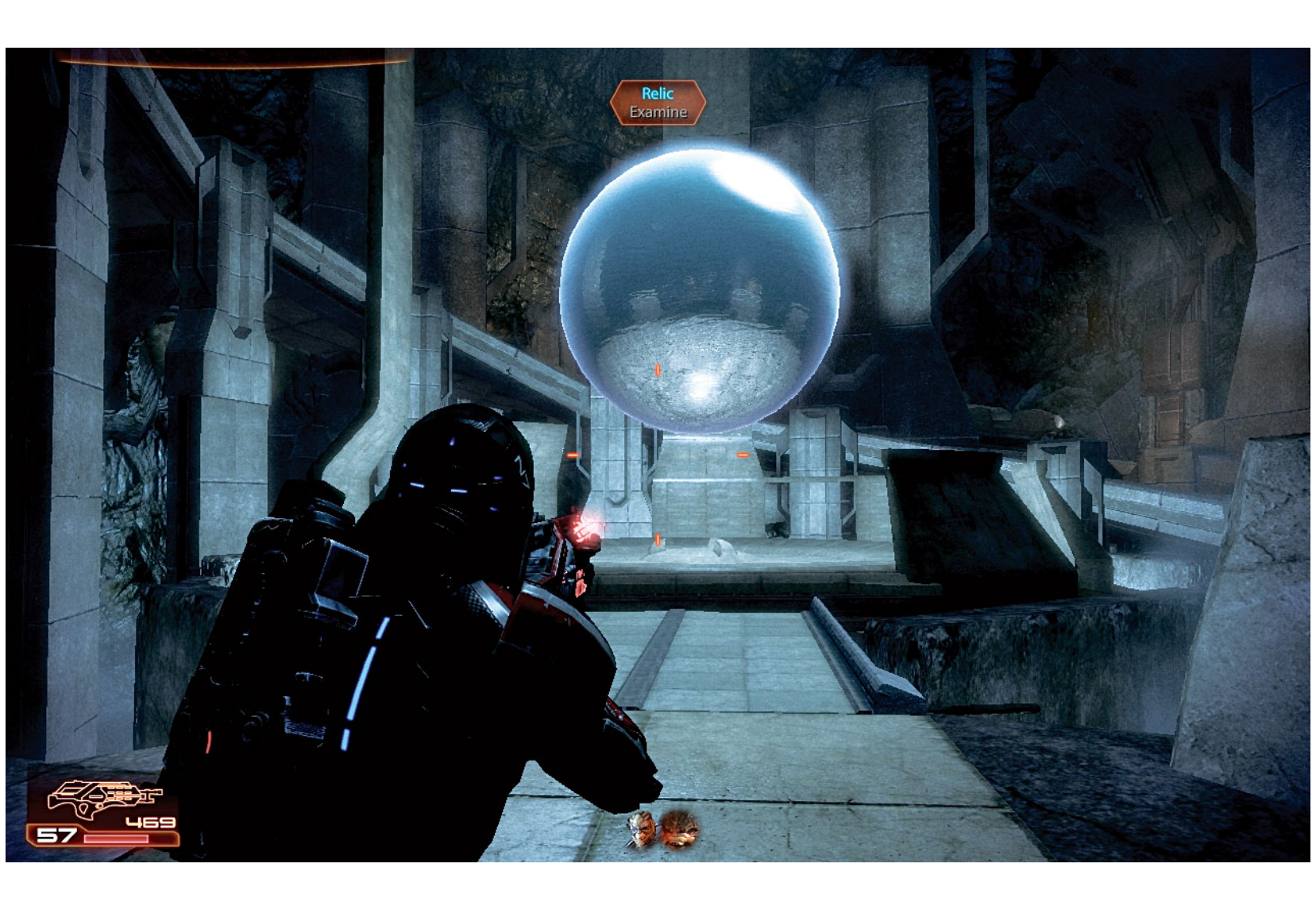
The journal on the ground nearby tells the grim story about the fate of Dr. O'Loy; who was apparently indoctrinated by the Reapers.

Spoils of War > Resources > Refined Element Zero > Mine > 255 Element Zero

Spoils of War > Dead Body > Examine > 3,750 Credits



[014]


Relic
Examine
57
469

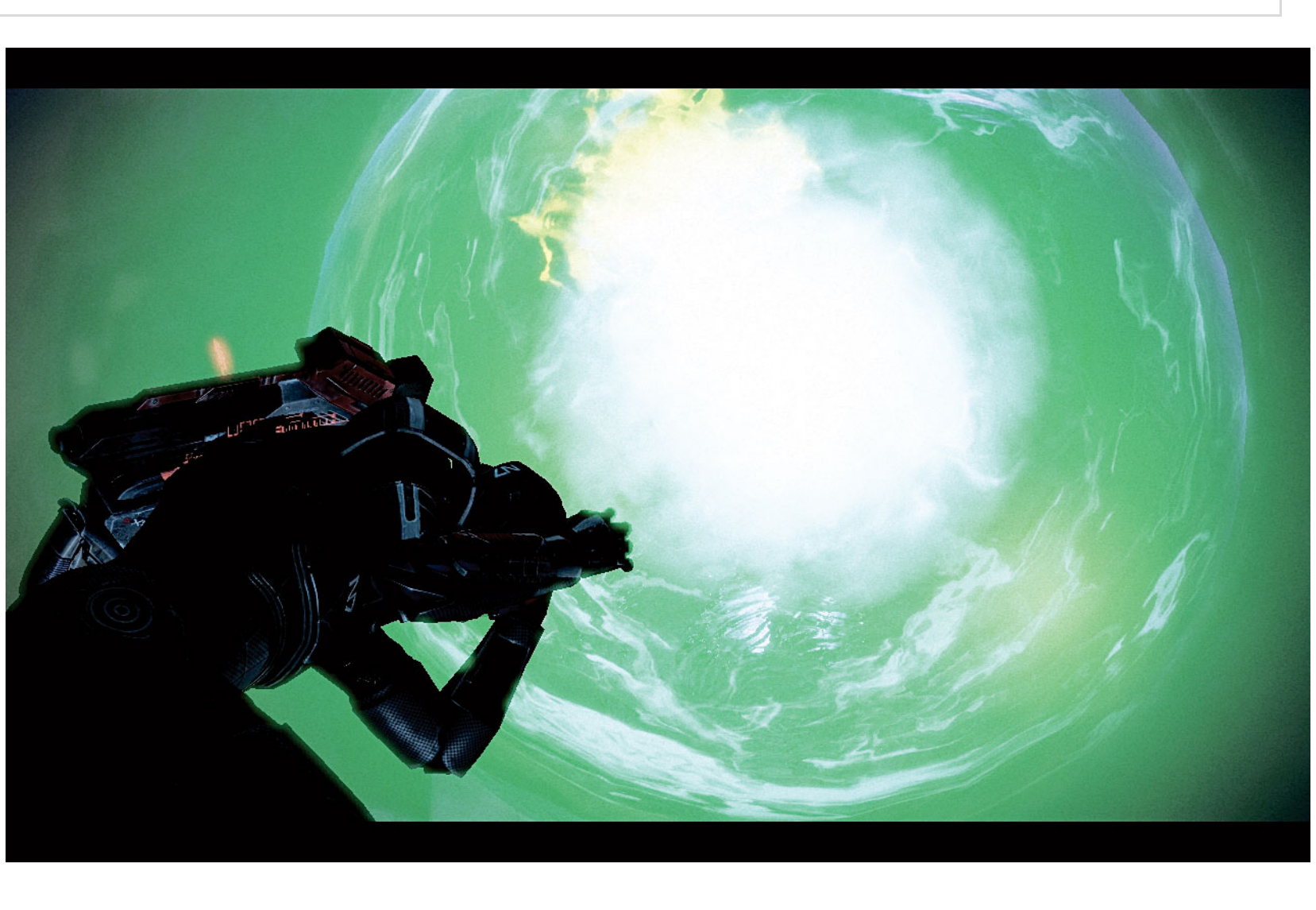
[015]

Continue along the stone and metal support corridor to a small storage area **[014]** , where you can examine a research terminal (for an upgrade to your biotics) and listen to a second journal.

This is the last missive from Cayce, who signs off with a despondent farewell; something is in his head, trying to steal his thoughts.

Close by is a computer to hack. This opens the relic site itself! Approach the relic with caution, and find a final datapad to read; it is from O'Loy, who revealed the location of this site to the Collectors in exchange for them sparing his wife's colony. Edge forward toward the relic **[015]** .

Upgrade > Research Terminal > Examine > Biotic Damage



[016]

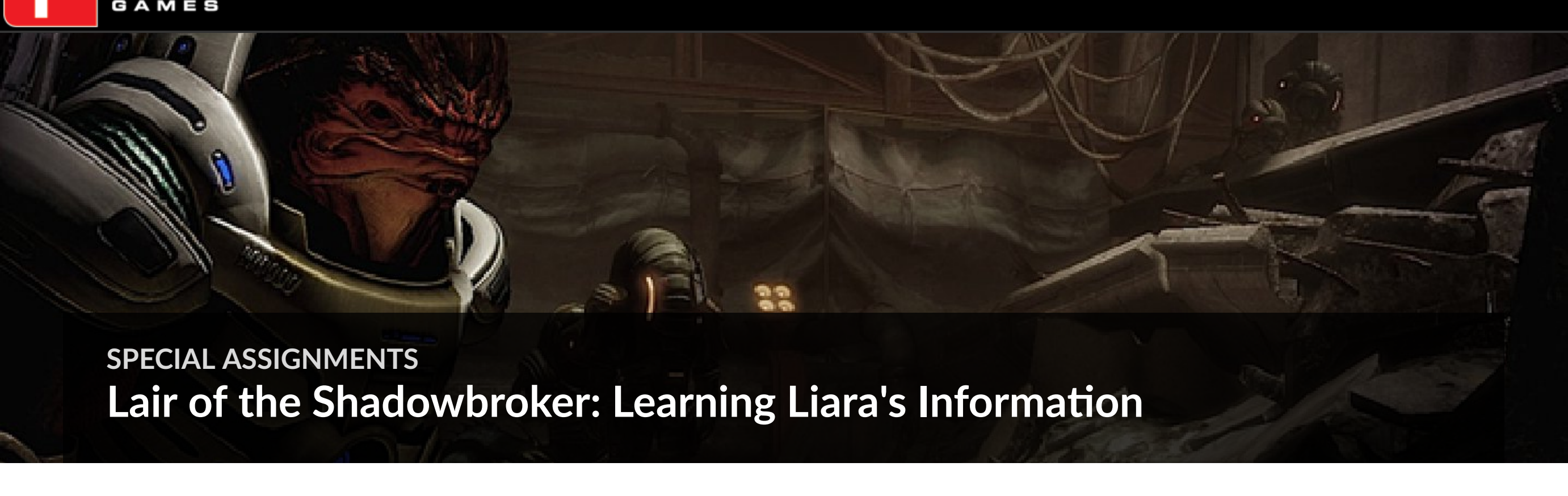
While thoughts of Eletania spin in Shepard's head, the squad stops and stares at the giant sphere with its hypnotic reflection for either moments or hours.

Reaching out to touch the sphere, Shepard watches as the ball rises, shuddering slightly and emanating a green glowing light **[016]** .

It violently shakes, and as the team cowers, it shrinks to a more manageable size. Shepard reaches forward to pick it up.

Note

Once the relic is yours, Firewalker is complete. The sphere takes pride of place in Shepard's cabin aboard the Normandy.



SPECIAL ASSIGNMENTS

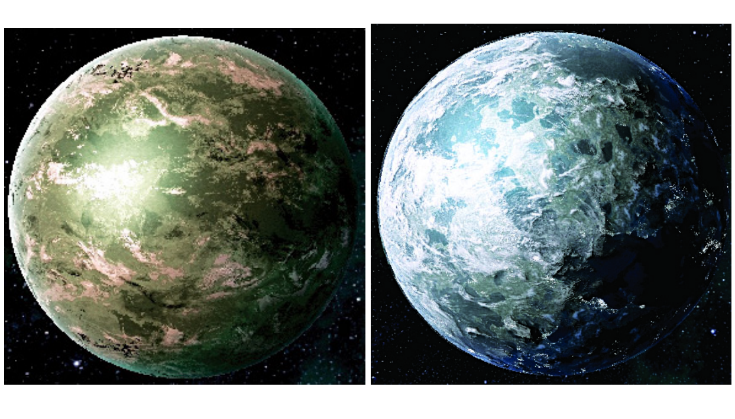
Lair of the Shadowbroker: Learning Liara's Information

This mission is sanctioned by Cerberus Information Processing, and is too long to be known as a special assignment. It should be viewed as an additional mission.

It becomes accessible once you return from Horizon. You receive a missive aboard the *Normandy* regarding your old asarian friend Liara T'Soni, who has been searching for an elusive entity known as the Shadow Broker for years.

Shepard is to travel to Illium and uncover any leads she may possess. Past experience has taught Liara to be wary of Cerberus, which is why Shepard—an ex-colleague and friend—is ideal to smooth things over.

Mission Data



Location: Milky Way > Crescent Nebula > Tasale > Illium

Location: Milky Way > Hourglass Nebula > Sowilo > Hagalaz

Experience Available: 1,000/1,248

Entities Encountered > Squad Members > Temporary

- Liara T'Soni

Entities Encountered > Enemies

- LOKI Mech
- Maintenance Drone
- Shadow Broker
- Shadow Broker > Agent
- Shadow Broker > Engineer
- Shadow Broker > Heavy
- Shadow Broker > Vanguard
- Tela Vasir

Spoils of War > Total Credits: 105,000

- Cerberus Funding: 45,000
- Credits: 60,000

Spoils of War > Upgrades > Heavy Pistol Damage (Titan Pulsar)

Spoils of War > Upgrades > Damage Protection (Ablative VI)

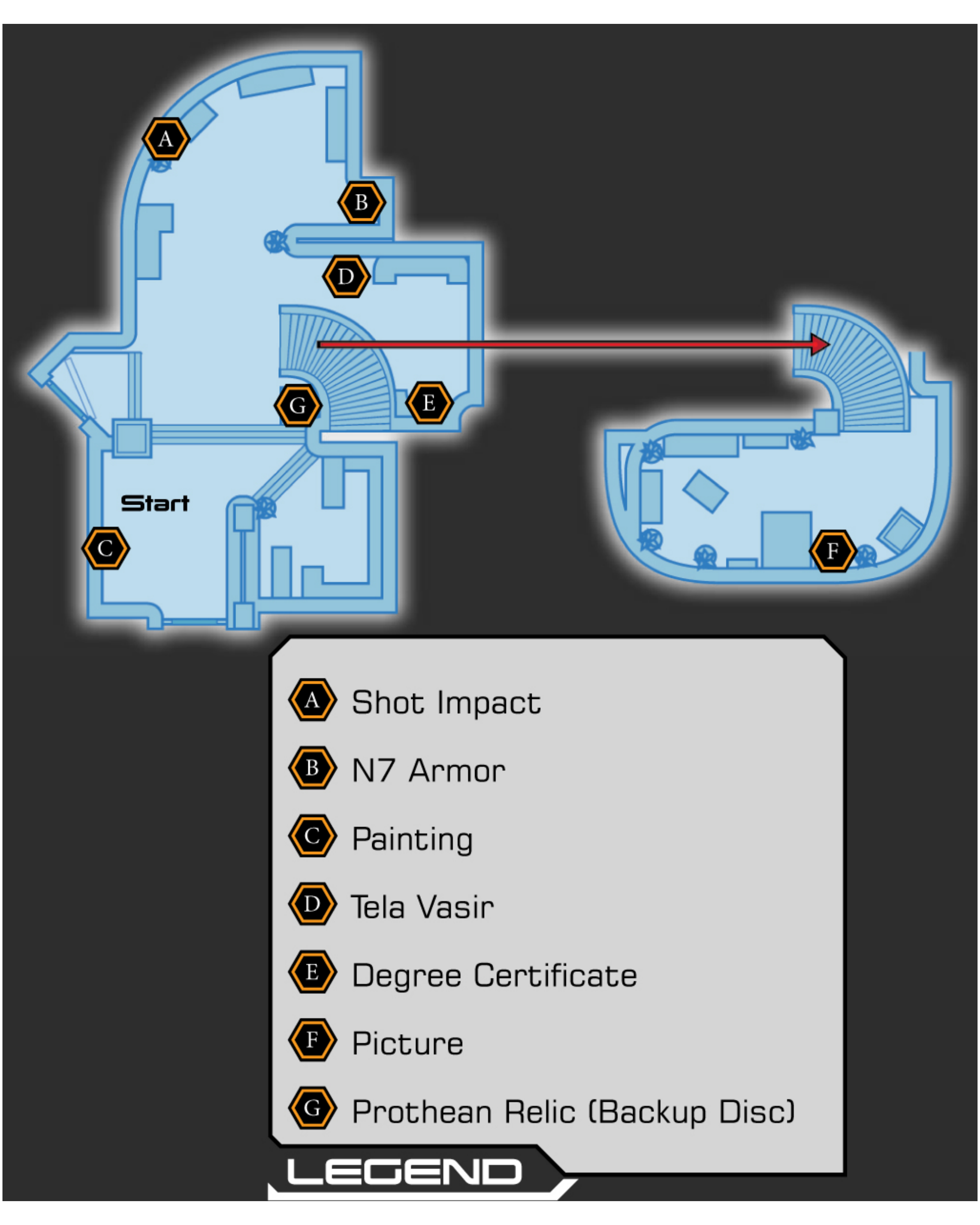
Spoils of War > Resources > Element Zero: 1,000

Spoils of War > Resources > Palladium: 1,000

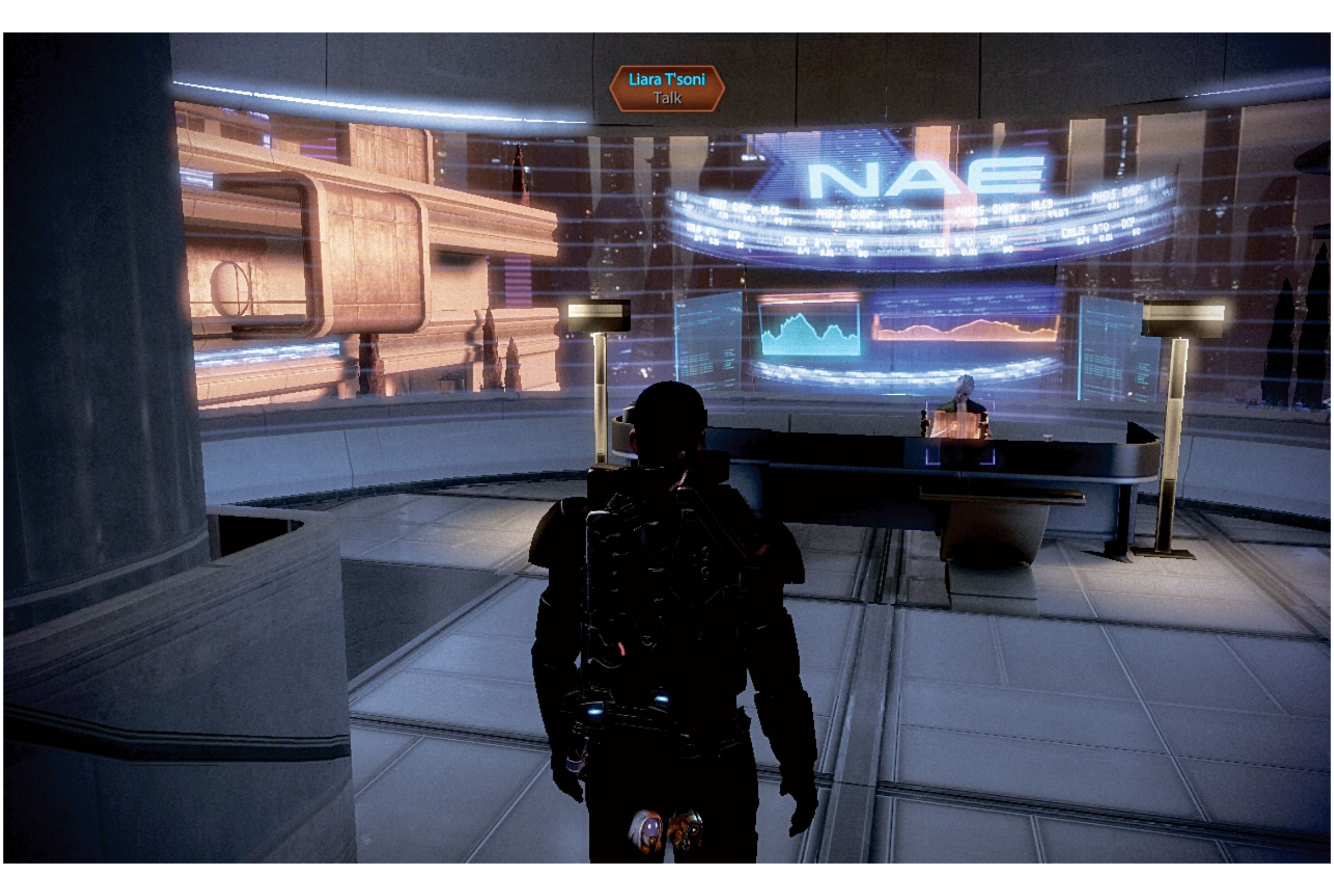
Intersecting Missions

- Special Assignment: Male or Female Shepard >
- Romance > Liara T'Soni

Part 1: Learning Liara's Information



Locate the trading floor of Illium, and visit Liara in her office nestled above **[001]** . Speak to her about the Shadow Broker, and she reveals she may have information about the elusive entity's location, stemming from a conversation between agents.



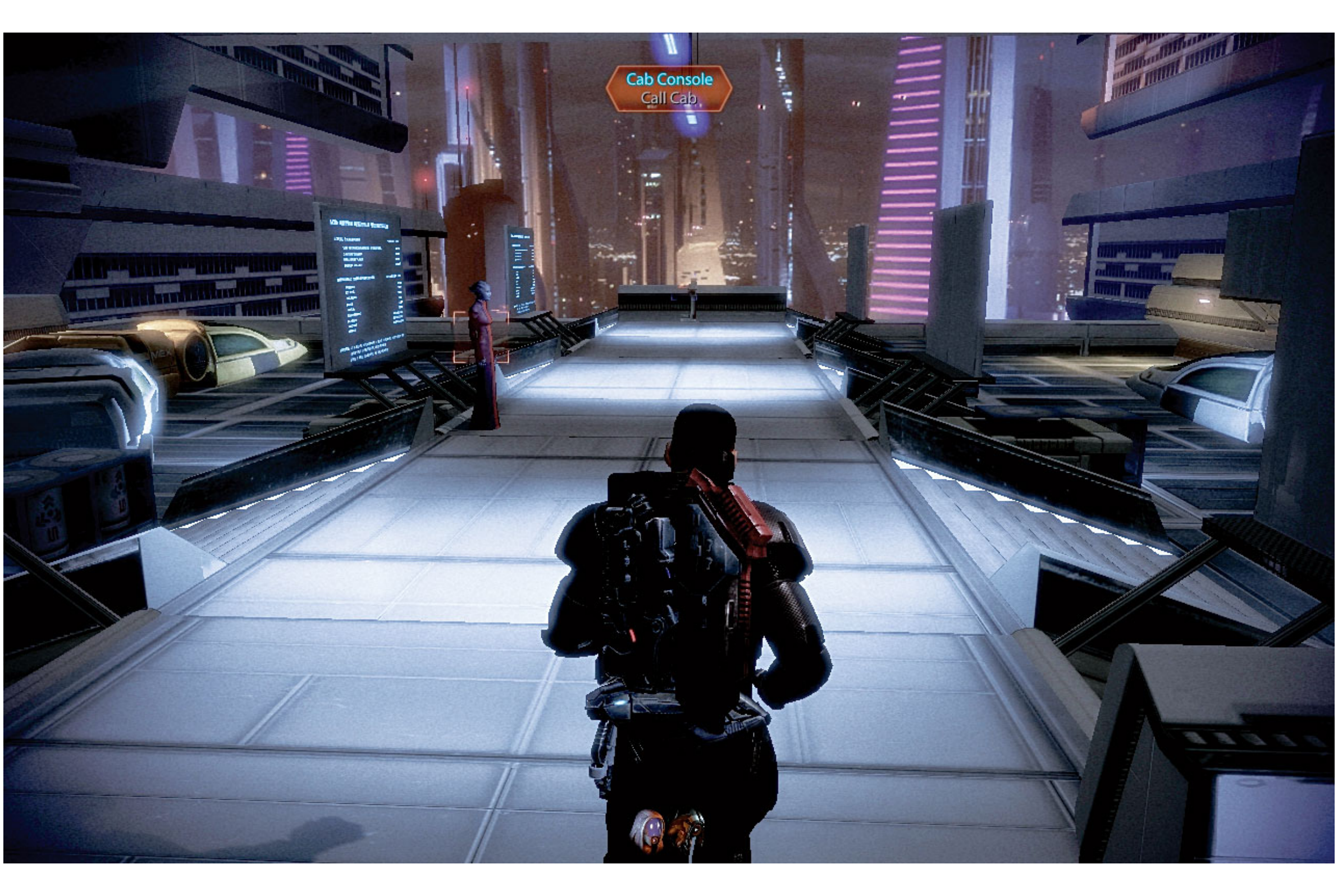
[001]

It also transpires that her erstwhile (and double-dealing) drell partner, Feron, may be alive. Liara knows that despite his faults, Feron sacrificed himself for her, and she wants to know his fate.

She's also been uncertain about Shepard **[002]** ; not knowing the commander's fate for two years, and keeping Shepard's dog tags safe on her desk.

[002]

Liara leaves to figure out a plan, and allows you to check her terminal for any additional information. The only item of interest is intel pertaining to Samara and Thane, but only if they haven't been recruited yet; otherwise there is no further knowledge to access.



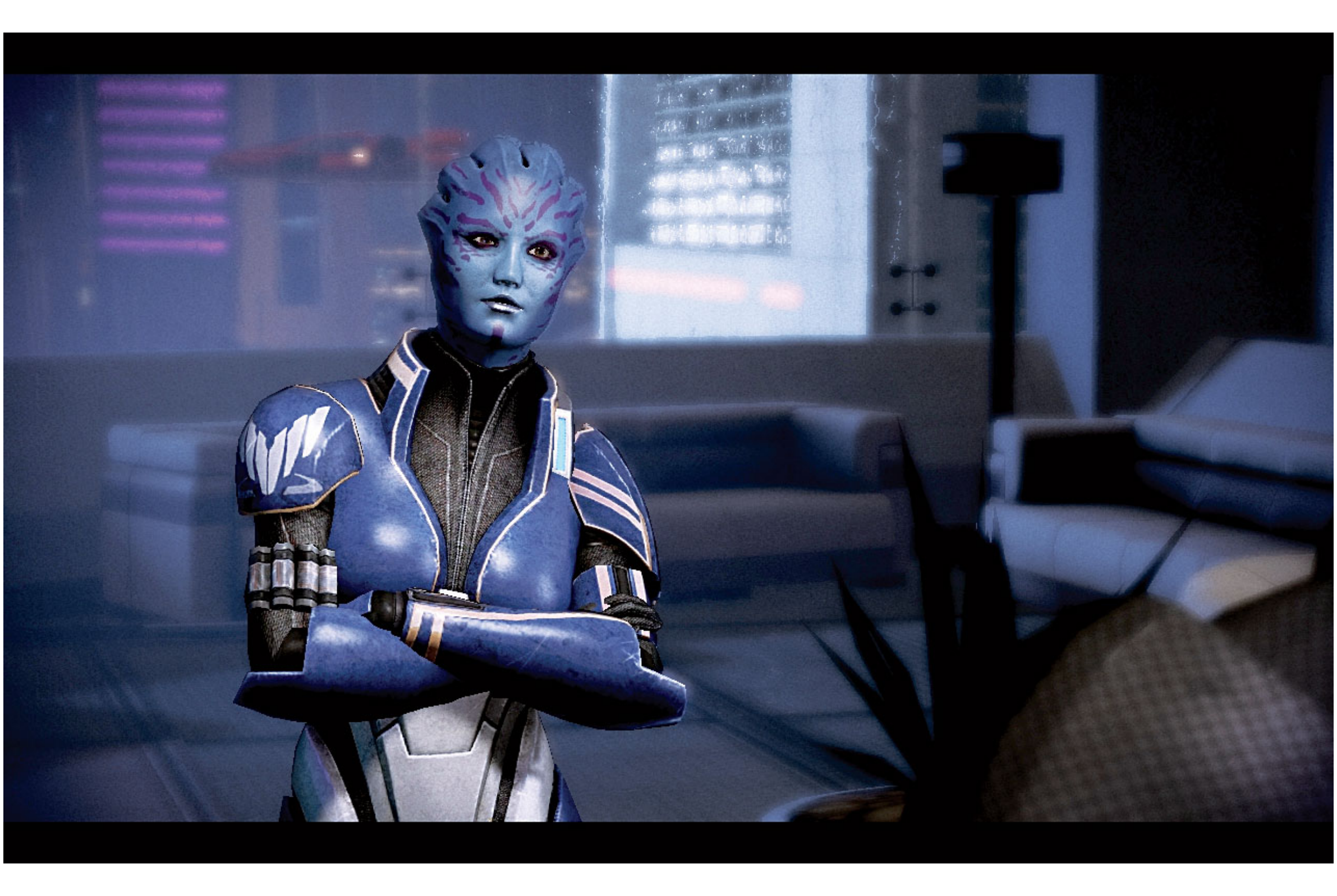
[003]

Head to the transportation hub **[003]** , near the police station, and locate the taxi rank on the edge of the structure. Hail the cab from the terminal, which soon arrives to whisk you to Liara's apartment. You can now choose two team members for your squad.

Choose one member with strong biotic powers, such as Jack, Miranda, or Samara. The other can complement your chosen fighting style; either aggressive like Grunt, or a sharpshooter such as Zaeed. Kasumi is another good choice.

When you've decided, you're met at the apartment by a Spectre officer named Tela Vasir.

Searching for Clues

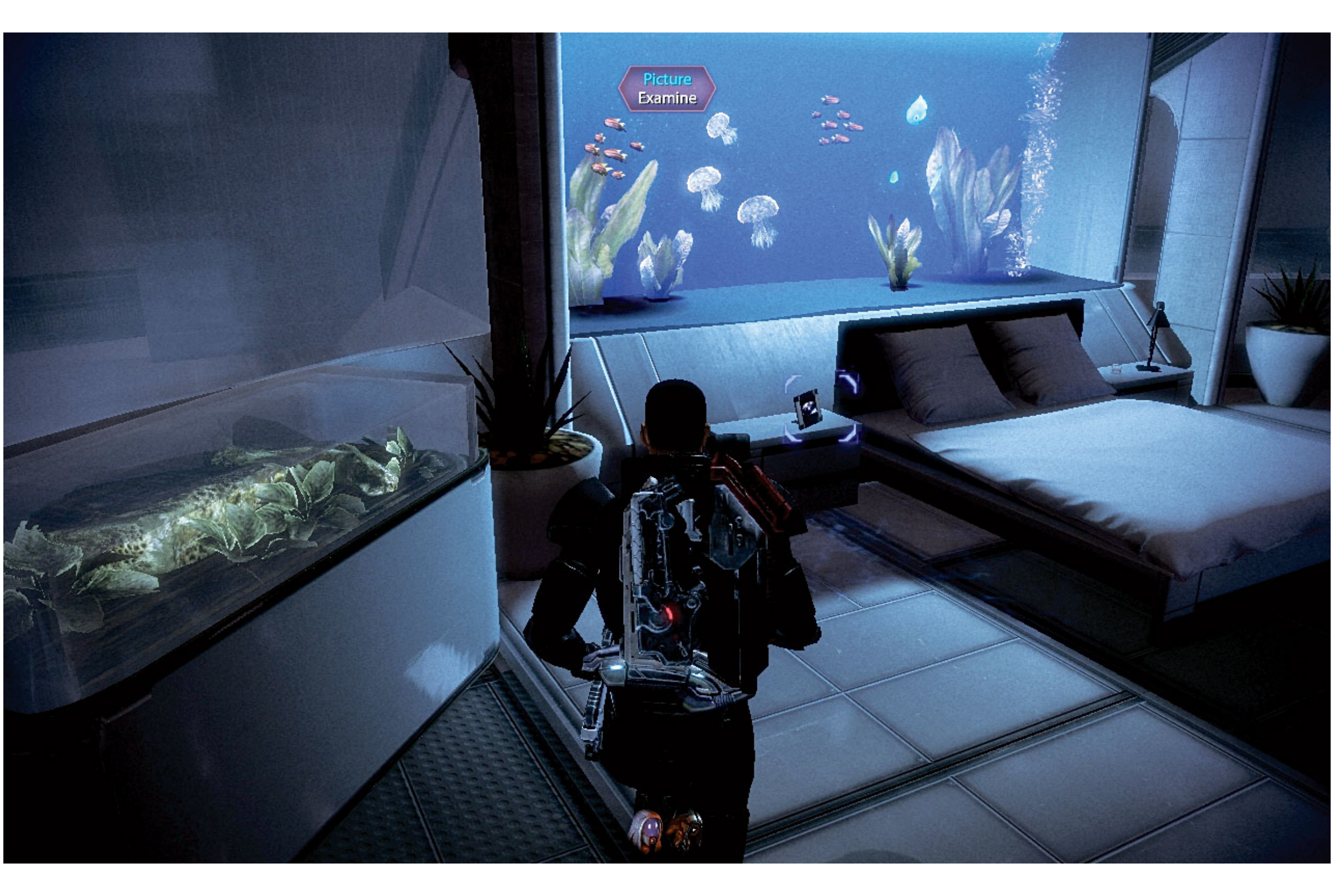


[004]

As Shepard arrives, the squad is surprised to see the apartment is cordoned off while a crime scene being checked by the police. The place is under the jurisdiction of a Spectre named Tela Vasir **[004]** .

The Illium police officers are instructed to leave, and Tela begins to talk to Shepard, congratulating him on his reinstatement as a Spectre if this has occurred. Shepard tells Tela he was meeting Liara here, and the Shadow Broker connection is mentioned.

Liara should have left information in her apartment, and so the search begins.



[005]

Begin a thorough inspection of the premises **[005]** . The following clues help you build a timeline of events and Liara's activities:

Area of Investigation	Comments
Shot Impact	Not a standard-issue rifle. A kinetic barrier deflected the shots, but they still penetrated the glass.
N7 Armor	Part of Shepard's old, scarred armor. Tela remarks that someone didn't like the look of you, either.
Painting	This isn't the asari homeworld; Shepard remarks that it is Ilos.
Degree Certificate	A doctorate from the University of Serrice on Thessia. Tela comments she's getting good use out of all that education.
Picture	A picture of the SSV *Normandy* , which switches to a Prothean dig site when Shepard touches it.

Checking Prothean Relics

[006]

As soon as you pick up the picture, Tela realizes it is keyed to Shepard's signature **[006]** . There are a number of Prothean artifacts scattered about the apartment. Perhaps they hold a clue? Tela suggests you search for one.

Prothean Relic Location	Comments
Upstairs Bedroom: Glass Display Case	Tela exclaims that the objects must be worth a fortune. But they aren't valuable to this mission.
Lower Foyer: Display Case near Painting	Tela isn't impressed, stating Liara was certainly "into ugly."
Lower Foyer: Bottom of the Stairs	As Shepard approaches, a small backup disk protrudes from the case.

[007]

[008]

Shepard beckons Tela over, and they examine the disk before slotting it into Liara's terminal **[007]** . The recording is of a conversation between Liara and a contact of hers named Sekat **[008]** .

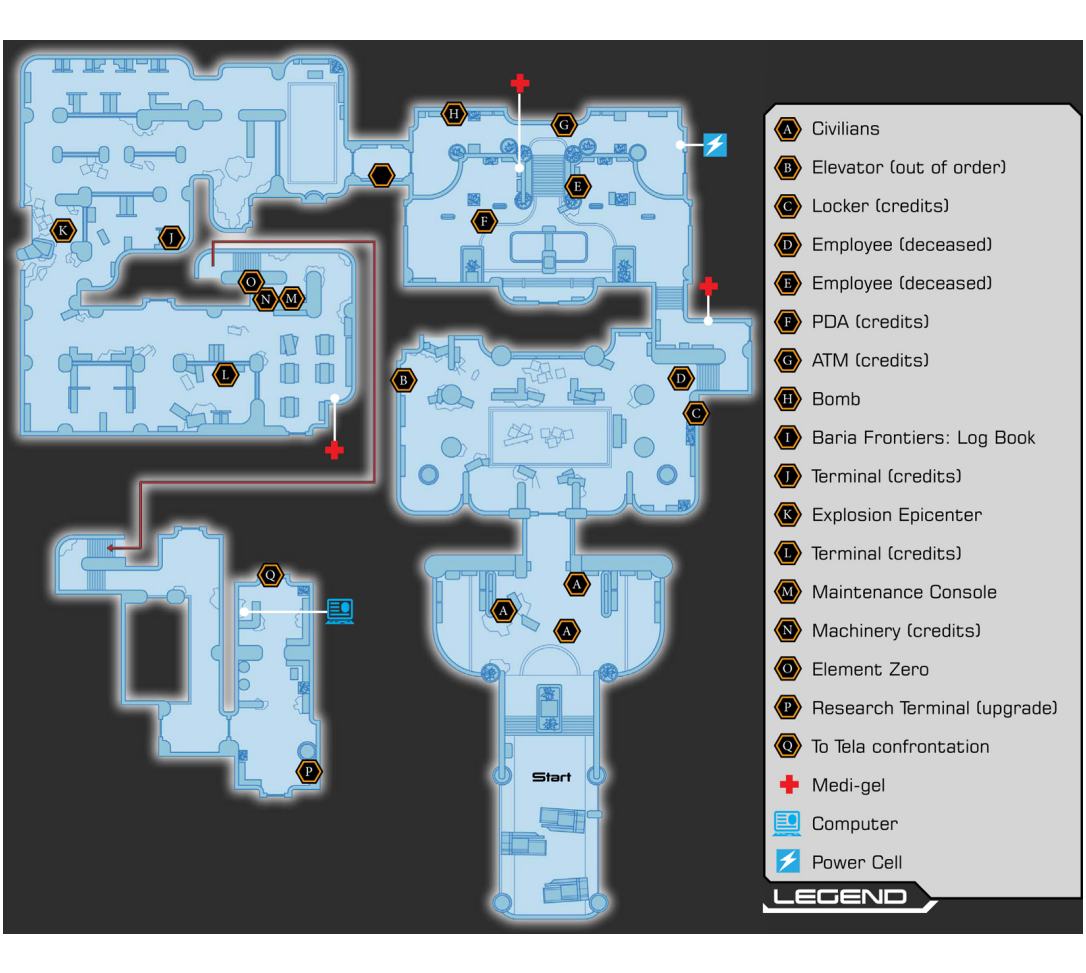
[009]

Sekat remarks that he's narrowed down the location of the Shadow Broker to a cluster—perhaps a star system. Liara is given instructions to meet Sekat at his office in Baria Frontiers in the Dracon Trade Center.

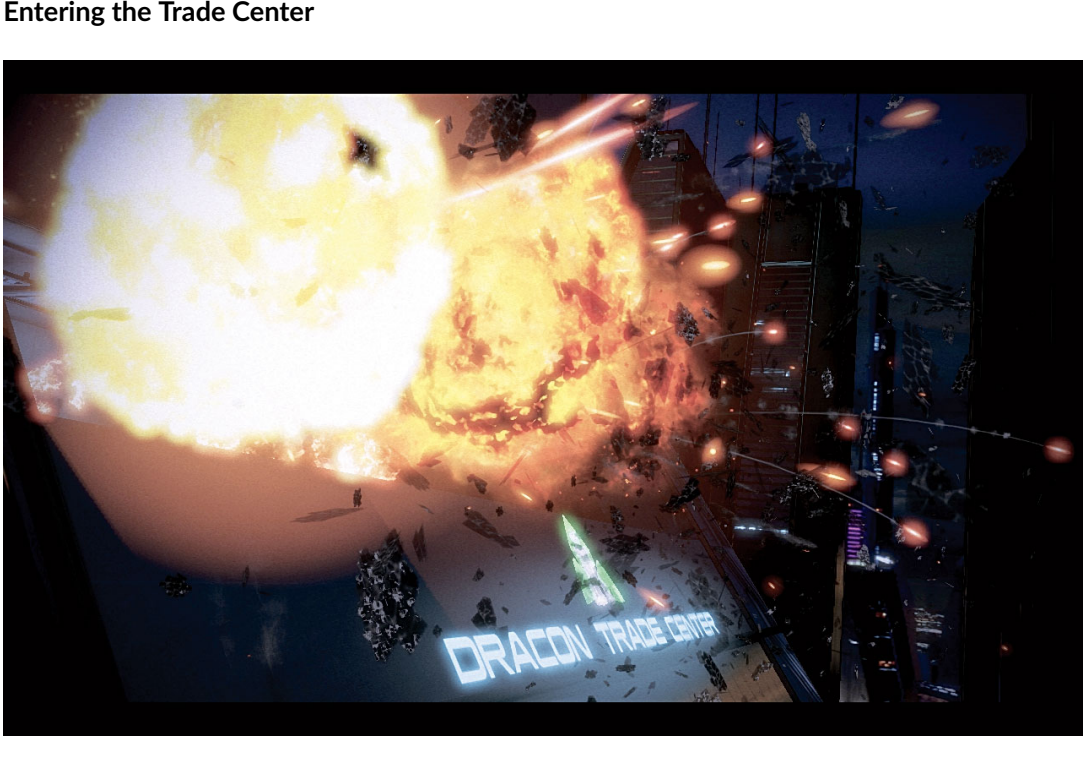
Tela knows where the Dracon Trade Center is, and they head to her skycar to drive to the location **[009]** .

Lair of the Shadowbroker: Dracon Trade Center

Part 2: Dracon Trade Center



Entering the Trade Center



[010]

[011]

As Shepard arrives at the center, Tela mentions that the Baria Frontiers office is on the third floor of the trade center—which promptly explodes in a massive blast of glass and fire **[010]** .

The explosion continues, blowing Shepard and team to their knees as the entire building rocks. Tela shouts that whoever is after Liara just took out three floors to make sure she's dead!

While Tela seals off the building from the roof, Shepard starts at the ground floor and works on finding clues inside **[011]** .

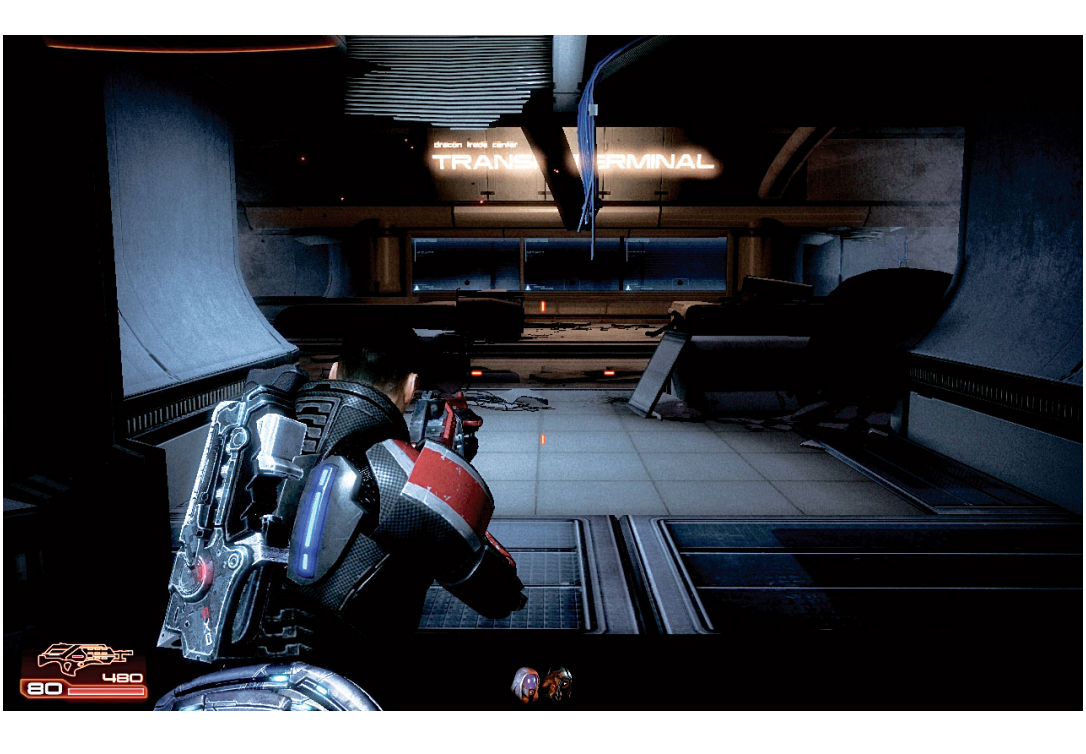
Civilian
Talk

[012]

Move toward the building entrance, optionally talking to the confused and injured personnel picking portions of the structure out of themselves and tending to the badly wounded **[012]** .

They offer no further clues, so head straight for the door, pass by the empty security office, and enter the transit terminal lobby.

Finding Baria Frontiers



[013]

to ATRIUM OFFICES
DINER

[014]

Automatic sprinklers and announcements are going off as you enter the debris-strewn lobby **[013]** . The elevator to the far left isn't safe to use, so you'll need to take the stairs up to the atrium offices **[014]** .

Close by the steps up to the next floor is a locker. Check it for credits. At the foot of the steps is a dead employee of Baria Frontiers. He didn't make it, and Tela reckons Liara's informant isn't likely to be alive, either.

Head up the stairs, passing the (locked) diner, and snagging some medi-gel from the wall.

Spoils of War > Locker > Examine > 3,750 Credits

Medical Station > Open > Med Kit > 100 Credits

Dead Employee
Examine

[015]

Bomb
Examine
BARIA FRONTIERS

[016]

Step out into the large, open-air atrium level. Still impressive, the plaza bears the marks of the recent explosion, and holds the offices of Nezo Transportation and the Salarian Embassy.

Both offices are closed. A slumped (and dead) employee should be inspected **[015]** ; he's peppered with bullets, leading Shepard to believe military-grade hardware was used in the attack.

Check the corpse across the plaza for a PDA with credits, and find another medical station on the outer left wall of the main stairs. Climb the stairs and hack the ATM for further credits. Check to the right, at the (closed) entrance to Exsolar Shipping, for some power cells. Then pass more casualties and examine a bomb **[016]** , a military-grade explosive device that has failed to detonate.

It doesn't appear to have been armed; Tela reckons it's sloppy work—such devices are used when you don't have time to plan.

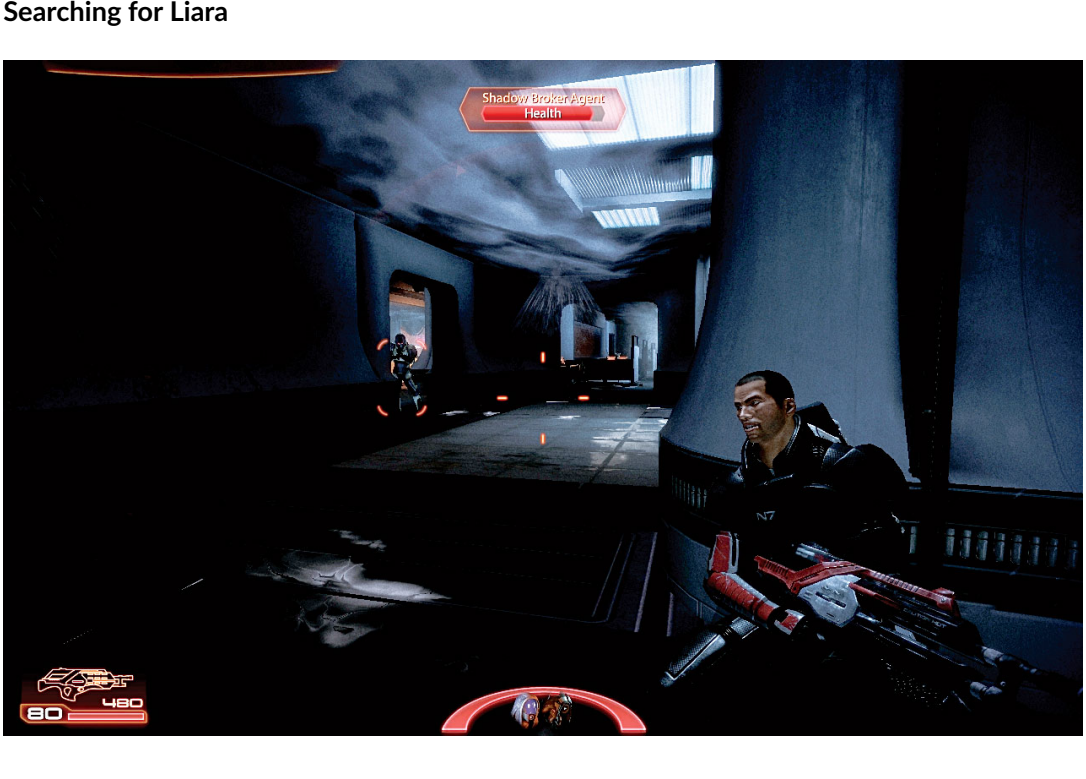
Spoils of War > PDA > Use > 2,500 Credits

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > ATM > Hack > 6,250 Credits

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Searching for Liara



[017]

Shadow Broker Agent
Health

[018]

Adjacent to the bomb is the entrance to Baria Frontiers; enter and use the log book. It appears Liara signed in just a few minutes ago. The sprinkler systems are on, and the automated greeting is playing.

Be on your guard as you round the corner; a flashbang grenade goes off to signal the start of an attack **[017]** . Shepard radios in to Tela to tell her they're pinned down.

Begin to fight the Shadow Broker's private army; this initial attack consists of three agents and a heavy. Use the wall cover to the left and right, and begin to fight back using your preferred weaponry.

The corridor splits into two parallel paths, with an office on the right side and a thoroughfare in the middle. Order your team to split up, with you heading up one of these paths while your squad members take the other **[018]** .

This way you can flush out the foes by outflanking them or firing through the windows and into the next corridors. Once the fight is over, step into the side office to the left and check the terminal.

Spoils of War > Terminal > Access > 3,000 Credits

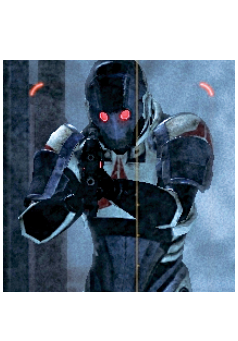
Tip

Your tactics should already be solidified after dealing with other mercenary groups across the galaxy.

One example of an easy takedown is to employ the Cryo power with the sniper rifle and bring each foe down in one powerful and freezing shot.

Enemy Profiles

Shadow Broker Agent



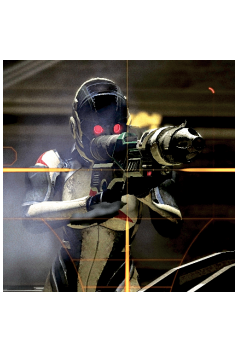
Classification: Minion

Powers: —

Defenses: —

Weapons: Assault Rifle, Machine Pistol, Flashbang Grenade

Shadow Broker Heavy



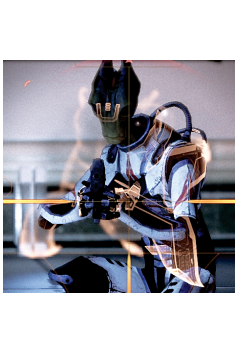
Classification: Minion

Powers: —

Defenses: —

Weapons: Rocket Launcher

Shadow Broker Engineer



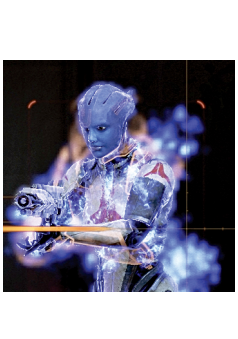
Classification: Elite

Powers: Incinerate, Combat Drone, Shield Boost

Defenses: Shield

Weapons: Machine Gun, Hand Cannon

Shadow Broker Vanguard



Classification: Elite

Powers: Warp, Barrier

Defenses: Barrier

Weapons: Battle Rifle

Notes and Tactics: Although many of the Shadow Broker's forces aren't picked from the finest mercenary forces in the galaxy, they do have access to some of the more impressive weapons, and they utilize the flashbang grenade effectively, usually to initiate combat.

Troopers and heavies aren't renowned for moving in a cohesive pattern, and they look out for themselves rather than each other.

However, their hardware (and in particular the grenades and rocket launcher) are of particular concern.

Approved takedown tactics include watching for exposed body parts (such as heads) while they rest behind cover. Agents and heavy forces do not have shields, meaning they are easily culled.

However, engineers utilize combat drones, and vanguards use shields and barriers and are to be tackled upon sight.

Shadow Broker Vanguard
Barrier

[019]

Shadow Broker Agent
Health

[020]

There are three more agents behind the windowed area ahead of the left office and a heavy farther down the corridor to the left; shoot through the window at their heads before they can react to you **[019]** .

Watch for the foes trying to outflank you as you tackle the vanguard that is also part of the enemy quartet.

Move back into the initial central corridor should you be outflanked, and use the numerous walls and cubicles as cover.

Then push back from the still-blazing bomb site and toward another office area with a main corridor, where further foes are encountered.

These include four or five agents, a heavy, and an engineer; the mixture of combat drones and flashbang grenades means that staying at range and firing, rather than charging in, is a preferred tactic **[020]** .

Have one of your team stay in the corridor as it turns to the left while you rush the offices to the right, and move up in unison.

Your primary target is the engineer, as the combat drone impedes your progress more than flashbang blindness. Then locate the heavy at the far end of the final corridor, watching for those rockets.

The heavy makes his last stand near a medical station. Check that, along with a terminal at the end of the office.

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Terminal > Access > 3,000 Credits

Refined Element Zero
Open

[021]

Shadow Broker Agent
Health

[022]

Pass through the smoking doorway to your left and around to the stairs.

There's a gout of fire burning halfway up, so sidestep into the maintenance alcove **[021]** and use the maintenance console to activate the fire- suppressant systems; then salvage the adjacent machinery.

Open the eezo crate here, too. At the top of the stairs is a balcony with three more agents **[022]** . Drop behind the pillar or railing cover, and send your squad members out to catch their fire and easily drop them.

Head through into the adjoining corridor and locate the circular research terminal for an upgrade to your heavy pistol.

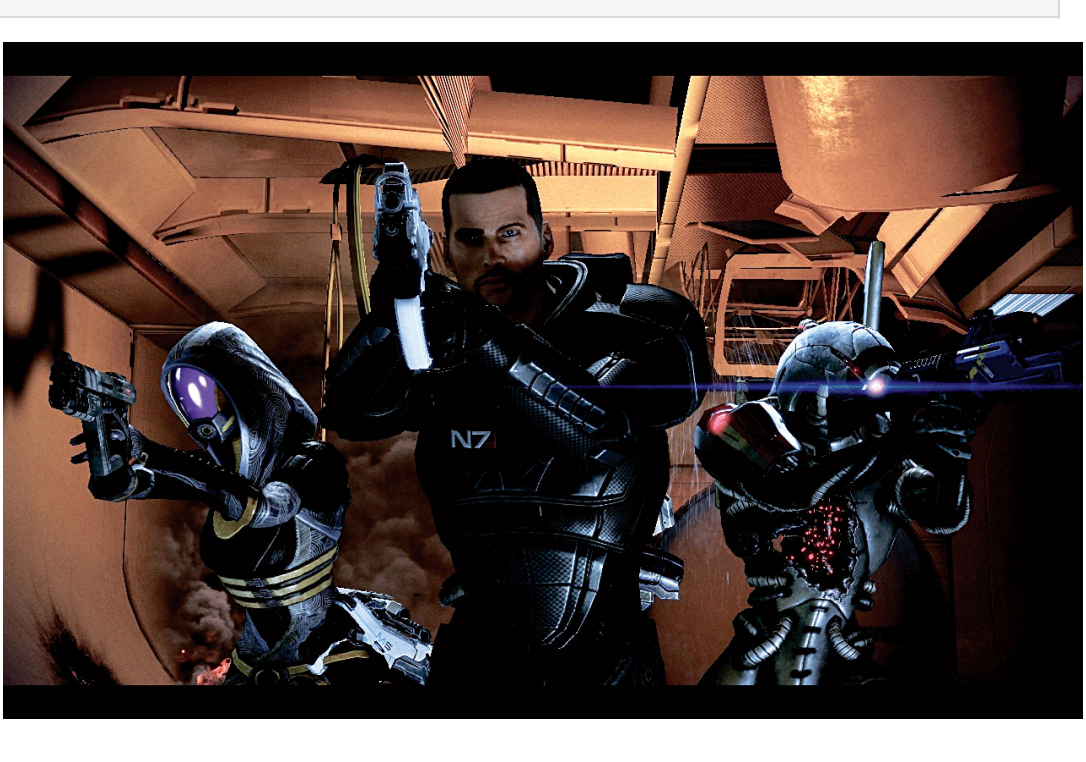
Pass between the small patches of fire and smoke, to a reception desk with a door, as well as a wall safe to open for credits. Then open the door.

Spoils of War > Resources > Refined Element Zero > Open > 1,000 Element Zero

Spoils of War > Machinery > Salvage > 1,500 Credits

Upgrade > Research Terminal > Access > Heavy Pistol Damage

Spoils of War > Wall Safe > Open > 5,000 Credits



[023]

[024]

Liara's salarian contact is executed by a Shadow Broker agent just before Tela arrives, levels her weapon at the agent's head, and pulls the trigger.

Shepard's team barges into the room **[023]** just as the agent crumples to the ground. Shepard inspects the corpse of Sekat, and Tela asks if Liara's body has been found.

Moments later, Liara herself answers that question, stepping through the door with a gun pointed at Tela **[024]** . Liara accuses Tela Vasir of sneaking into her apartment.

Shepard's team draws their weapons. It seems Tela signaled the Shadow Broker's forces and was responsible for Sekat's demise.

[025]

[026]

Tela confirms she has the data, then forms a biotic energy wave to crack the building's glass and stop Shepard's team. Liara raises a barrier to prevent the team from being struck by Tela's attack, and Tela turns and runs.

Shepard tackles Tela and they grapple as they fall from the window **[025]** . Vasir slows her fall and throws Shepard to the ground, stepping toward him before Liara leaps down.

Tela flees with Liara chasing after **[026]** , knocking down two agents as they head for the steps. Shepard is about to follow when agent reinforcements arrive from the Eldfell-Ashland Energy offices.

Pursuing Vasir: On Foot

Shadow Broker Heavy
Health
ELDFELL-ASHLAND ENERGY

[027]

You appear behind cover across from the Eldfell-Ashland offices and must quickly deal with a heavy and two agents, followed by a further trio of agents and a vanguard **[027]** .

The low walls of the fountain provide excellent cover, allowing you to snipe heads and punish foes from a distance. When the combat abates, head and descend the steps, checking the area for any thermal clips.

Shadow Broker Agent
Health

[028]

Further Shadow Broker forces are in the entrance foyer **[028]** ; there are 8–10 agents, along with a heavy and an engineer. Target the latter two foes first, using the pillars, low walls, or circular terminal to the left as cover.

Quickly remove the threats already in the room, and then concentrate on reinforcements dashing in from the entrance; use area-of-effect weapons to take down more than one, or quickly tag each before they can split up.

Then exit the structure via the door you used to gain entry.

Tip

Those enemies keep on coming, but if you reach the exit door, you automatically leave the trade center, without having to expend additional ammunition. However, sprinting to the door can get you killed.

Sentinels and vanguards can reach the door using protective abilities, but soldiers need to fight their way there.

[029]

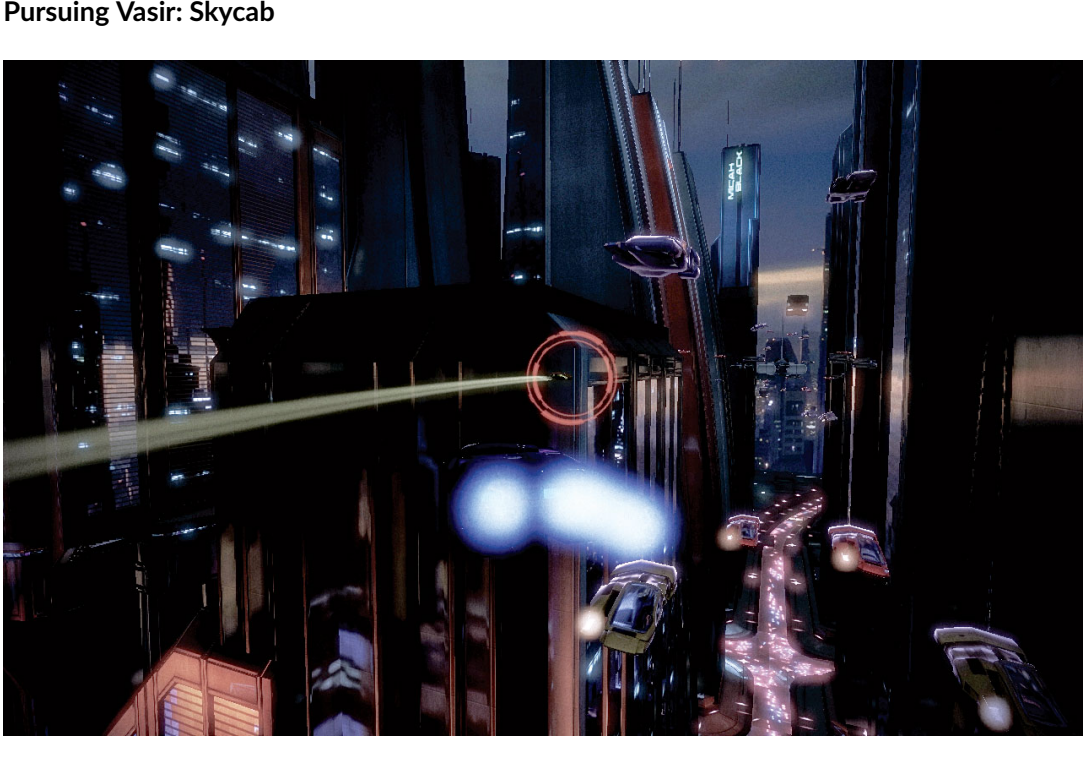
Vasir and Liara are embroiled in a skirmish **[029]** where the renegade cop parked her skycar, which she leaps into. Liara commandeers a skycab, and Shepard leaps into the seat.

There is room for one other squad member, who assists you with Liara for the remainder of this mission. You begin a vehicular chase through the Illium conurbation.

Note

Your team now consists of Liara, Shepard, and the third squad member. As Liara is a powerful biotic, you may wish to complement your team with someone more seasoned in gunplay.

Pursuing Vasir: Skycab



[030]

You're given the controls of the skycab **[030]** , which consists of left and right steering, plus a boost.

Keep your eyes peeled for the sides of buildings and other vehicles, and boost as you come out of targets, if Tela's vehicle is too far away and warning signs are displayed, or if you have a long distance straight ahead of you.

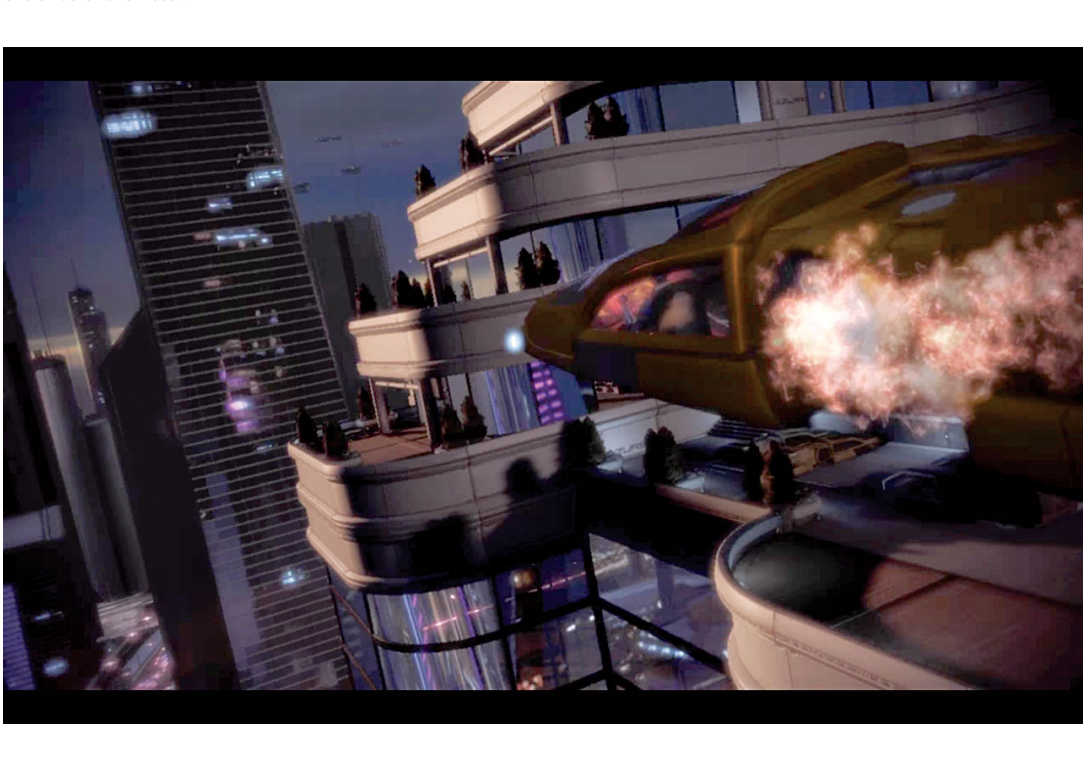
Boosting reduces the steering capabilities of your skycab, so never boost while attempting a corner or other sharp maneuvers.

During the chase, usually witty banter is exchanged, until the chase becomes more violent; Vasir begins to drop proximity mines, which should be deftly avoided by steering around them, and boosting afterward if you're losing your target.

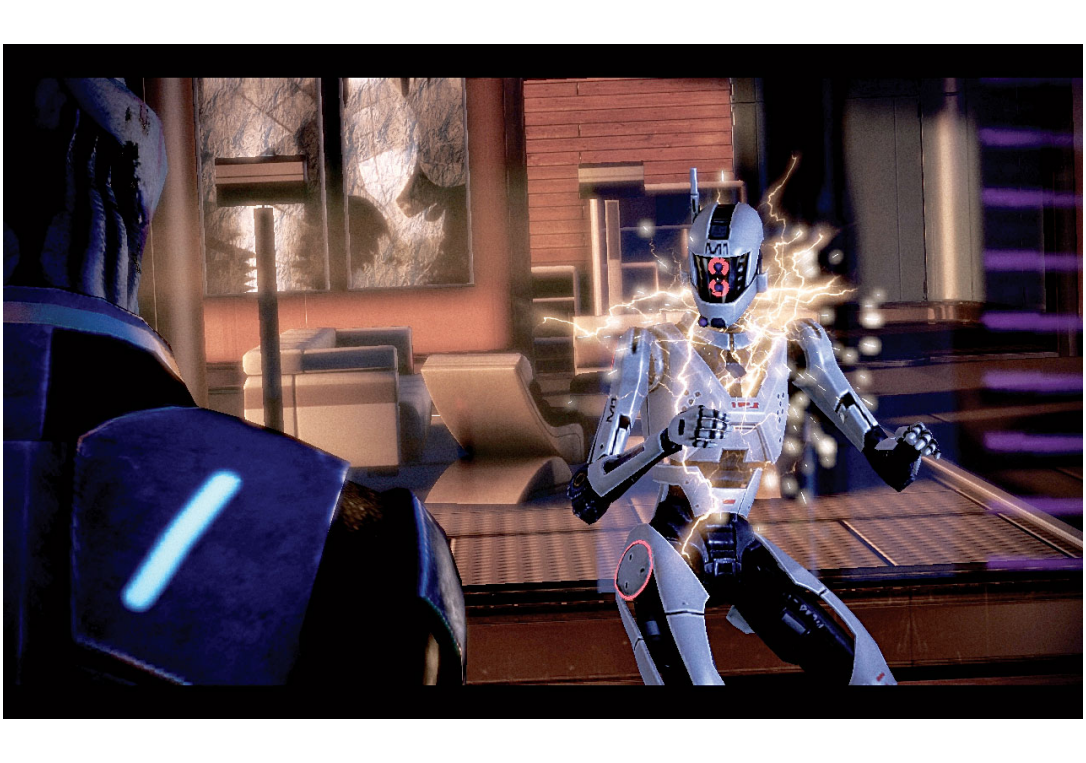
The chase concludes with a hectic back-and-forth side shunting at high altitude, which ends with Vasir's car colliding with another vehicle, spinning wildly, and crash-landing onto the upper balcony of a nearby structure **[031]:** the Azure Hotel.

As Shepard brings the chase craft around, Tela extricates herself from the flaming vehicle and deals quickly with an inquisitive security mech **[032]** .

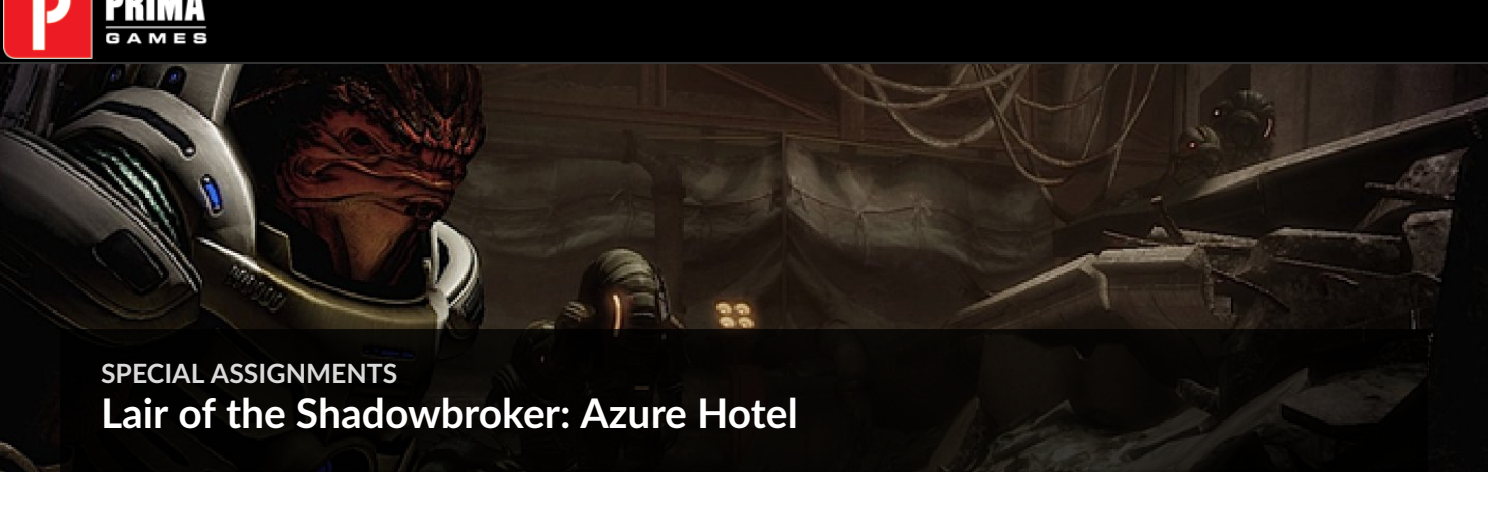
Requesting backup, she dives into the hotel while Shepard lands the skycab at the parking lot in the penthouse balcony entrance of the hotel.



[031]



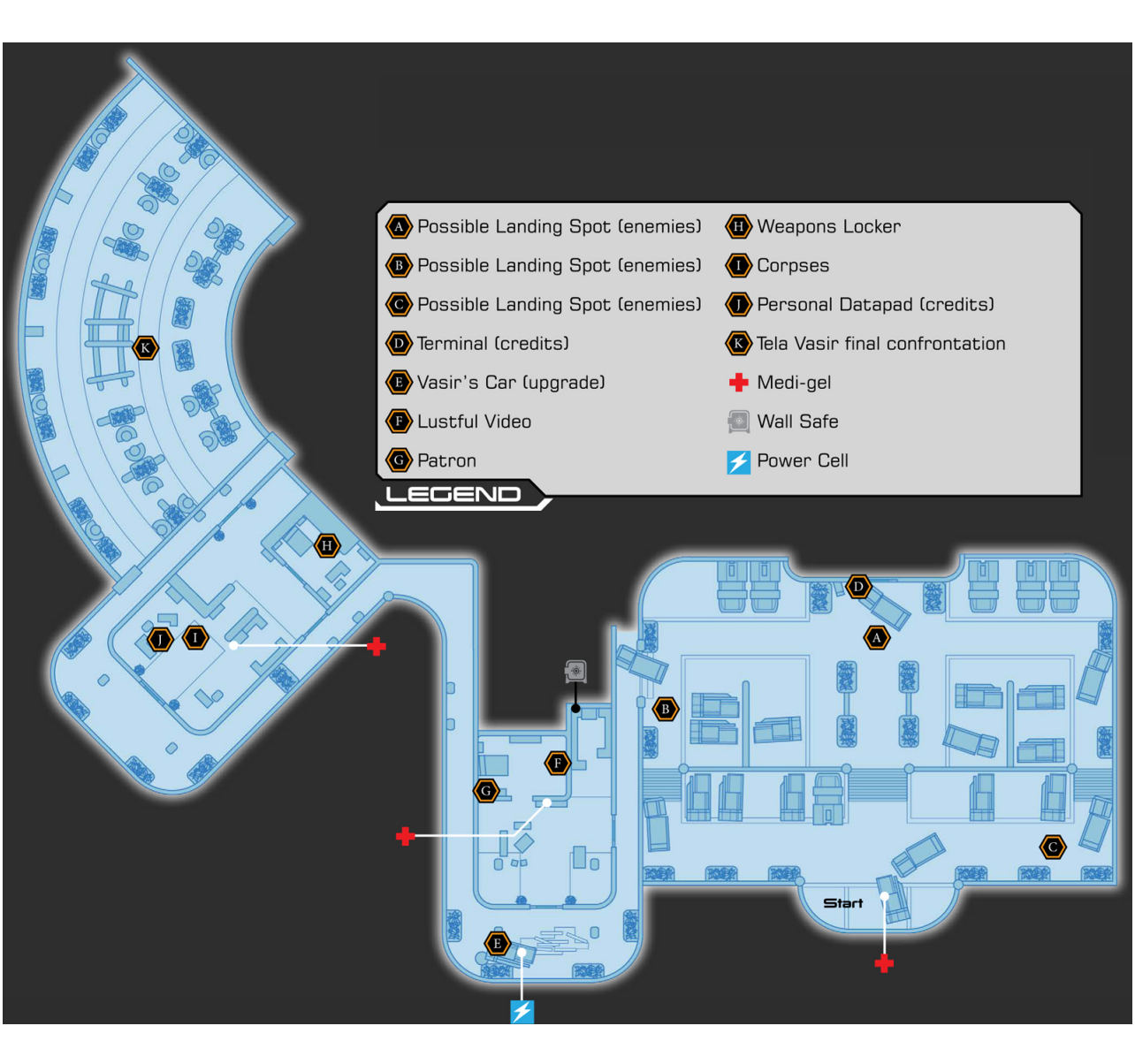
[032]



SPECIAL ASSIGNMENTS

Lair of the Shadowbroker: Azure Hotel

Part 3: Azure Hotel


A Possible Landing Spot (enemies)
B Possible Landing Spot (enemies)
C Possible Landing Spot (enemies)
D Terminal (credits)
E Vasir's Car (upgrade)
F Lustful Video
G Patron
H Weapons Locker
I Corpses
J Personal Datapad (credits)
K Tela Vasir final confrontation
Medi-gel
Wall Safe
Power Cell
LEGEND
Start

Liara T'Soni

Weapon Proficiency > Heavy Pistols

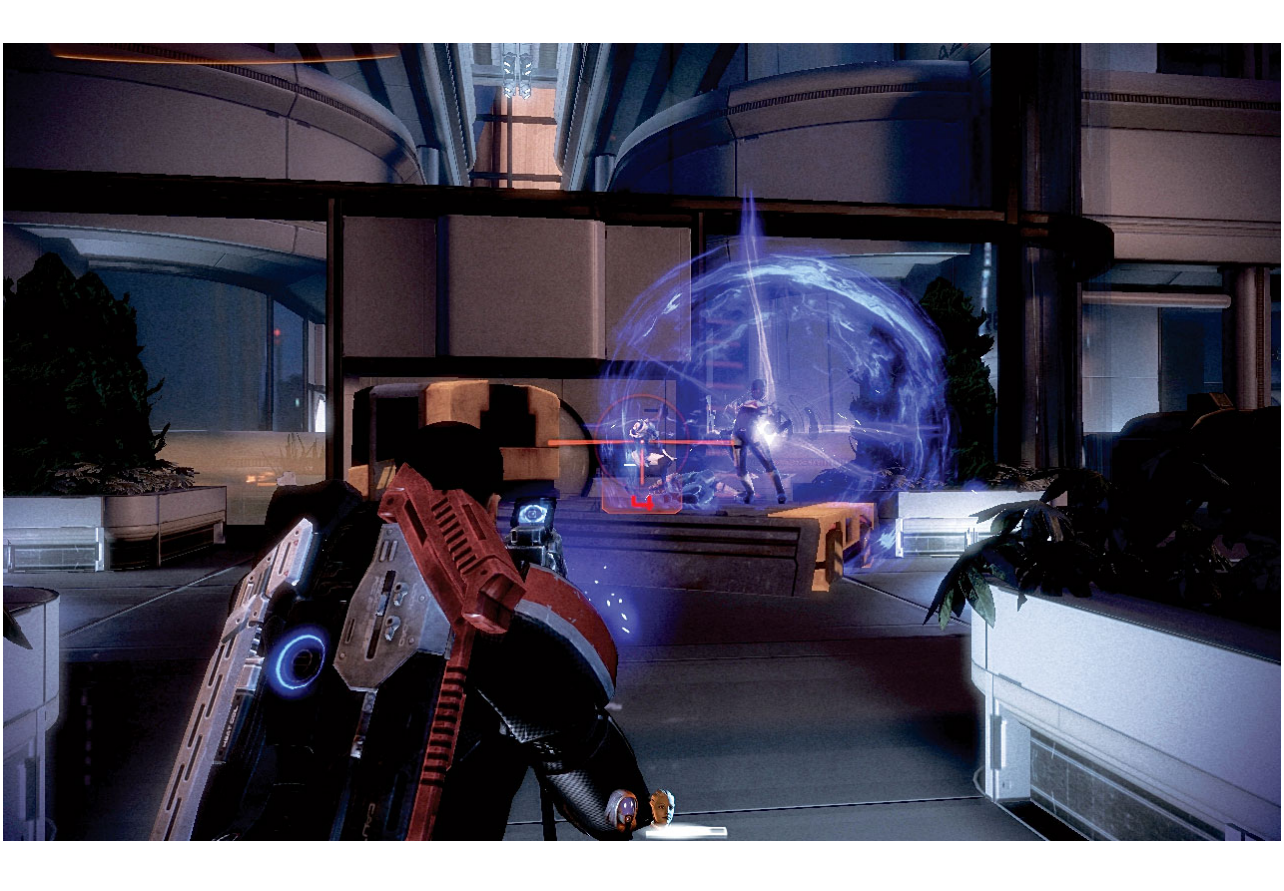
Weapon Proficiency > Submachine Guns

Class: Asari Scientist

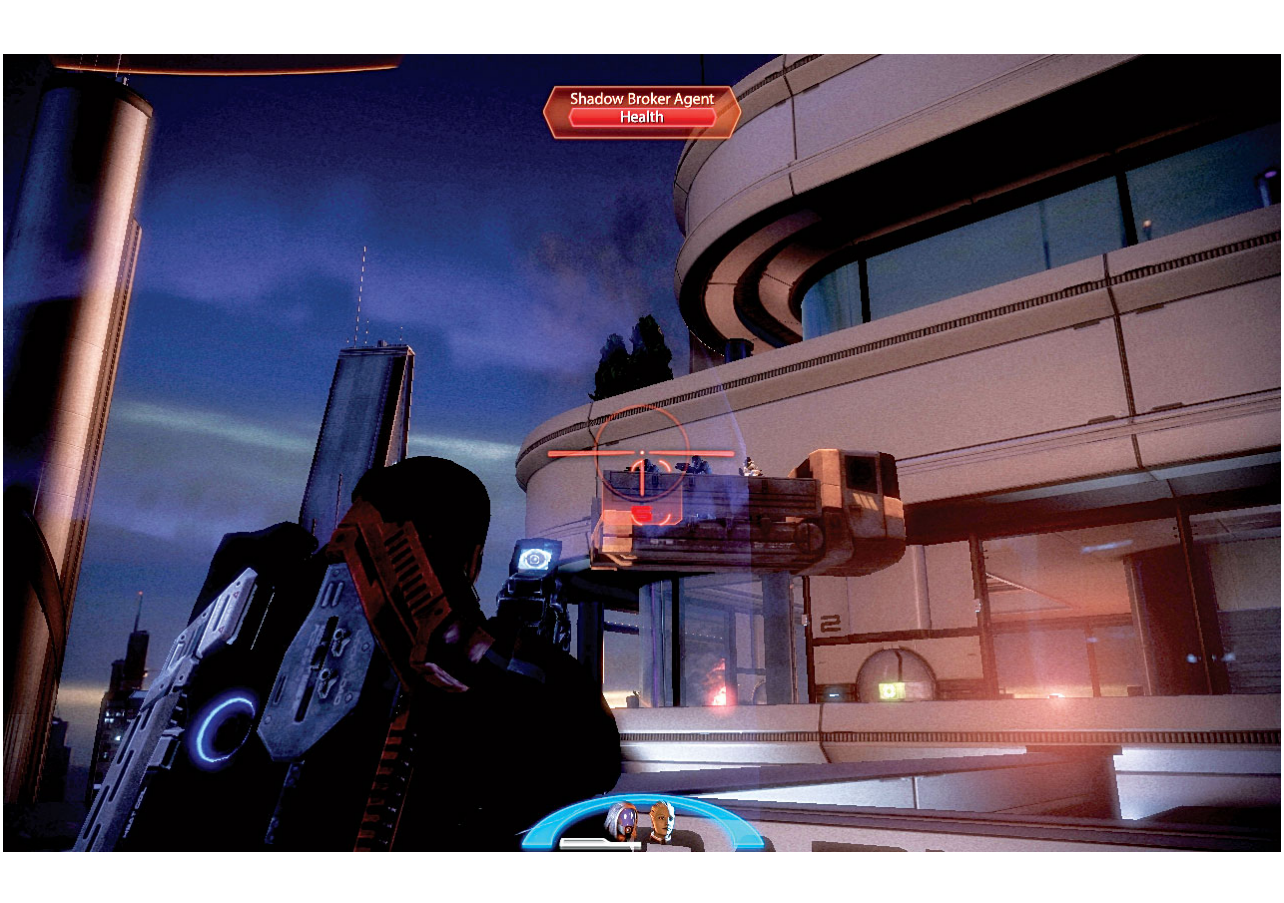
- Powers > Asari Scientist
- Powers > Singularity
- Powers > Stasis
- Powers > Warp > Unlocked at Singularity 2

Liara is now a member of your squad for the remainder of this mission.

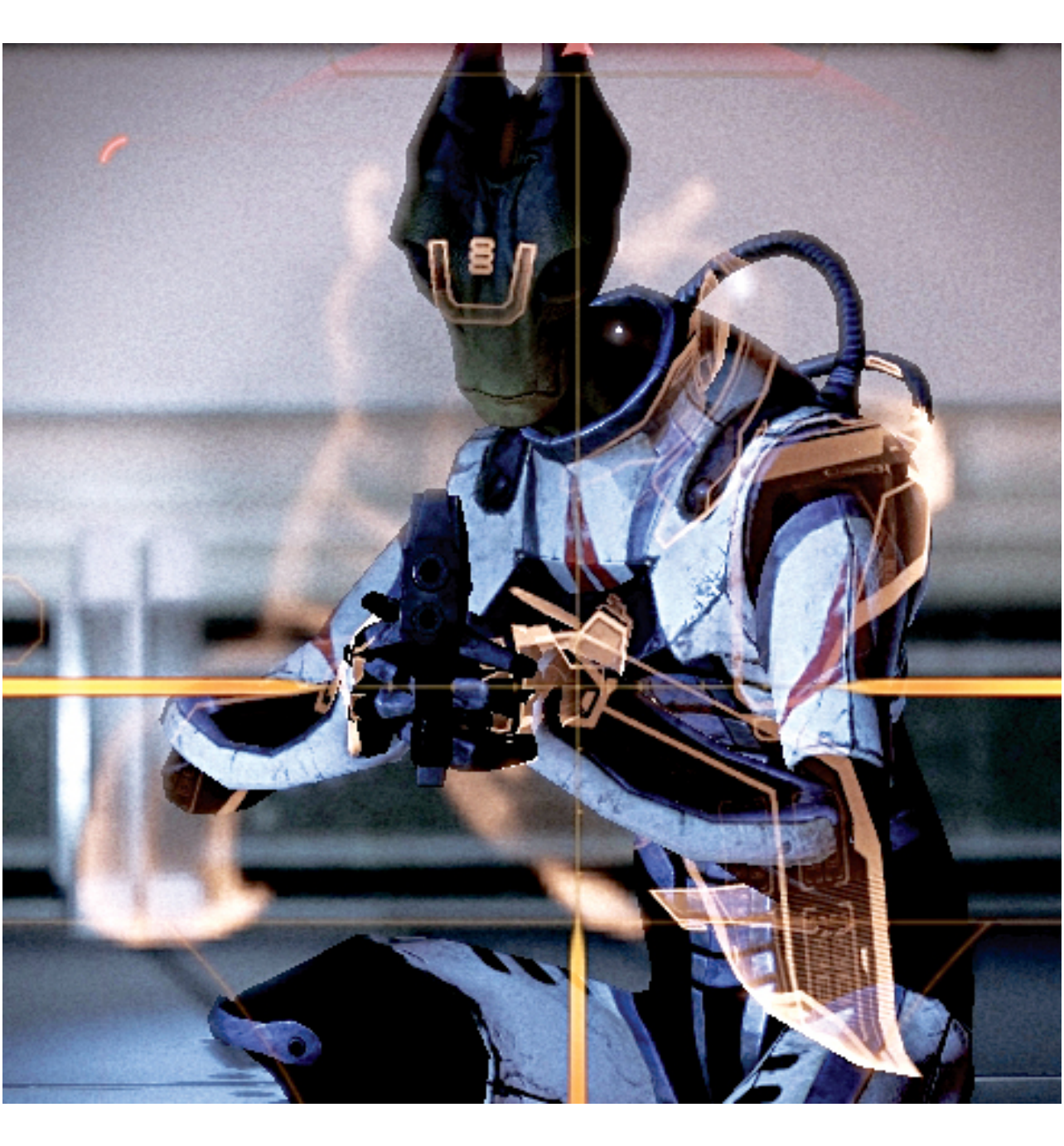
Tracking Vasir



[001]



[002]



[003]

Remove medi-gel from the skycab and prepare to battle the Shadow Broker forces that Vasir requested.

There are six separate waves of agents and engineers, and they appear in a group, but from different directions, one at a time.

The first wave drops in on a cargo vehicle in front of you **[001]** , at the far end of the upper walkway with the planters.

The subsequent waves land off to one of the sides of the upper landing **[002]** , or they can drop in on the parking lot where you started. Defeat one wave, and the next appears, but not before.

Although well-armed, and featuring engineers **[003]** that can cause havoc with a combat drone, the Shadow Broker forces have one important weakness to exploit; they are bunched together on the troop transports that deliver them to your location.

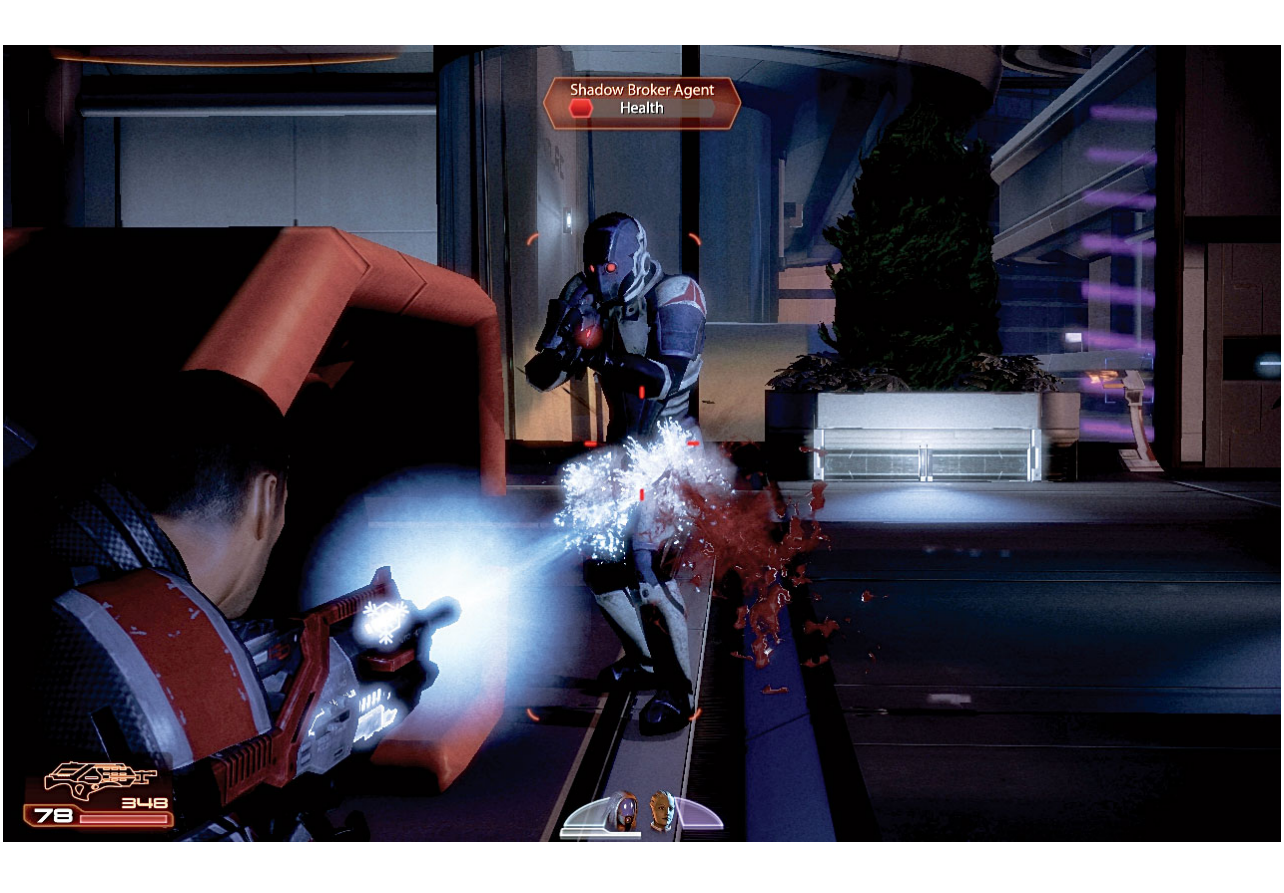
Med Kit > +1 Medi-gel > 100 Credits

Tip

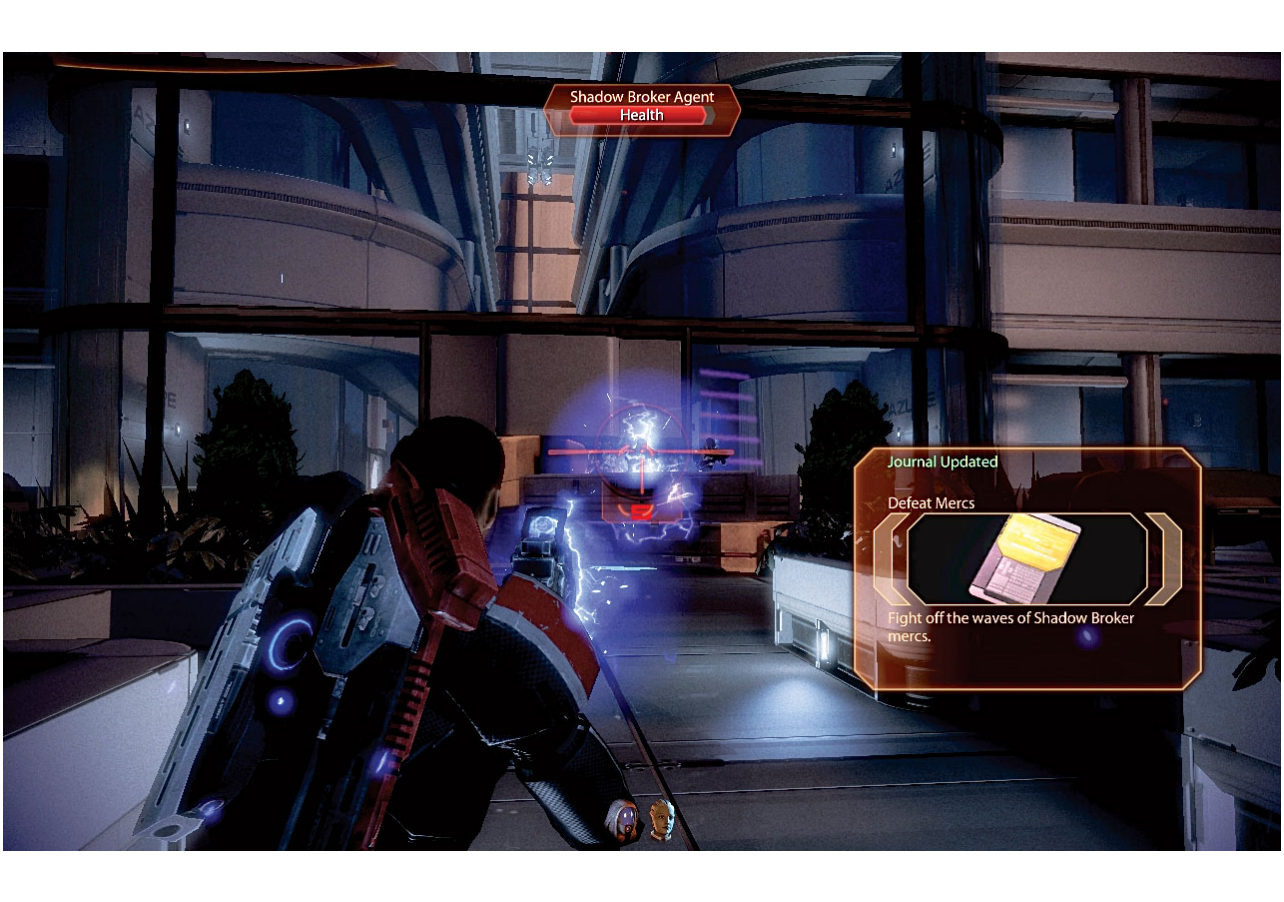
On higher difficulty levels: A subsequent wave appears when one member of the previous wave remains, forcing you to defeat them with haste.

Tip

Thermal clips are dropped by fallen Shadow Broker forces, and should be quickly gathered between waves, lest you run out of ammunition.



[004]



[005]

These Shadow Broker mercenaries are reasonably adept fighters, but it's the engineers you need to target immediately.

Seek cover, and usually the higher ground by the planters, but always be aware that a wave may land behind you.

Methodically target the foes **[004]** , spreading your squad length-wise along a planter; don't spread yourself too thin by splitting your team up or they may be stranded and outgunned.

Combine your favored weapons and ammo and deal with each wave until the battle is over. Then check the door where the first wave landed; near there is a bank terminal to access.

Spoils of War > Bank Terminal > Access > 3,000 Credits

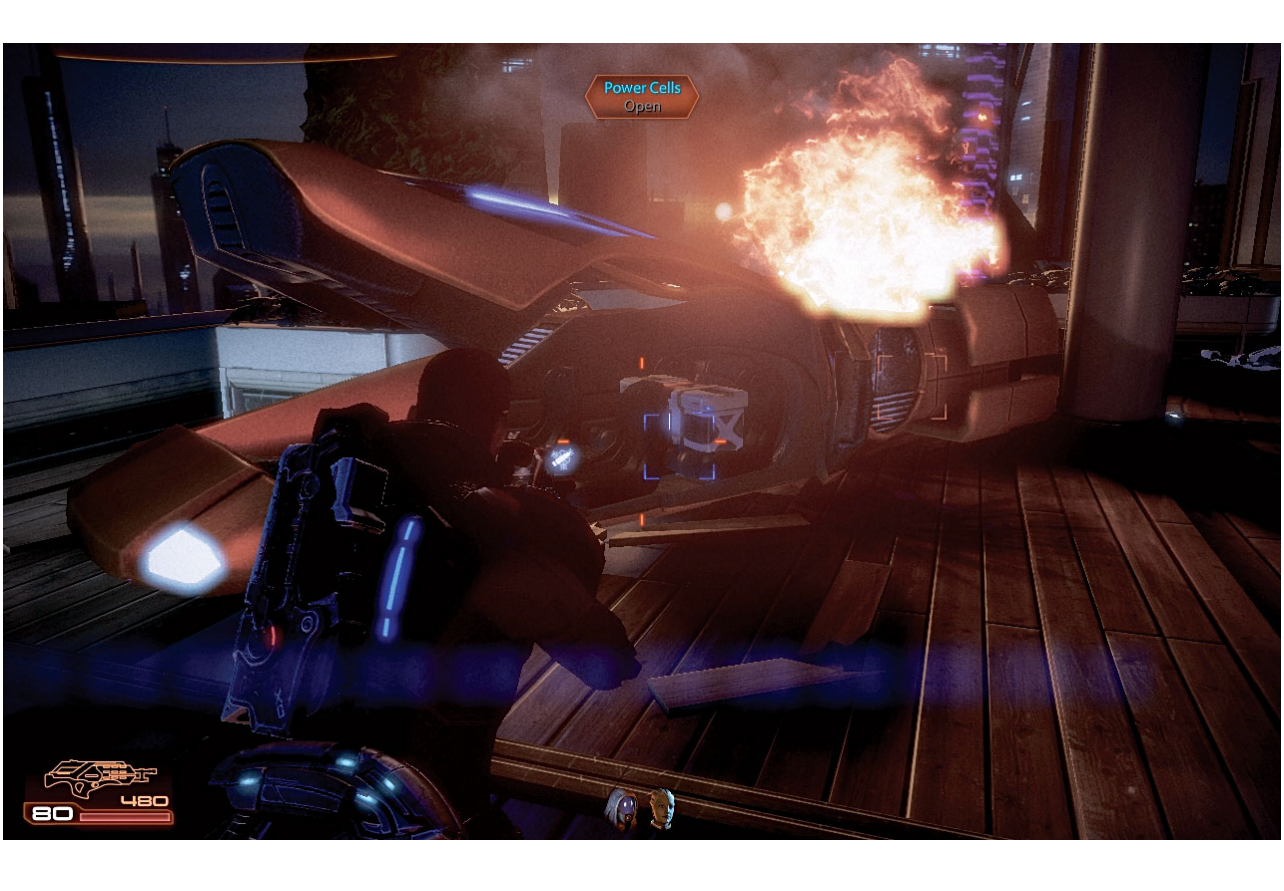
Tip

On higher difficulty levels: Defeat all the Shadow Broker forces in record time and with minimal effort by watching the skies and arming yourselves with appropriately impressive area-of-effect ordnance.

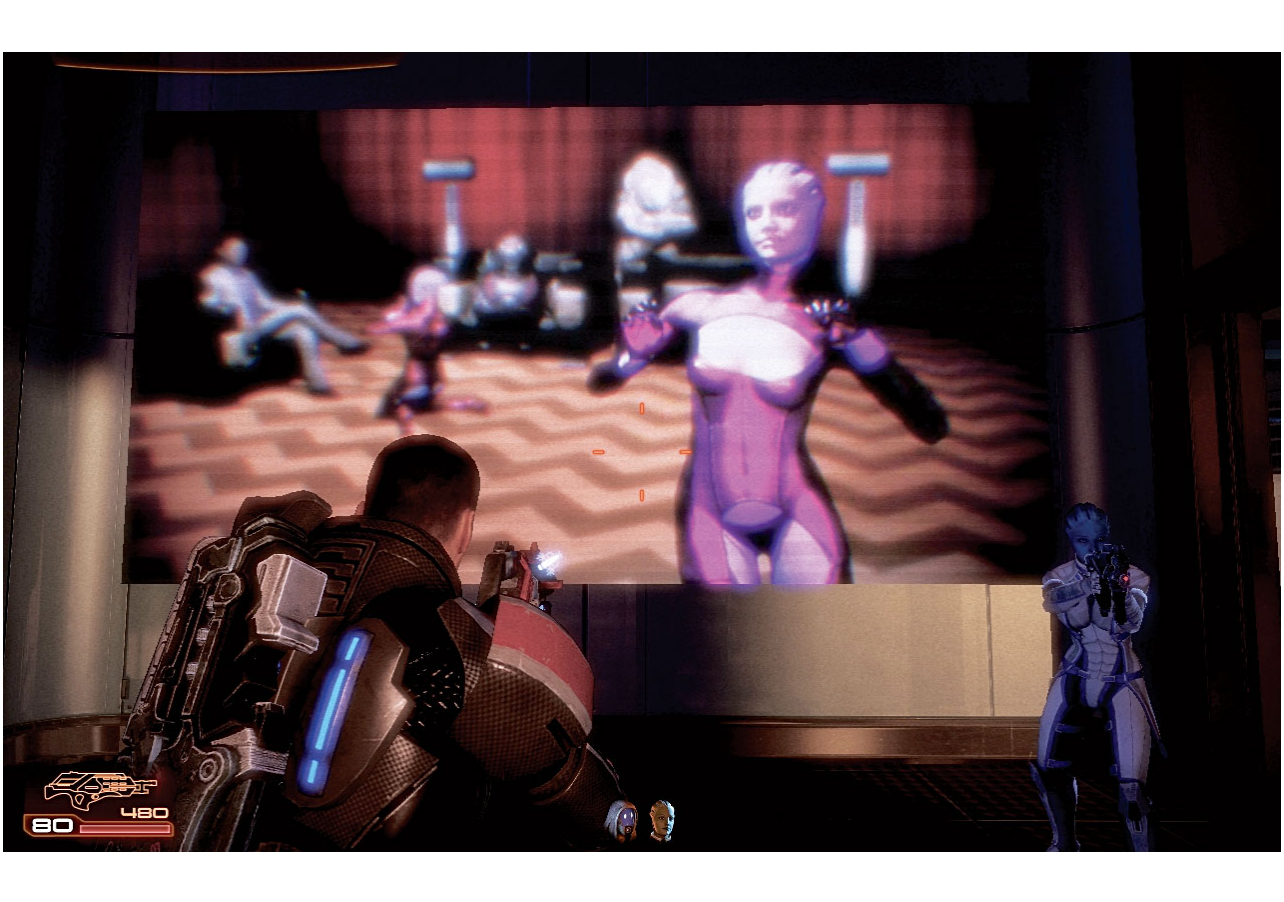
As the vehicle descends, utilize the projector weapons (such as the arc projector **[005]** or M-490 Blackstorm) to catch the enemies before they disembark, or use Area Overload (or Overload) to thoroughly weaken the forces.

Then target the engineer and any remaining stragglers, using regular weapons augmented with Cryo or another favored power.

Following Liara



[006]



[007]

Gather thermal clips before following Liara onto the balcony to the left of the planters, to a penthouse suite, and work your way around to Vasir's crashed vehicle **[006]** .

Search the vehicle for power cells and some research data that upgrades your damage protection. Head into the suite, then bypass and remove the credits from the wall safe in the kitchen, before taking medi-gel from the med kit on the cabinet.

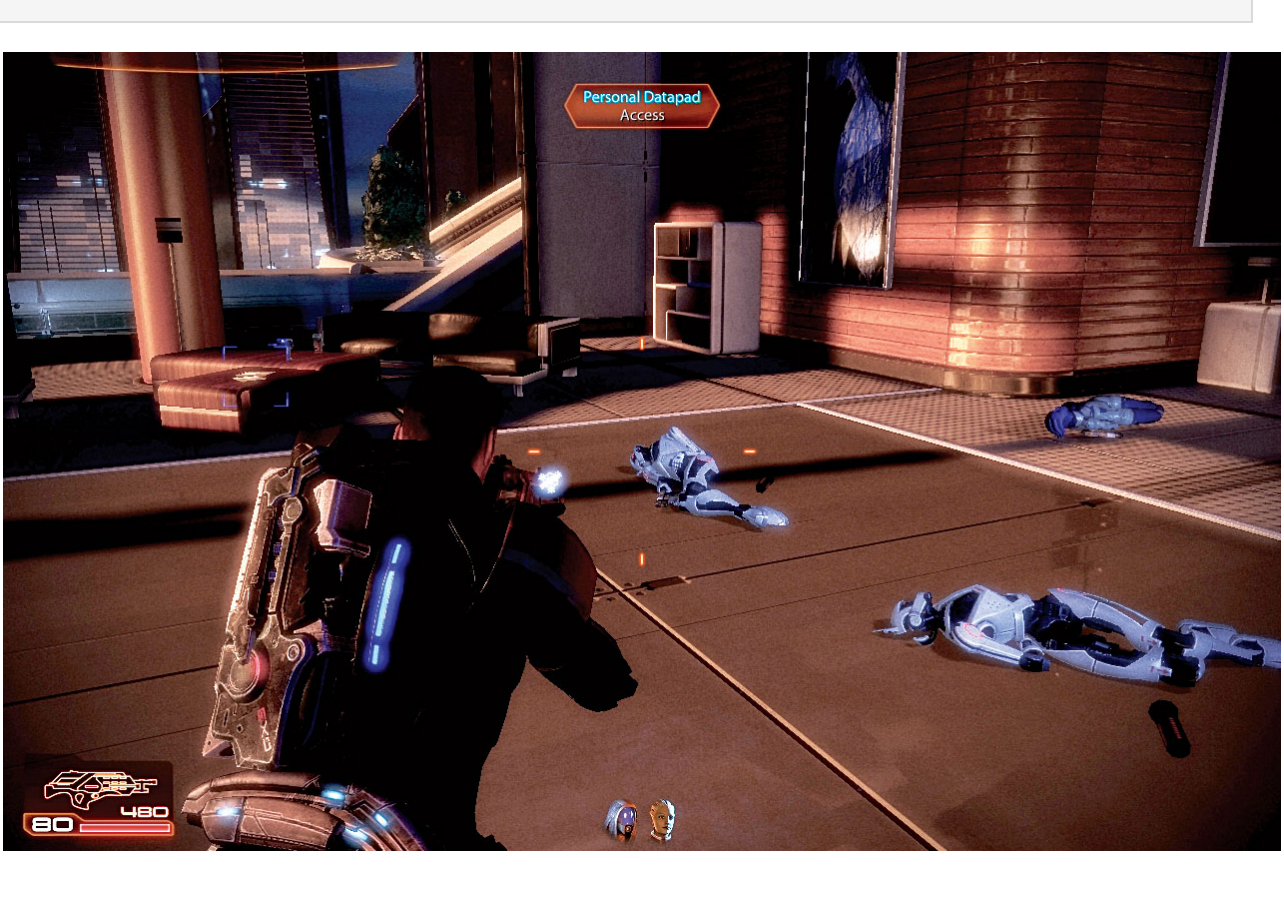
You can then optionally interrupt a patron watching a rather lustful video in the bedroom **[007]** , where Liara explains the slang term for "Azure."

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Upgrade > Vasir's Car > Open Panel > Damage Protection

Spoils of War > Wall Safe > Bypass > 6,000 Credits

Med Kit > +1 Medi-gel > 100 Credits



[008]

Back at the vehicle, Liara notices a trail of dark, congealing liquid leading away from the vehicle, indicating Vasir has lost a lot of blood. Work your way around the exterior balcony.

You hear faint screams as you enter the next penthouse suite **[008]** . There are bodies strewn everywhere.

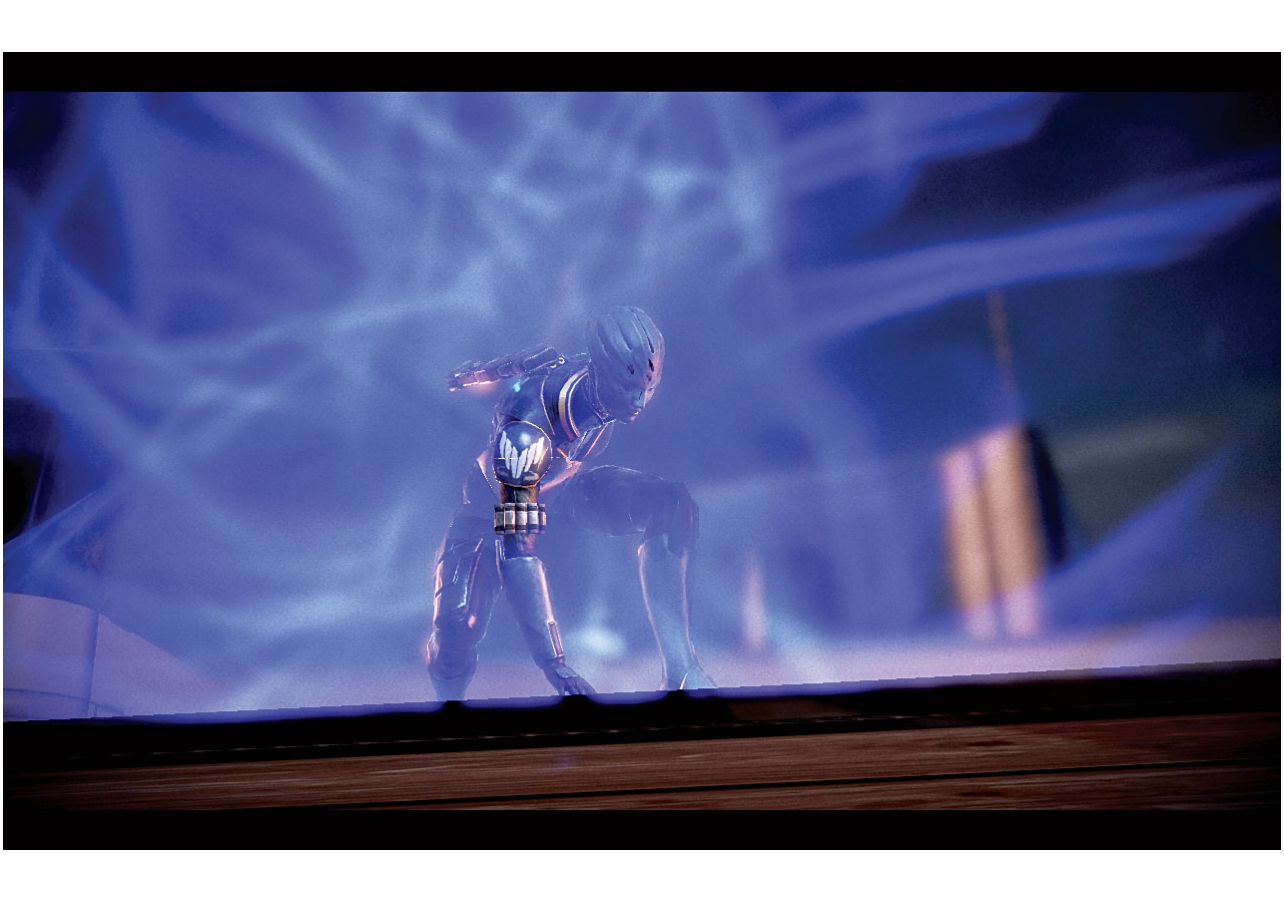
Before you investigate, make a quick reconnoiter of the room, locating the medical station on the fridge and accessing the credit-filled datapad on the table. Then exit via the door opposite.

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Personal Datapad > Access > 2,500 Credits

Defeating Tela Vasir

[009]



[010]

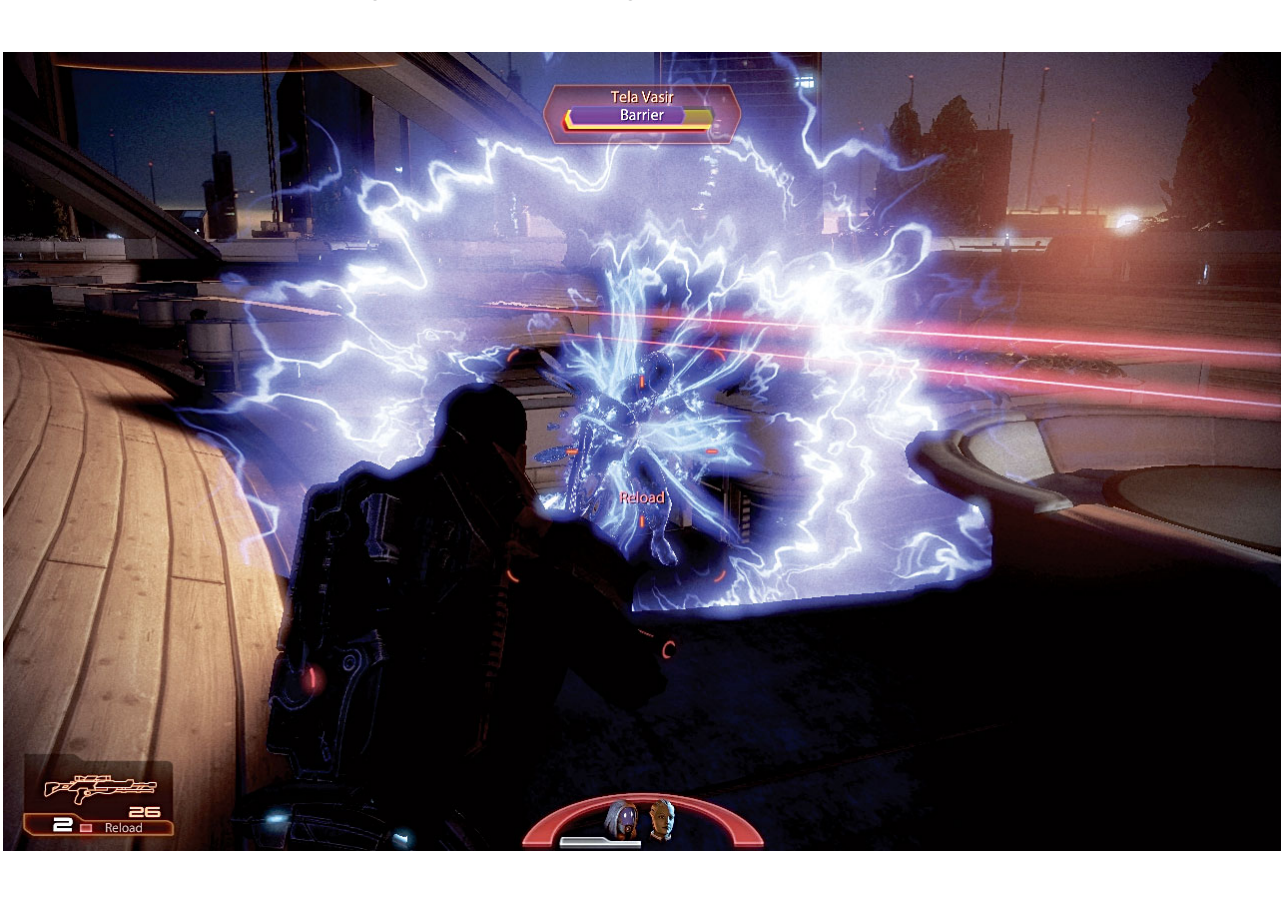
The bloody puddles and footprints lead to Vasir, who quickly grabs a hostage **[009]** , named Marianna, as Shepard and Liara arrive to apprehend her.

Pushing her pistol up against the innocent woman's face, who weeps about her family, Vasir appears to be about to pull the trigger while the rest of the hotel patrons flee to the interior of the building.

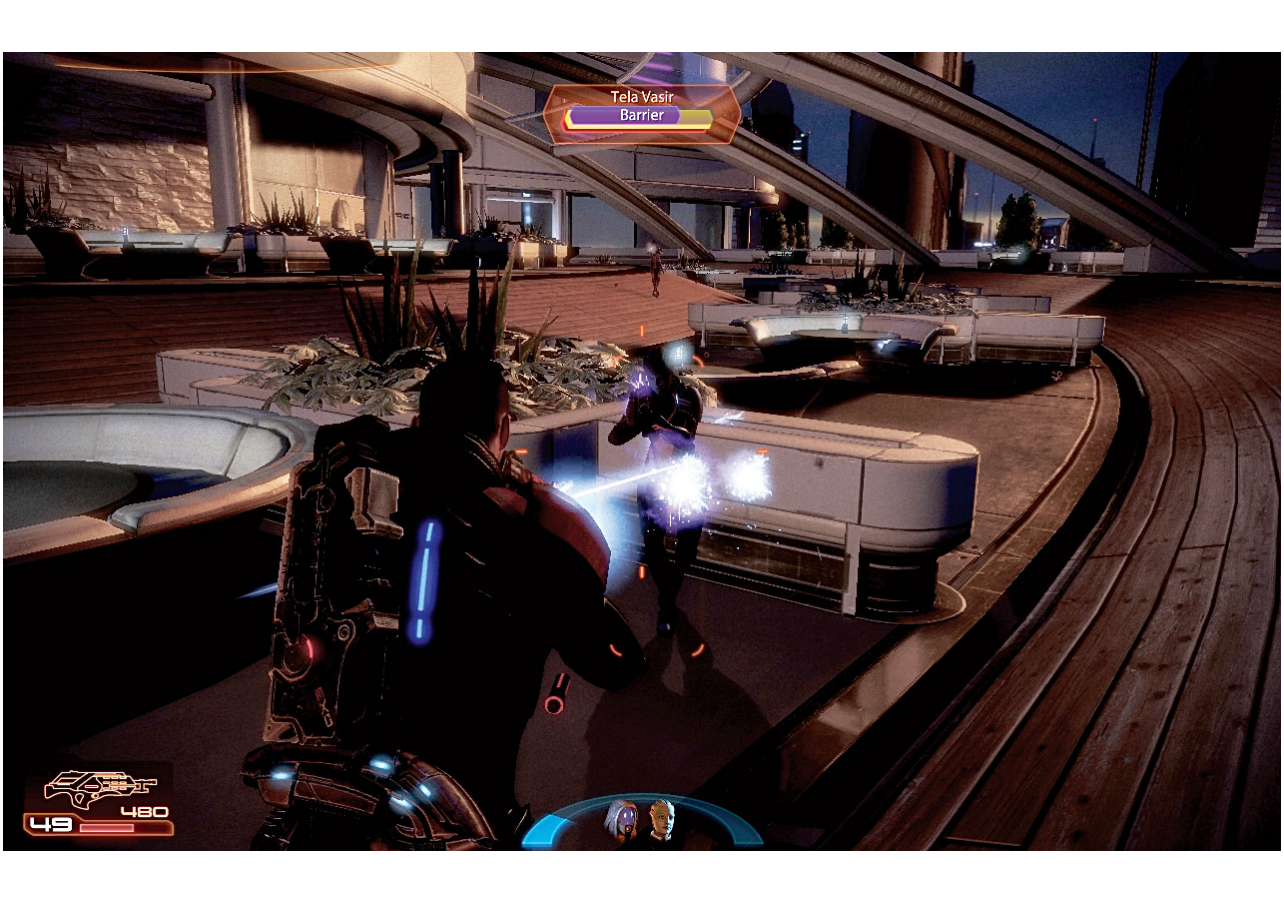
You can choose Paragon or Renegade conversation choices as the standoff continues. You can drop your thermal clips or wound the hostage.

However, if you have a full bar of Paragon or Renegade points, you have an additional conversation choice that enables you to begin combat with a full complement of clips or the wounded Marianna playing on your conscience.

Whatever your decision, Vasir knocks Liara's pistol from her, leaves the hostage, and dashes to the balcony, launching a biotic dash that is both impressive and dangerous **[010]** . Combat begins.



[011]



[012]

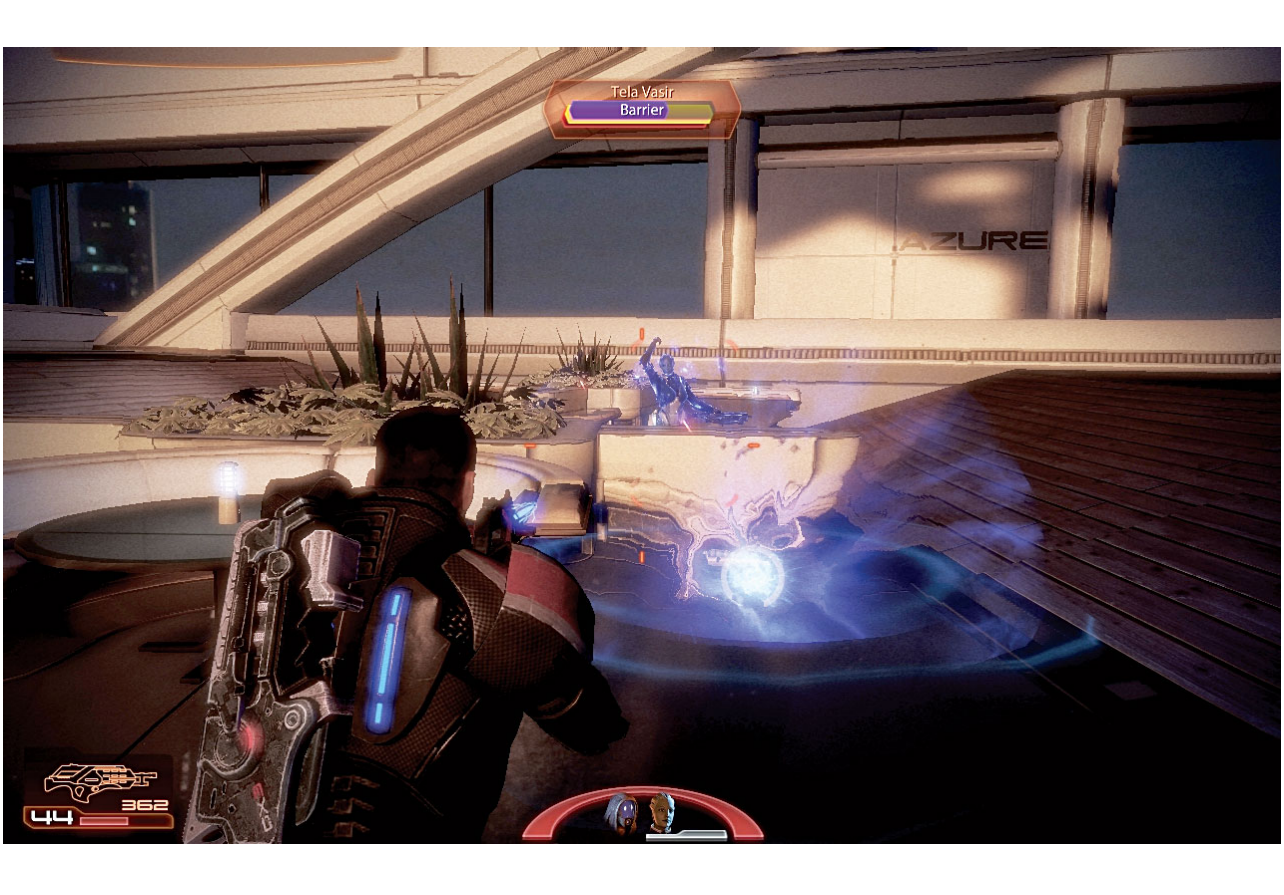
Despite her wounds, Vasir is an incredible hardy foe, thanks to her barrier, armor, and health bars.

She is incredibly fast, using her biotic dash **[011]** to flitter around the long combat area (an extended and curved balcony area with steps on one side), which makes aiming at her very difficult.

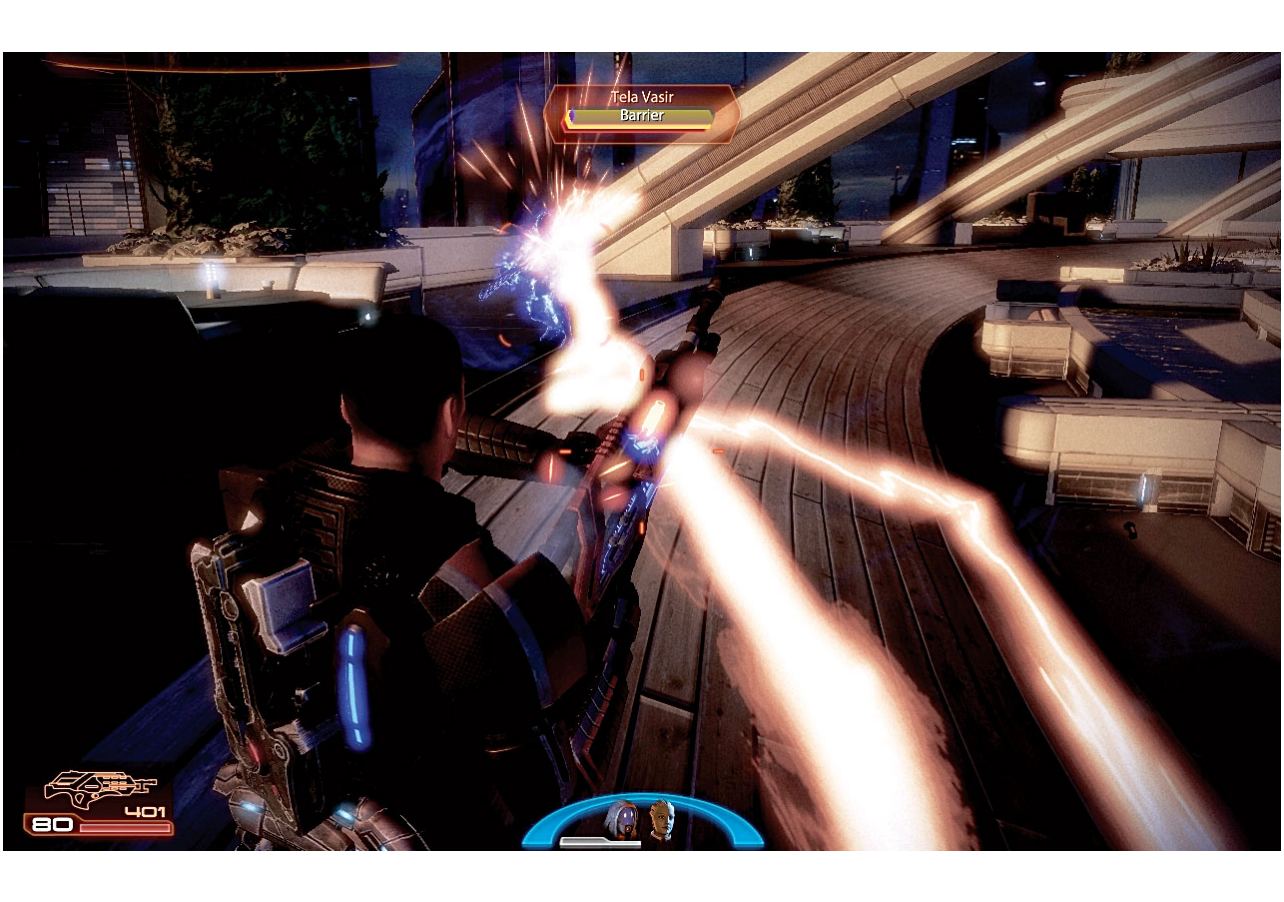
As she uses the dash constantly, you must swing round to target her, off-load your shots **[012]** , and ideally keep moving in a large, distant circle around her so you're not struck by any of her attacks.

Caution

If you used the Paragon choice and dropped your thermal clips, spend the first few frantic moments scrabbling for them before diving for cover.



[013]



[014]

Patience and staying active are the keys to surviving this protracted fight. Vasir attacks with a biotic Shockwave **[013]** that is highly damaging and cuts through cover. Sidestep this attack or face serious damage.

Drop down behind cover when Vasir uses her weapon, which is easily dodged.

Catch her with the majority of your damage **[014]** when she's between maneuvers—either before or after a dash, after you've dodged a Shockwave, or when she's turned her attention to attacking one of your squad members.

Usually, there is no quick method to end this battle; you must simply employ damaging attacks from weapons or powers at the correct time.

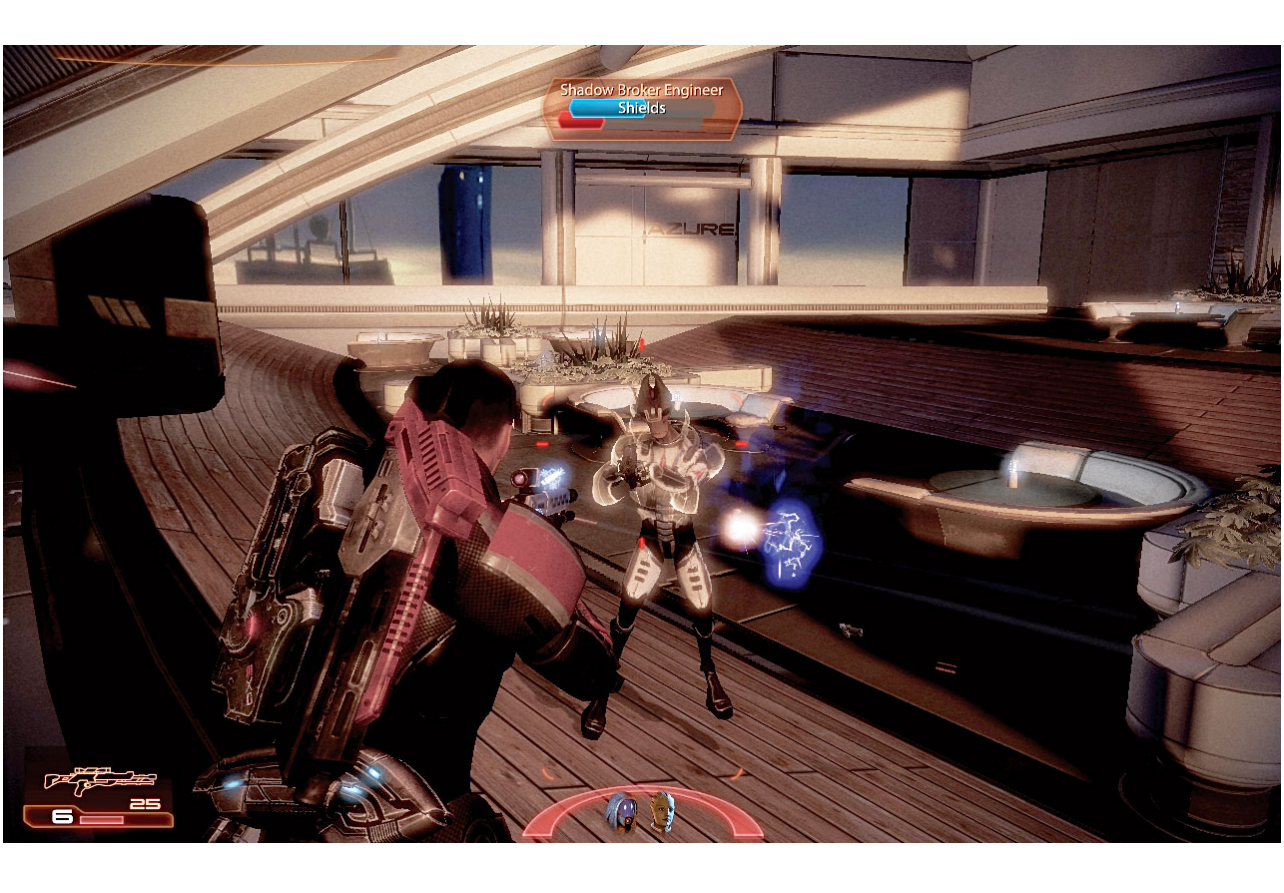
Also remember to sprint, use the pillars by the steps periodically, and race around the entire balcony to minimize the chances of Vasir focusing entirely on you.

Her dash makes her difficult to predict, which is why shooting her at midrange is advantageous; there's no need to get close.

Tip

On higher difficulty levels: Remember that your new squad member Liara has the Stasis power, which can hold Vasir for moments, allowing you to pepper her with your more damaging weaponry.

Vanguards have a similar Charge attack that can catch her, but this isn't wise unless you're trying to strike her from close range.

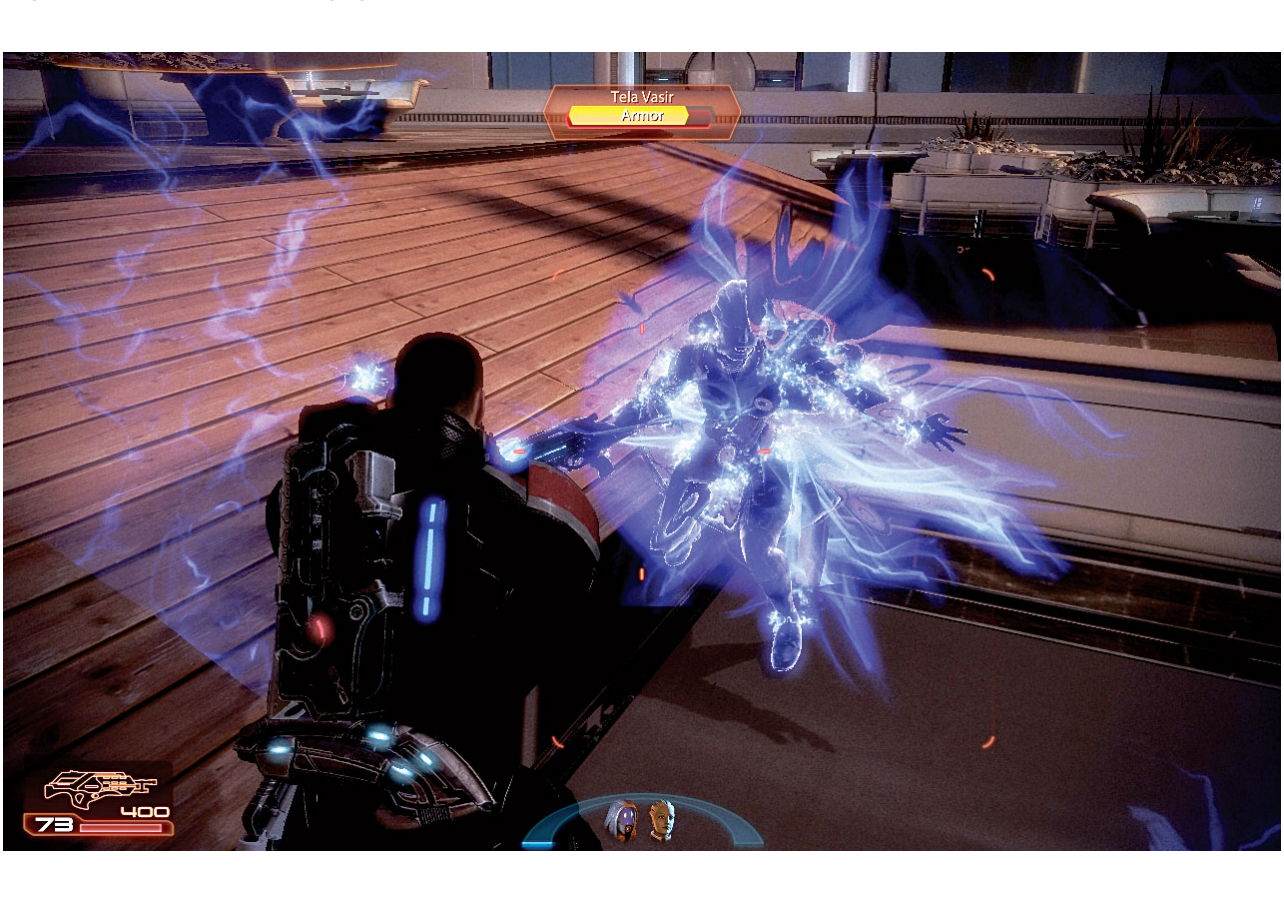


[015]

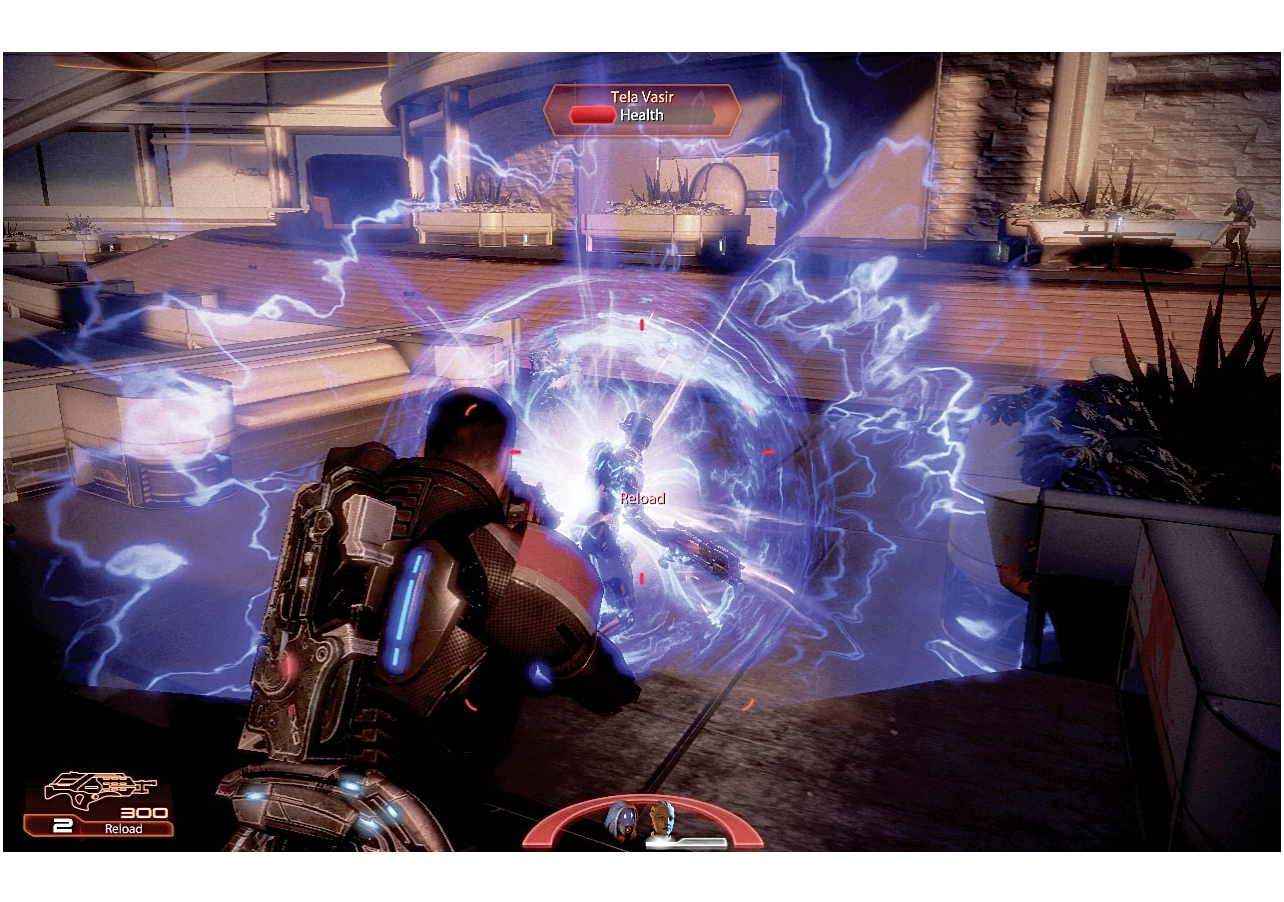
When you've whittled Vasir's barrier down and are beginning to remove her armor, she dashes up to an inaccessible upper balcony for a moment, and calls down rocket drones and some salarian Shadow Broker engineers to thwart you **[015]** .

Move to one end of the balcony (ideally opposite of where the rocket drones descend to), or watch the cargo vehicle land and zap the engineers with an area-of-effect weapon as they disembark.

Then duck behind cover and select the target closest to you—usually the engineers. Beware of the combat drones the engineers release, and the damaging rockets.



[016]



[017]

When the reinforce-ments are defeated, Vasir returns to the fight. If she still has her barrier, expect another wave of Shadow Broker forces to appear once you remove the barrier.

However, without her barrier, this fight is almost over, although Vasir still has a full complement of biotic techniques **[016]** .

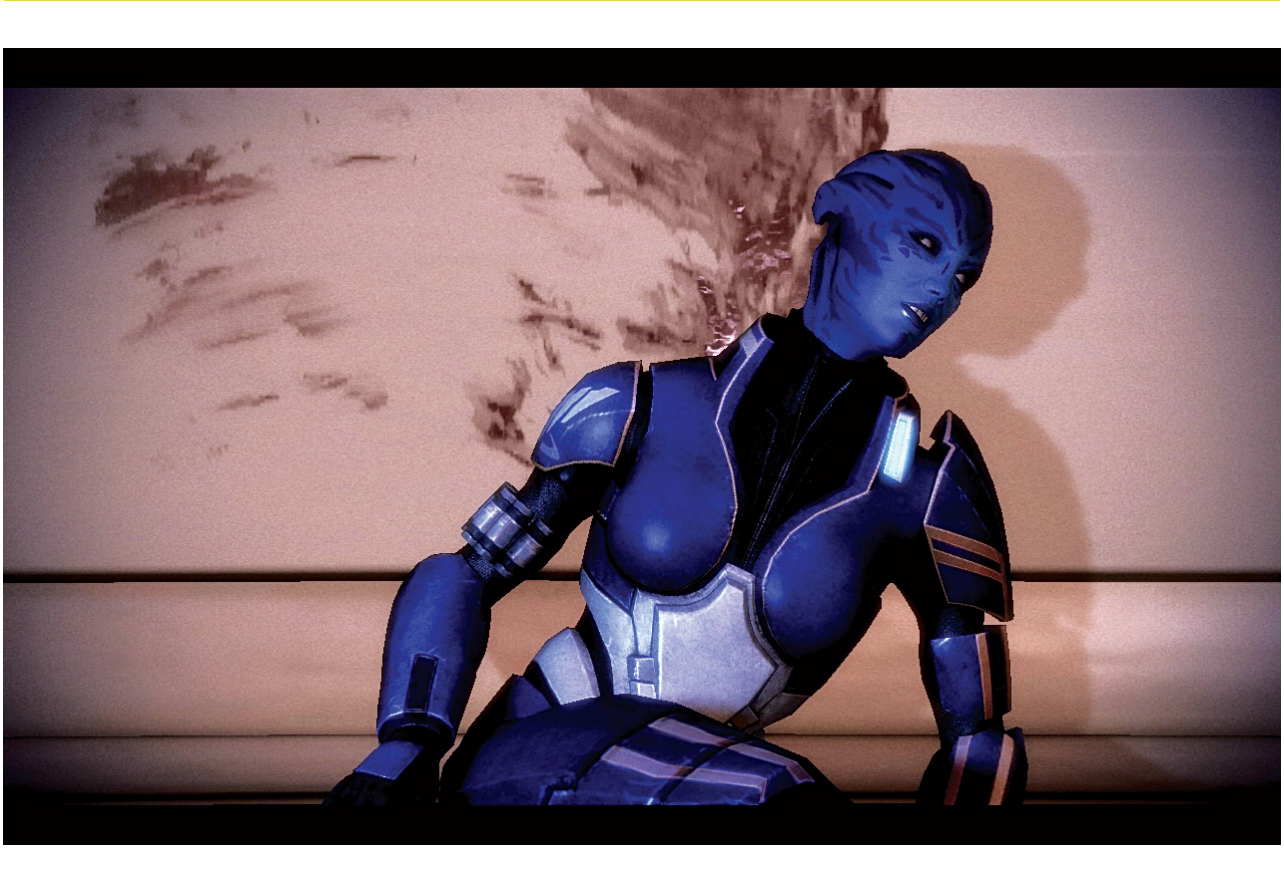
Shoot her with constant assault rifle fire (which is the most plentiful, and easiest to hit with, as shotgun ammo doesn't have the range, and sniper rifles are too unwieldy for such a lithe foe), but don't become impatient and overconfident!

Scan the ground for thermal clips and return to cover, and gradually remove Vasir's armor, and finally her health **[017]** , until she succumbs.

Note

Throw and Singularity are both possible options for removing Vasir during mid-charge, if she's close enough to the balcony edge.

However, a safer option is to keep plugging away with regular firepower. The powers also don't work when Vasir has a barrier or armor.



[018]

[019]

[020]

A badly wounded Vasir drops to her knees, while Liara picks up the information disk the team needs.

Vasir slumps against a wall, telling Liara that she's dead **[018]** ; the Shadow Broker has been in power for decades, and is stronger than anything Shepard has ever faced.

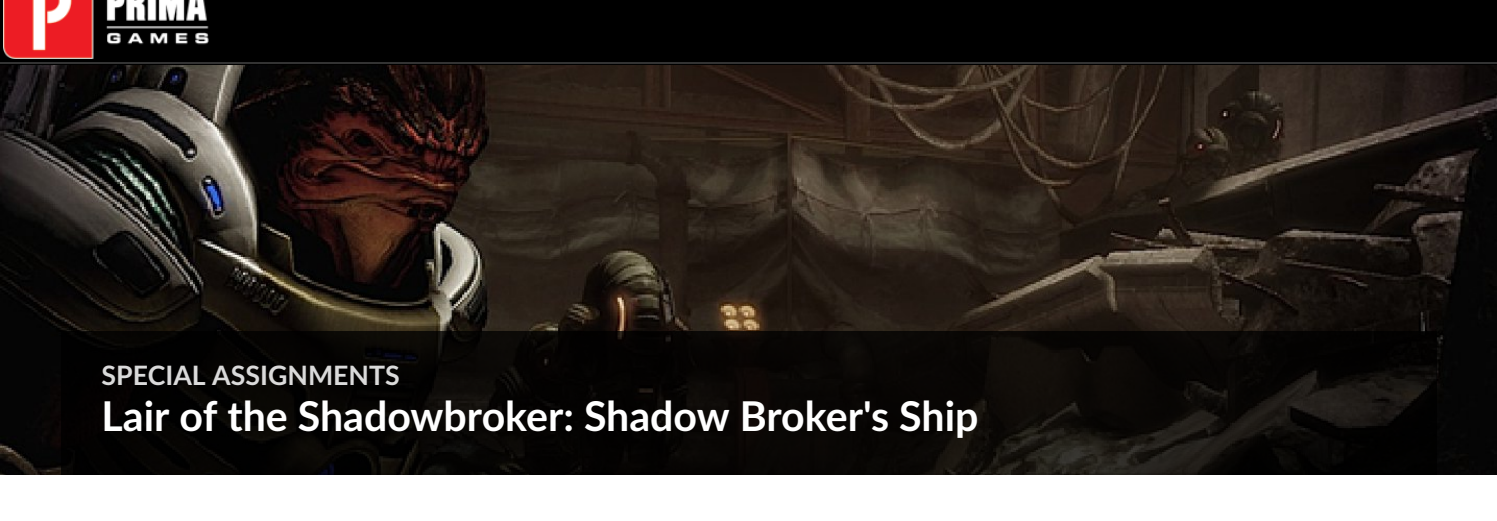
Vasir tells Shepard she worked for the Shadow Broker because of the intel he provided, which saved many lives over the years.

After a heated conversation **[019]** about conscience (during which time she tells Shepard—if he's a sole survivor—that Cerberus was responsible for the thresher maw bloodshed on Akuze), Vasir expires.

Liara inputs the location of the base into the *Normandy* 's computers. Employ a Paragon interrupt to ensure Liara knows that the team will arrive in time to save her friend Feron.

The conversation continues as Liara and Shepard return to the flaming wreckage of Vasir's vehicle **[020]** , and you have a second Paragon interrupt, where you can interrupt Liara and tell her there's time to talk—mainly about how different she is, and about Feron being captured.

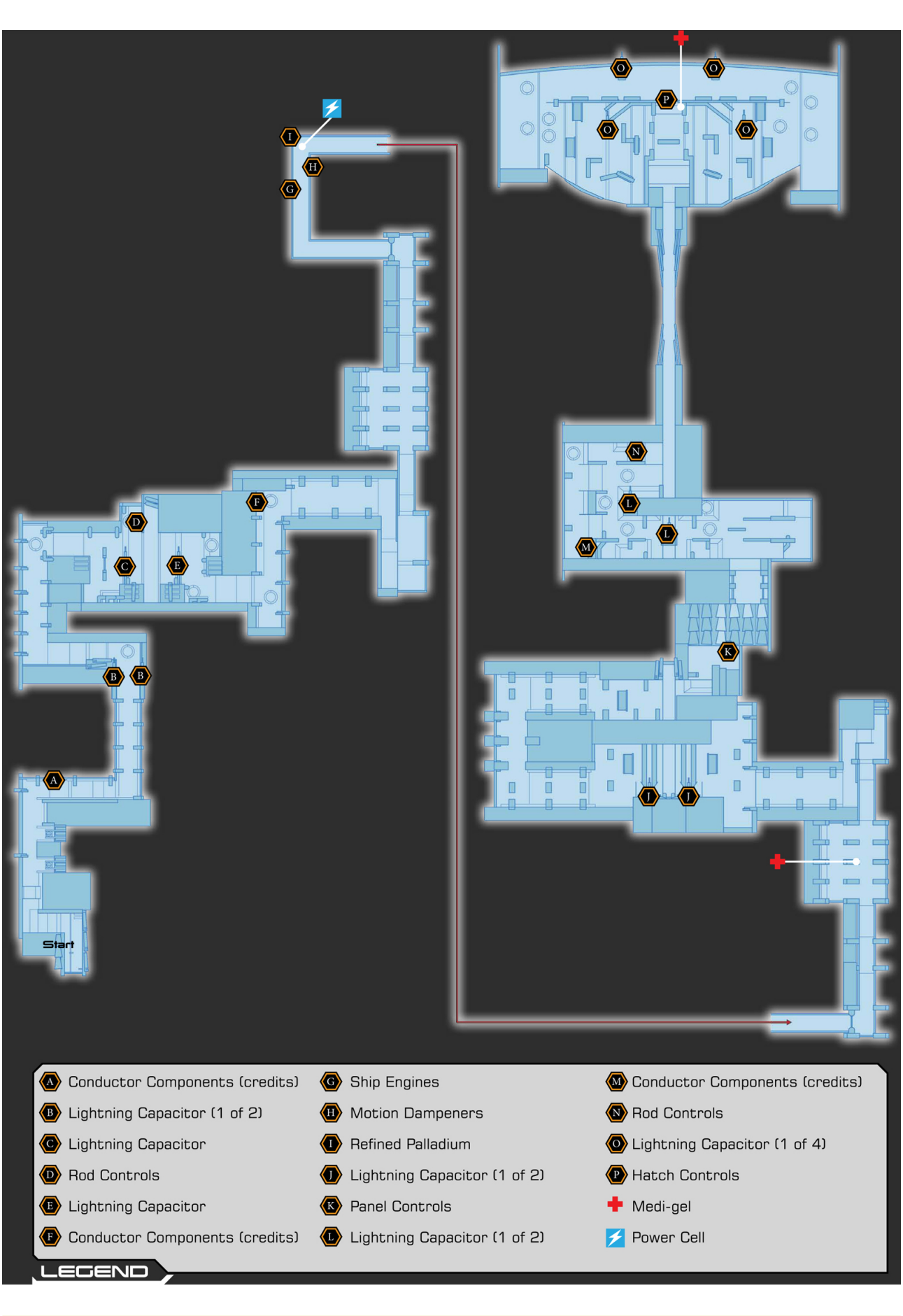
If Liara was a romantic partner in *Mass Effect* , you have a third Paragon interrupt, after which a more personal discussion occurs, including the emotional pain Liara suffered over the past two years.



SPECIAL ASSIGNMENTS

Lair of the Shadowbroker: Shadow Broker's Ship

Part 4: Shadow Broker's Ship


Start
A Conductor Components (credits)
B Lightning Capacitor (1 of 2)
C Lightning Capacitor
D Rod Controls
E Lightning Capacitor
F Conductor Components (credits)
G Ship Engines
H Motion Dampeners
I Refined Palladium
J Lightning Capacitor (1 of 2)
K Panel Controls
L Lightning Capacitor (1 of 2)
M Conductor Components (credits)
N Rod Controls
O Lightning Capacitor (1 of 4)
P Hatch Controls
Medi-gel
Power Cell
LEGEND

Note

Select a single squad member to accompany Shepard and Liara to the Shadow Broker's ship. If the previous combination of characters in this mission is working well, keep them. If not, make adjustments now.

[001]

[002]

A Kodiak craft is launched from the *Normandy* and makes a beeline for the Shadow Broker's large craft as a fierce electrical storm crackles through the atmosphere **[001]** .

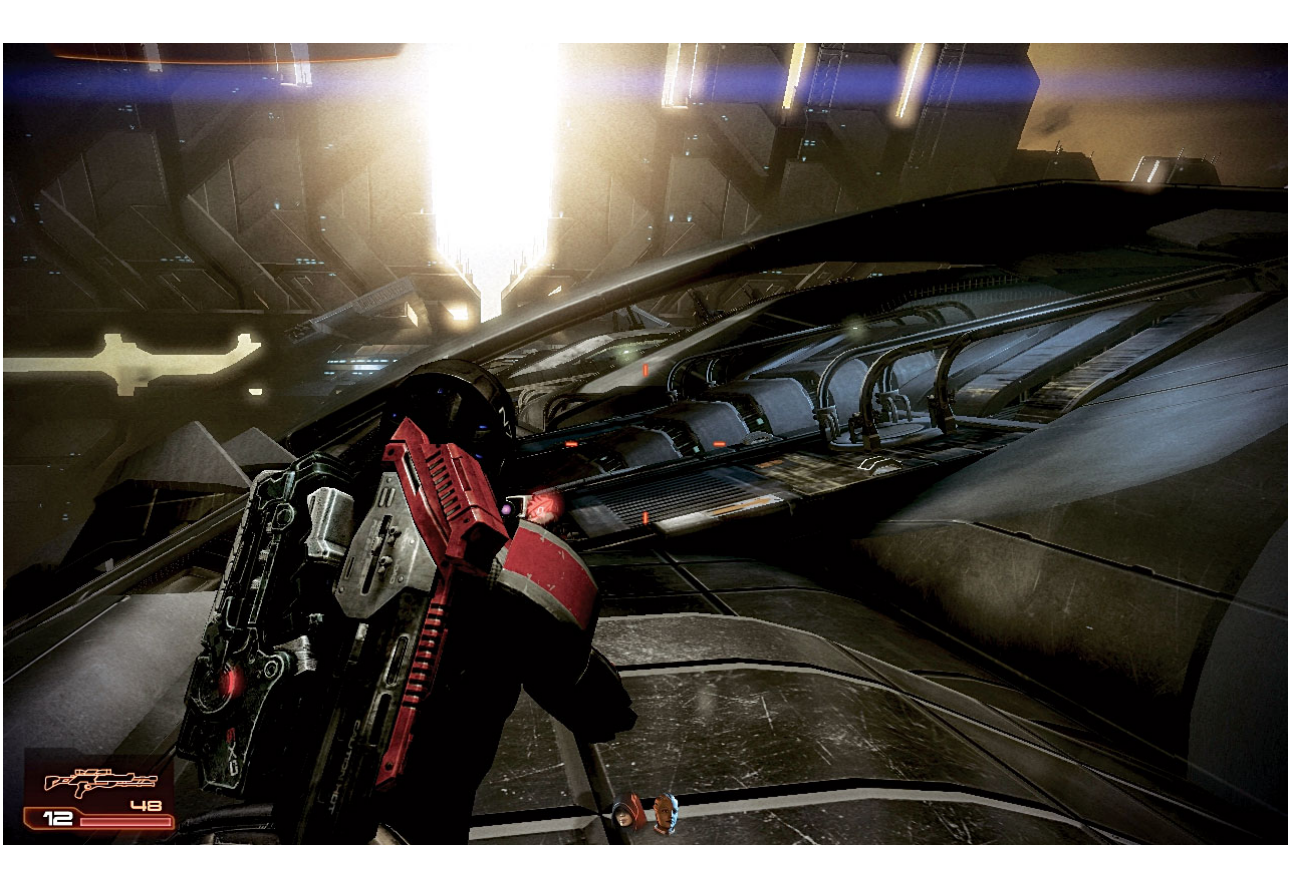
The weather is a topic of conversation; the oceans boil during the day and then snap-freeze 10 minutes after sundown.

The Shadow Broker's ship follows the sunset, completely undetectable in the storm. Until now. The plan is to land on the hull of the ship **[002]** and find a hatch.

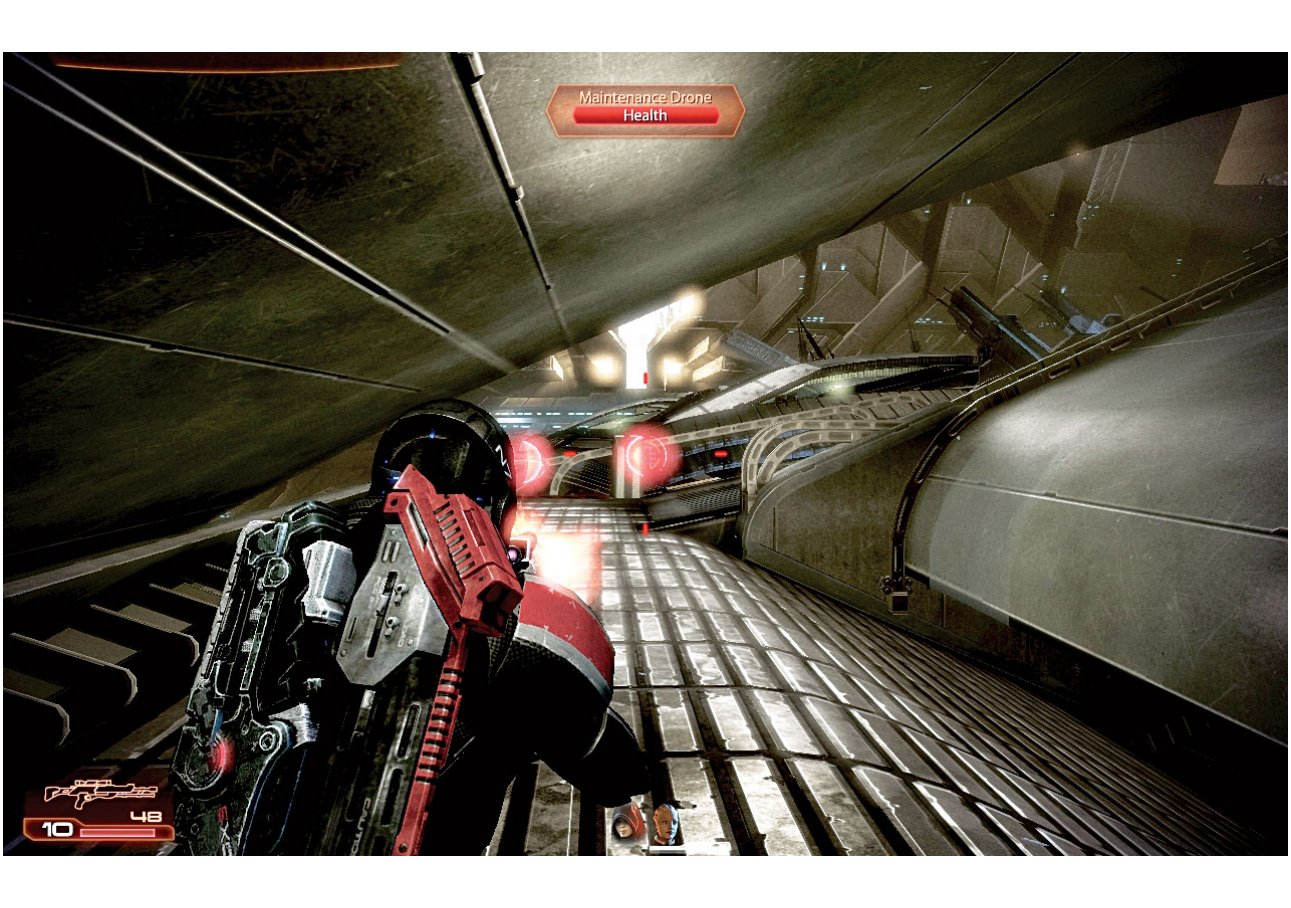
Tip

The ship's massive communications array and the constantly setting sun are your natural compass alignments; move toward this end of the vessel.

Finding the Entrance



[003]


Maintenance Drone
Health

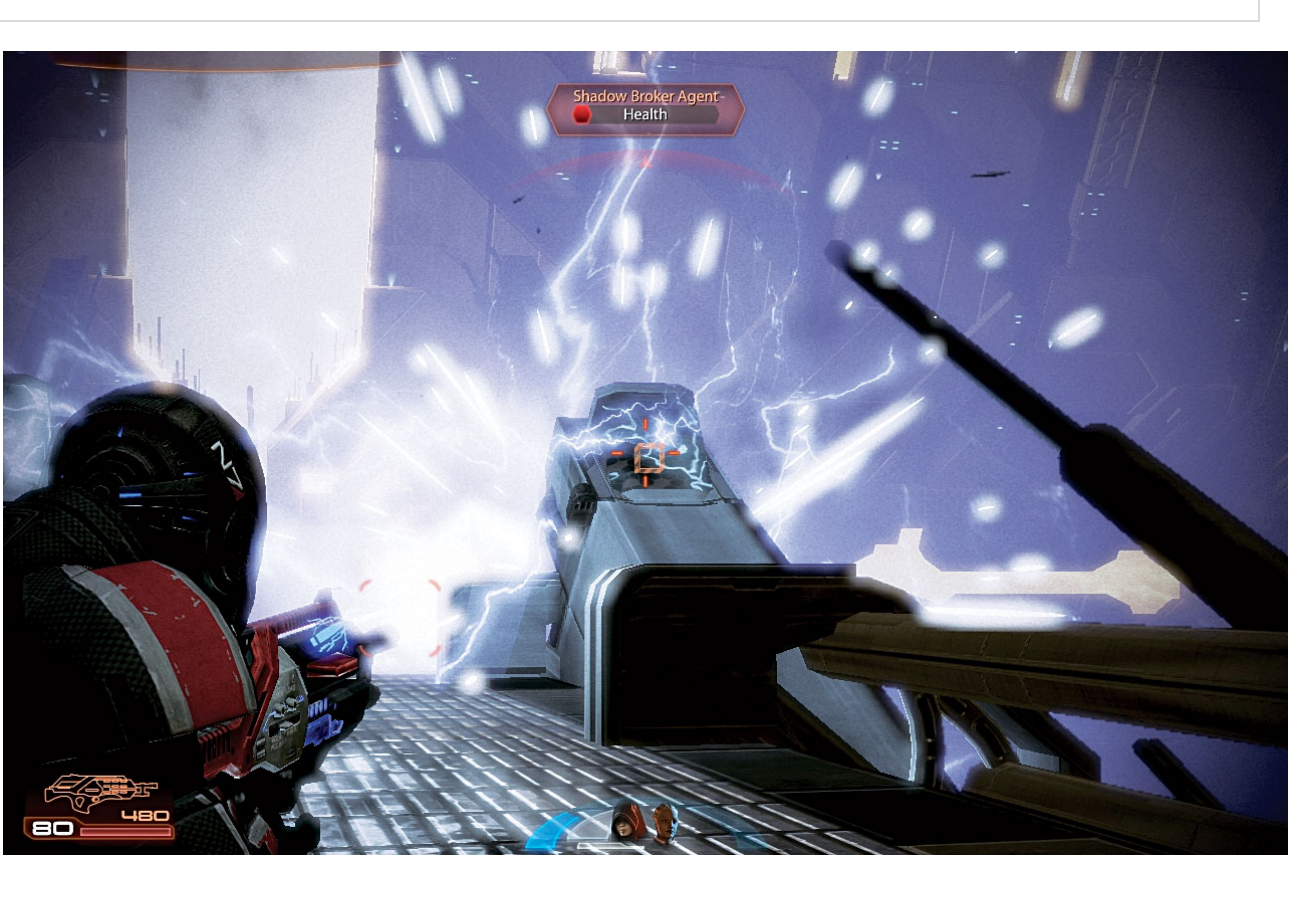
[004]

Liara is picking up a communications signal from the array at the opposite end of the ship. Head forward, then down the left side of the ship **[003]** , and vault over the raised section until maintenance drones are spotted.

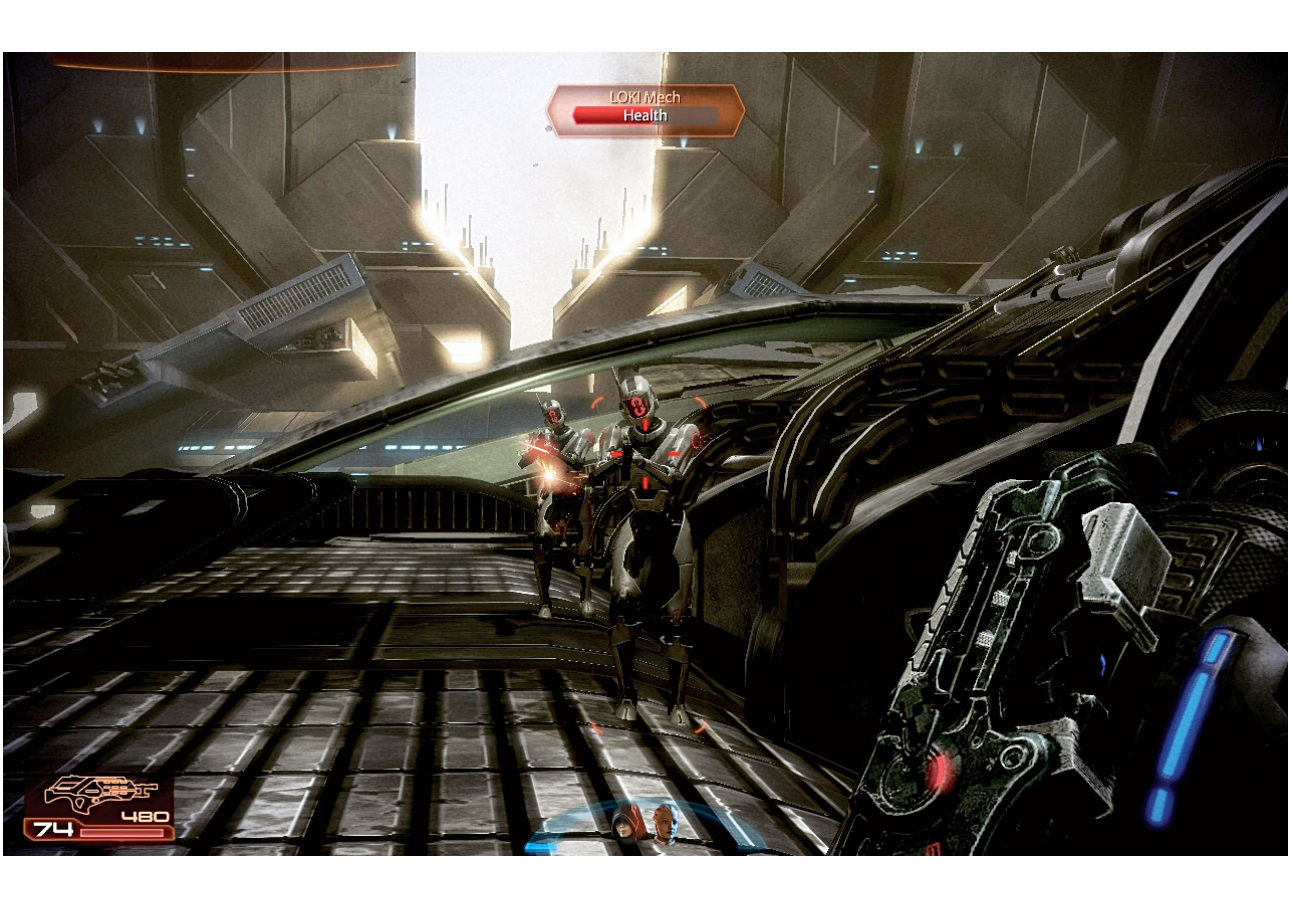
Liara figures they think the three team members are debris. Shoot the two pairs as you continue under the overhang **[004]** , and turn right, up to the middle of the ship again.

Salvage some conductor components as you go.

Spoils of War > Conductor Components > Salvage > 3,000 Credits


Shadow Broker Agent
Health

[005]


LOKI Mech
Health

[006]

Ahead are capacitors that discharge the lightning that constantly strikes the ship. Shadow Broker agents are spotted on the hull.

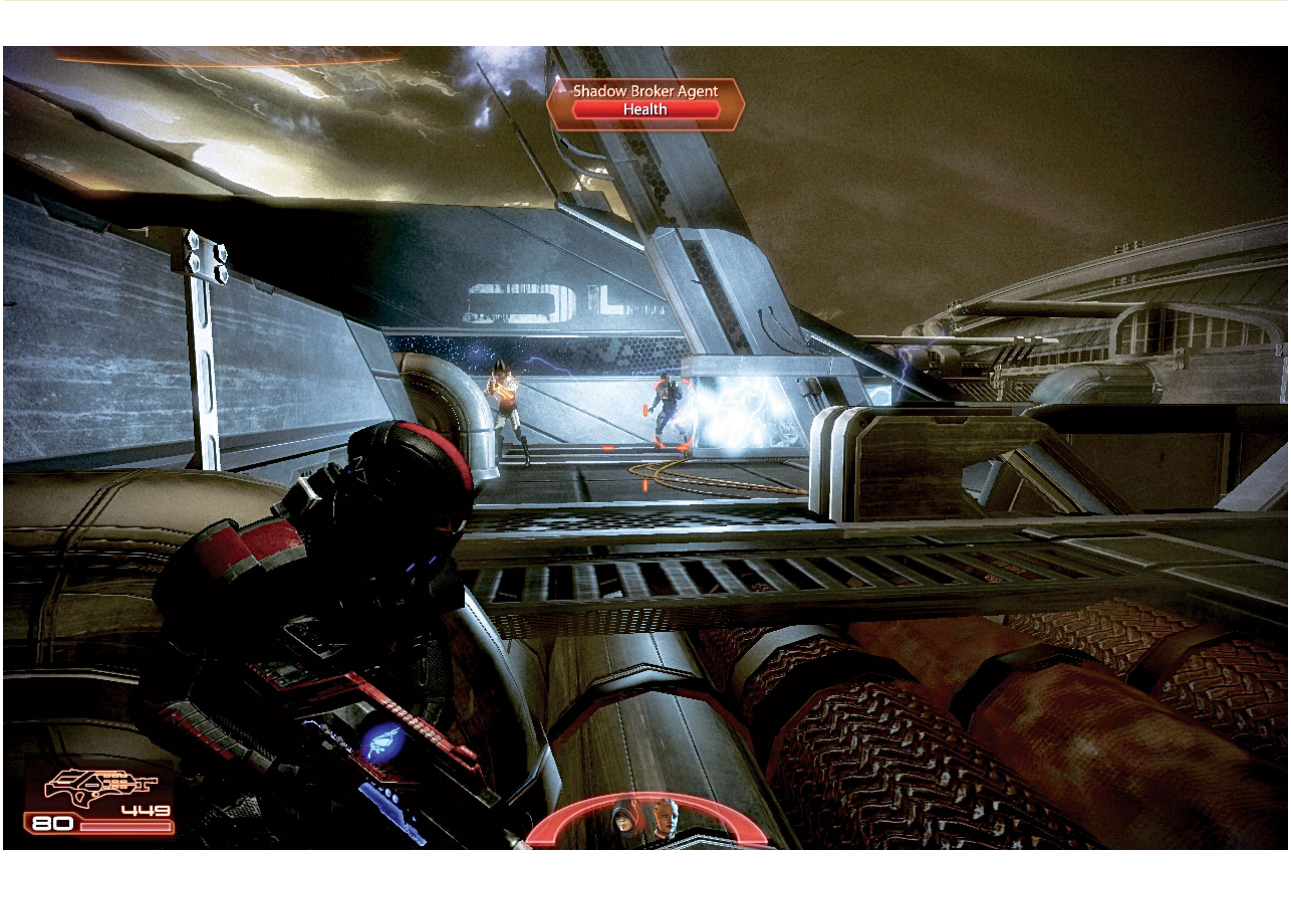
Follow Liara's advice and target either capacitor, shortening the fight considerably as the capacitors electrocute the agents **[005]** immediately in a flash of energy.

Continue to the end of the walkway and head left and down to the edge again, turning right to encounter a trio of easily defeated LOKI mechs **[006]** . Use firepower or biotics to deposit them over the edge of the craft.

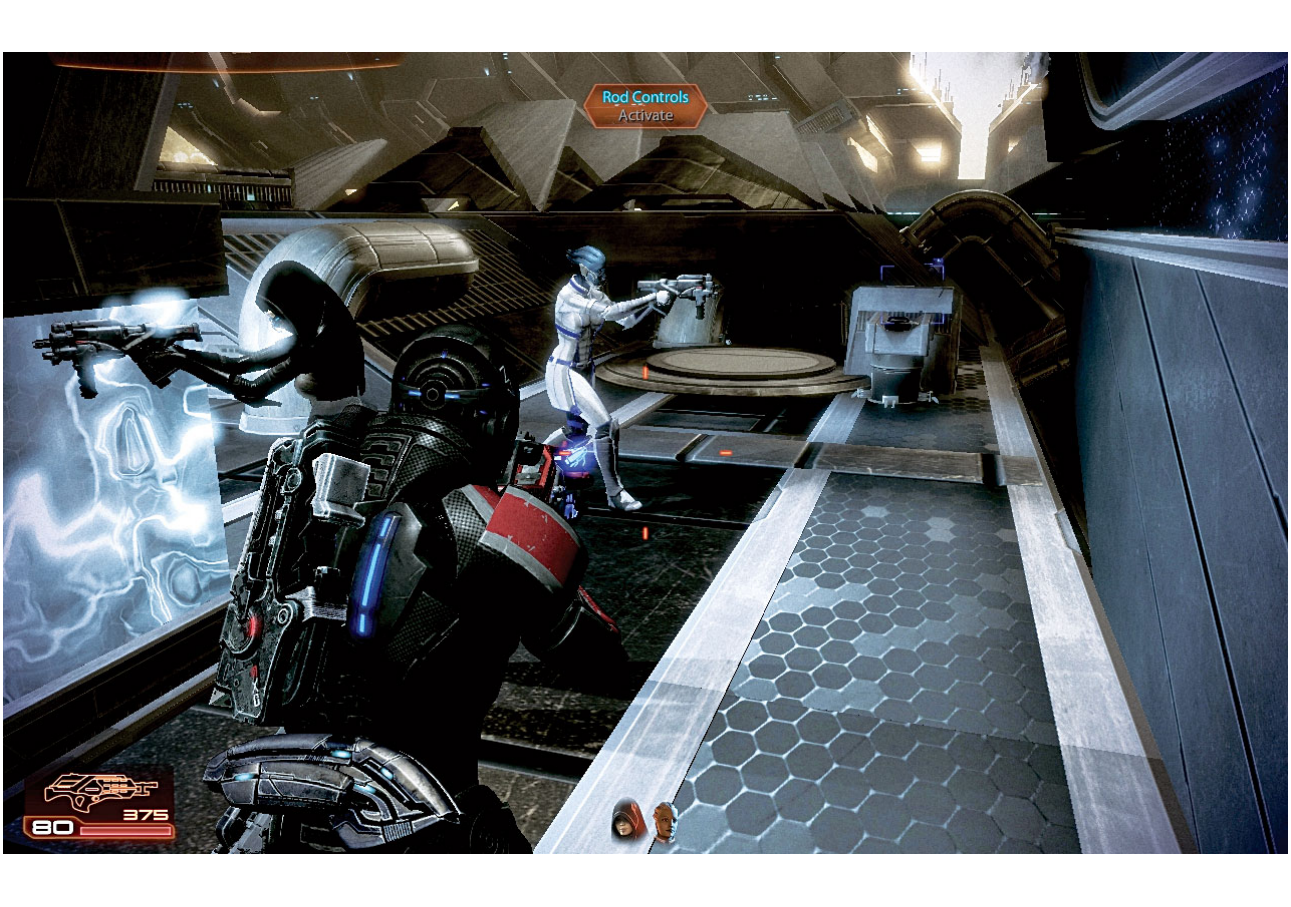
Tip

Using capacitors to aid you in forthcoming skirmishes allows you to save ammunition and shorten battles.

Capacitors usually recharge, too, meaning they can be used again and again, but only against enemies close to them. Think of capacitors as large area-of-effect weapons to target.


Shadow Broker Agent
Health

[007]


Rod Controls
Activate

[008]

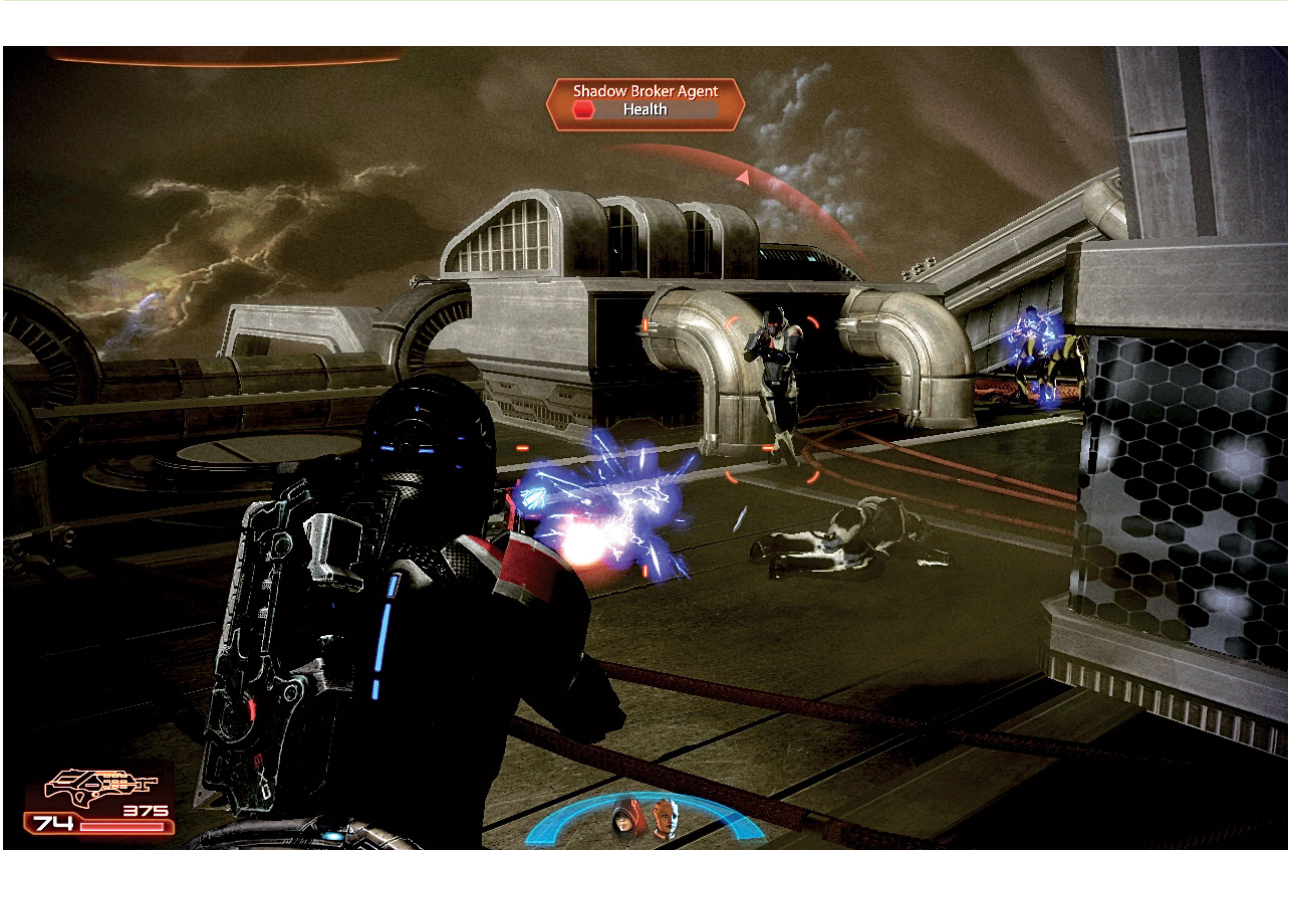
Head around the corner and up the right ramp, just as another more Shadow Broker troops appear **[007]** . Dive behind the pipe to your left and use the nearby capacitor to take down the agents, leaving you with the engineer to deal with.

You can play a waiting game until the capacitor recharges, and zap the foes again, or use conventional means to defeat them. Behind the capacitor to the right are the rod controls **[008]** .

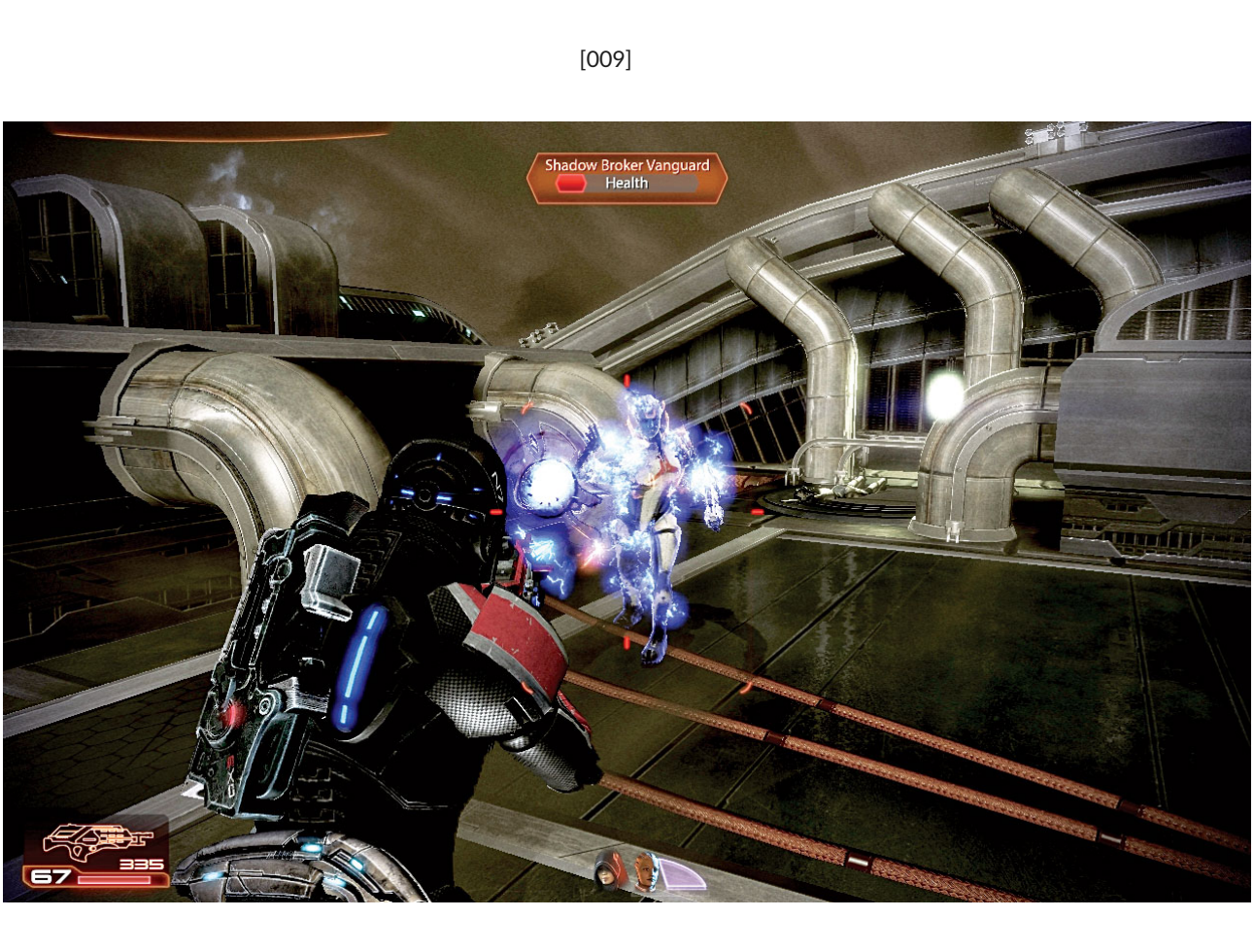
Activate these, and the gigantic lightning rods retract into the superstructure, leaving a trench behind.

Tip

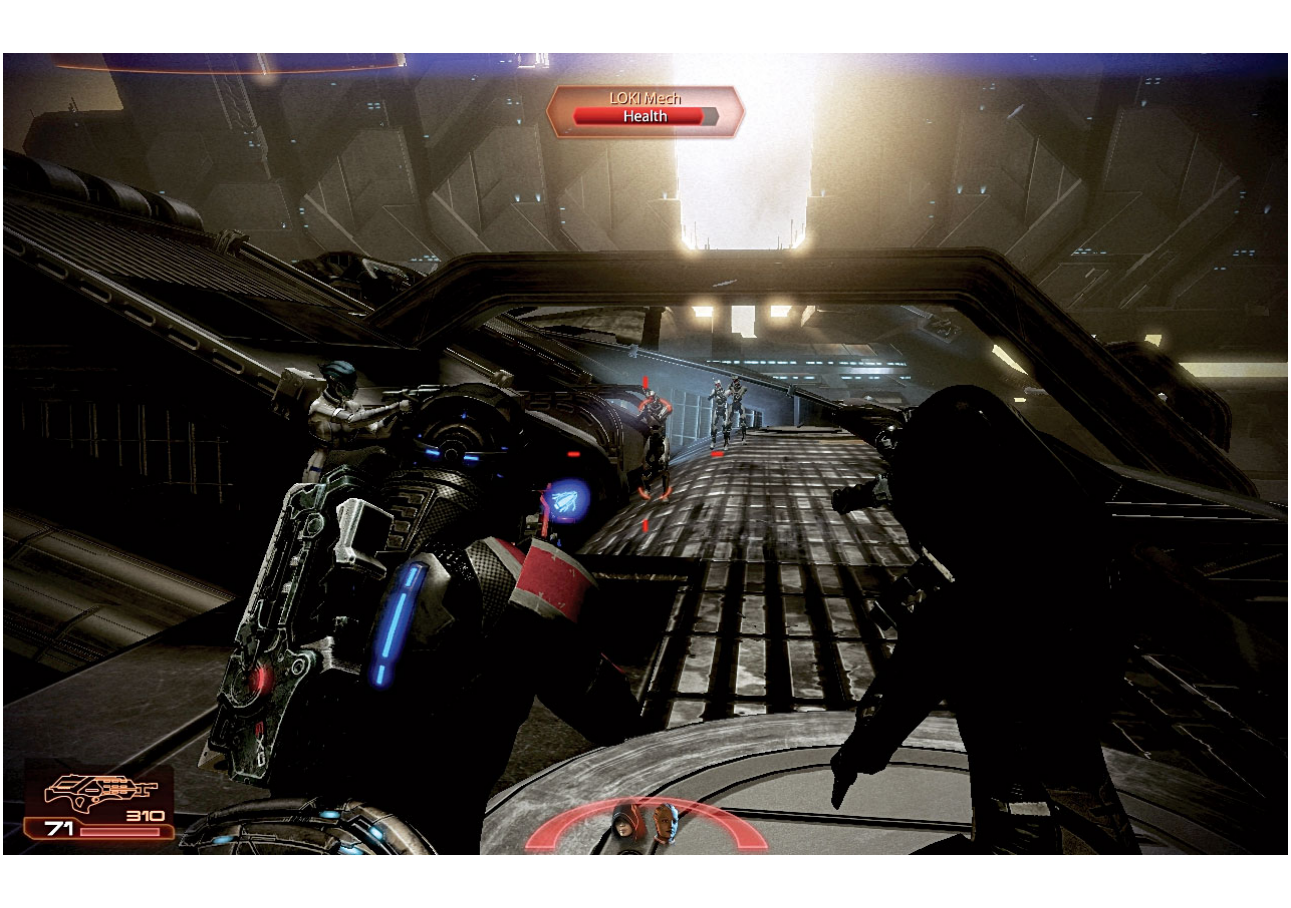
Currently, these fights should be no problem, but if you're having problems dealing with the foes on the hull of this craft, use biotics such as Pull to wrench a foe into the air, and let the strong winds carry them off the vessel.


Shadow Broker Agent
Health

[009]


Shadow Broker Vanguard
Health

[010]



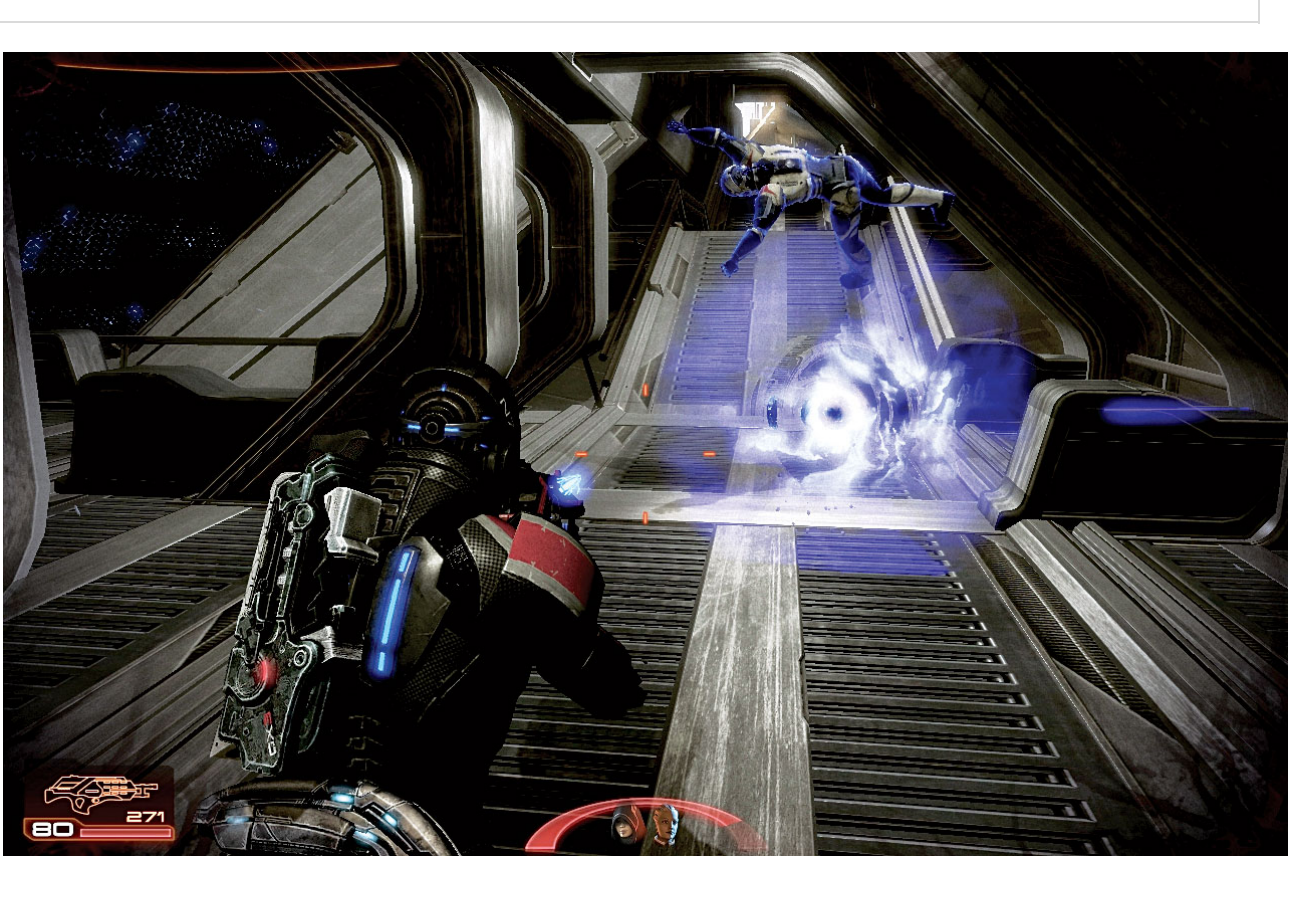
[011]

You are wise to drop into the trench, as you're targeted by agents, a heavy, and a vanguard. Fortunately, the lightning capacitor is still fully functional, and should be used to easily remove these enemies **[009]** .

You may opt to charge and tackle the vanguard from closer quarters if you're feeling rash **[010]** . Head down the right-side ramp and look left; three more LOKI mechs are advancing **[011]** .

Dispatch them with ease before continuing, and check to the left for more conductor components to salvage.

Spoils of War > Conductor Components > Salvage > 4,000 Credits

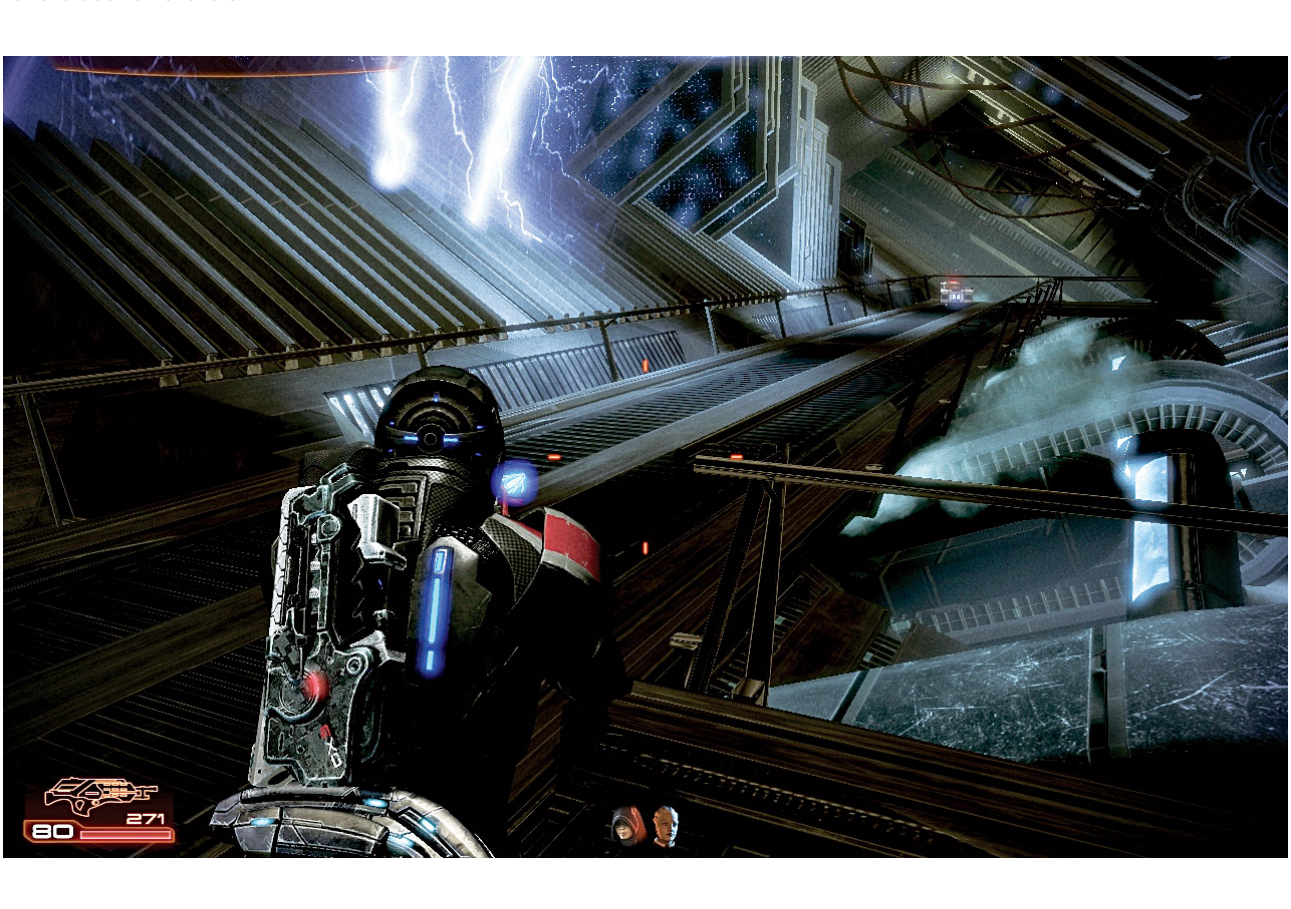


[012]

Work your way farther down, and around to a lower walkway on the right edge of the ship. Head down the steep ramp to a series of overhangs where two agents open fire on you **[012]** .

There are two walkways and numerous cover spots to crouch behind as you deal with them, and three LOKI mechs. The agents' use of flashbangs should prompt you to target them first.

Although you may be using ammunition, biotic powers are just as potent in these battles. Then head up the other side and look for the door on the left.



[013]

Your team is amazed at the ship; it must have taken decades to build. Head into the engine room **[013]** . You can receive further information about the motion dampeners and the ship's engine from Liara.

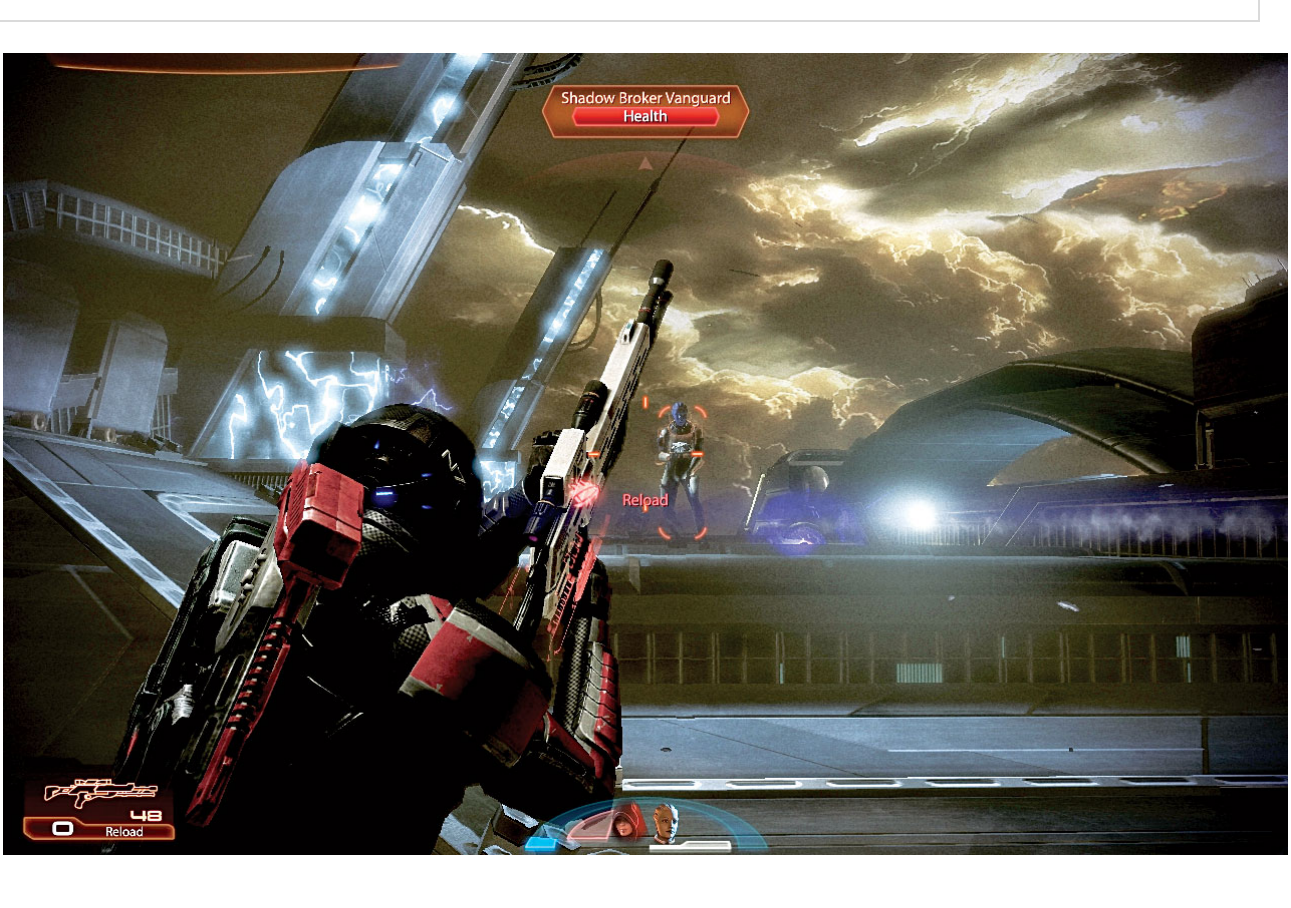
Then search the small and large crates for a huge stash of palladium and power cells. Then head back outside, under another series of overhangs; these are empty aside from a medical station.

Begin to climb back up the ramped walkway, onto the top of the ship once again.

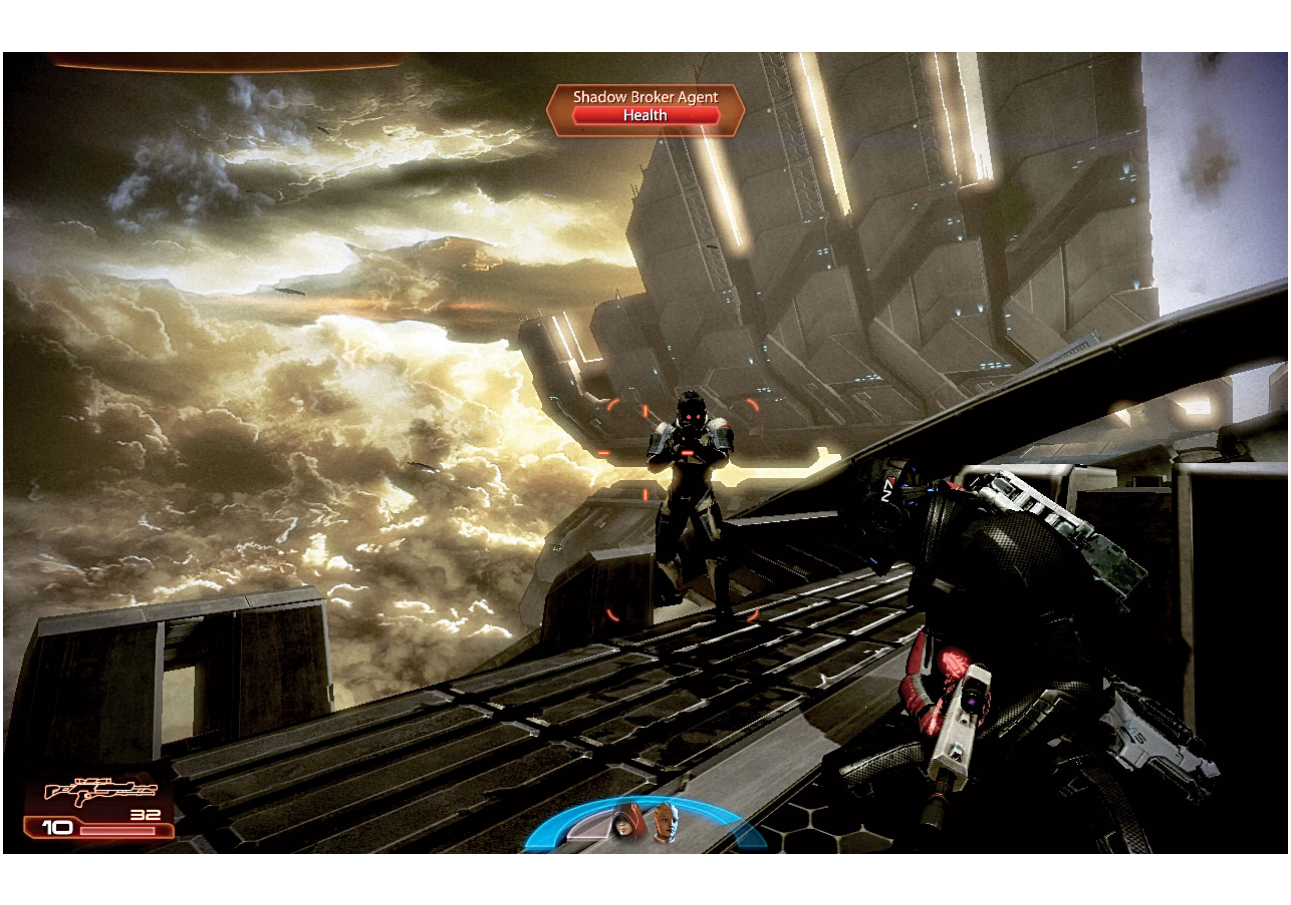
Spoils of War > Resources > Refined Palladium > Open > 4,000 Palladium

Ammunition > Power Cells > 4 Heavy Weapon Ammo

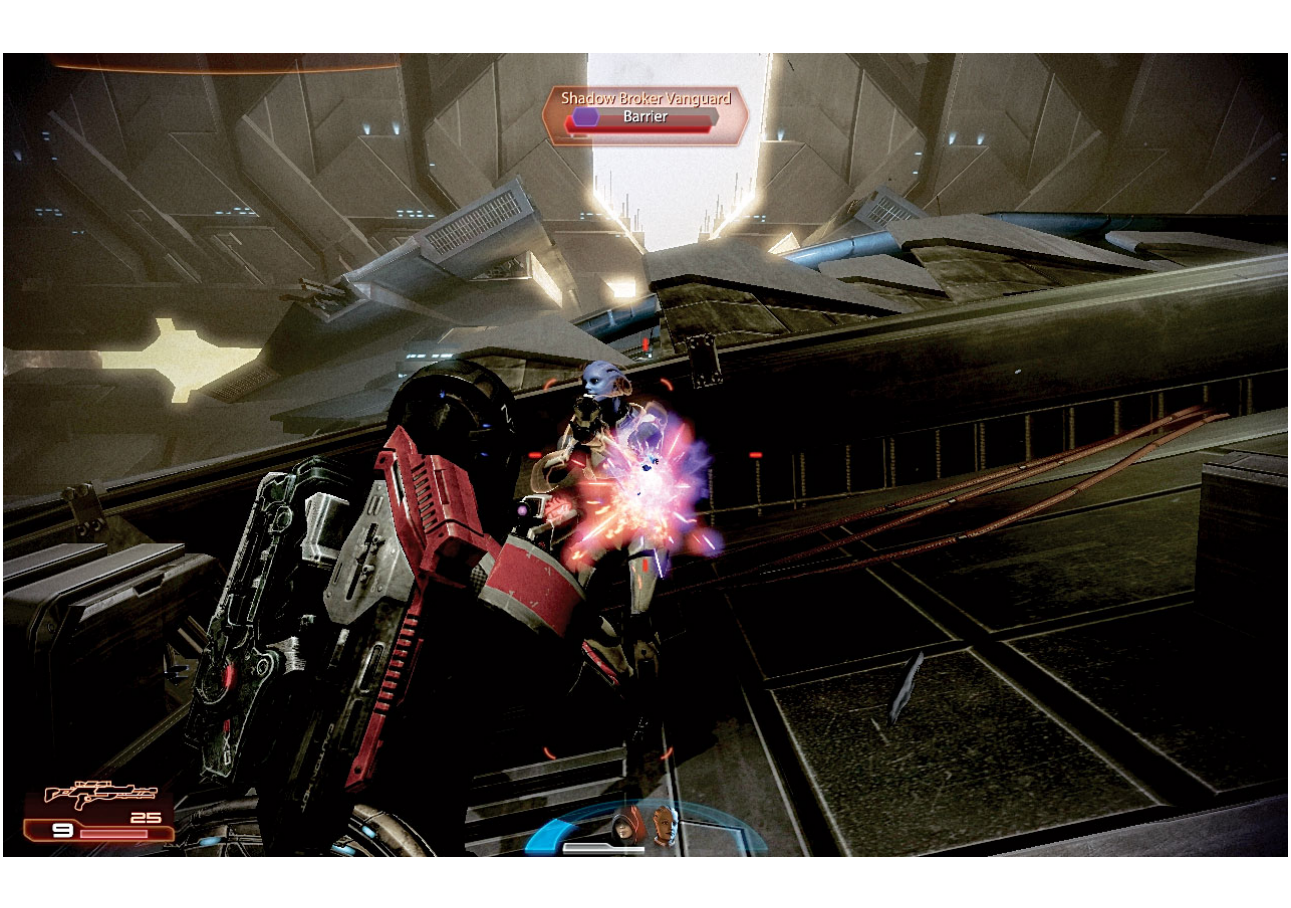
Medical Station > Open > Med Kit > 100 Credits


Shadow Broker Vanguard
Health
Reload

[014]


Shadow Broker Agent
Health

[015]


Shadow Broker Vanguard
Barrier

[016]

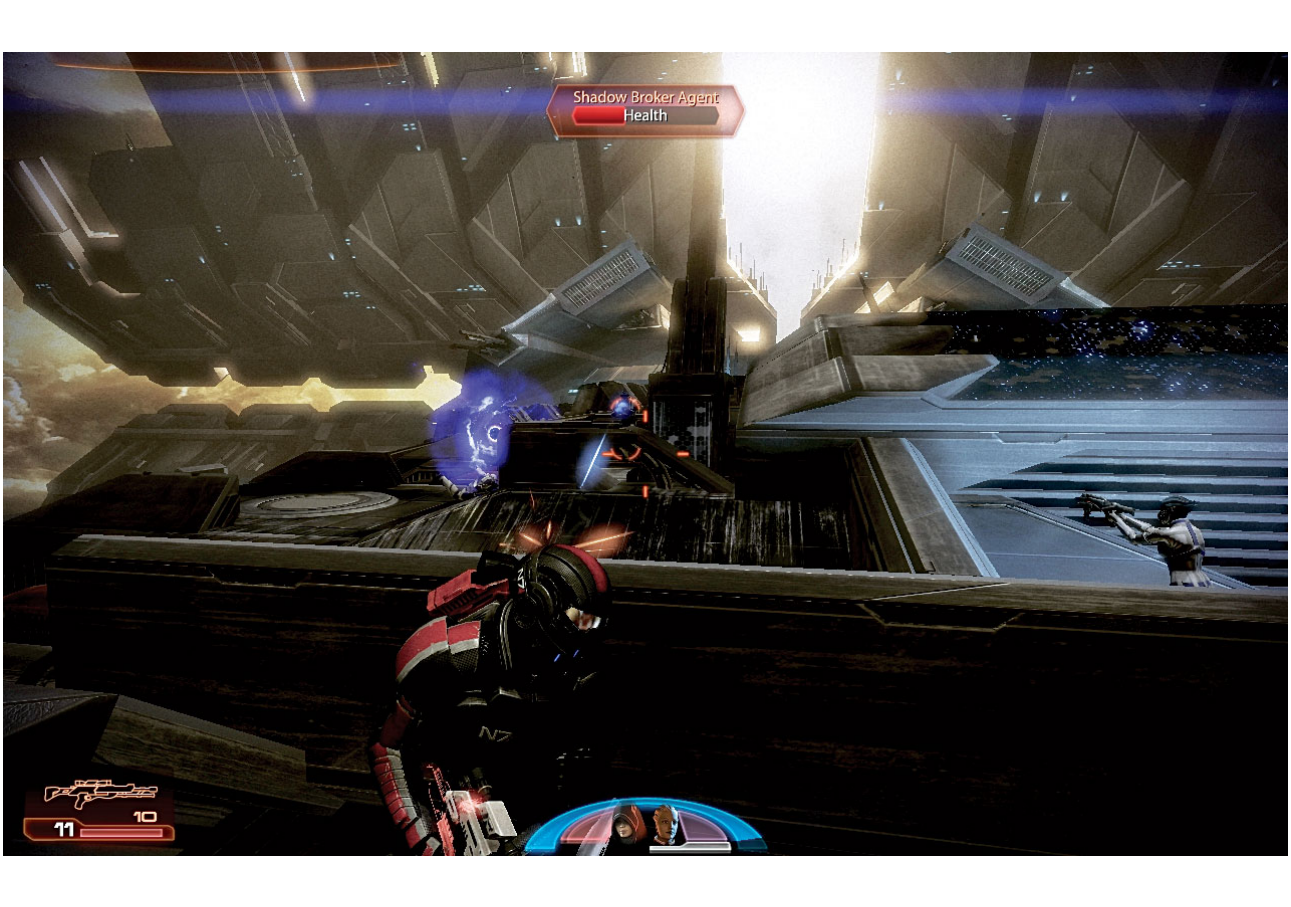
Take immediate cover behind the open hatch door, as agents, heavy troopers, and a vanguard appear from the top of the ship's hull **[014]** .

Target the lightning capacitor (one of two you can hit) and remove most of the agent threats, and then tackle the heavy enemies and the vanguard.

If you have biotic powers such as Pull, or ones that cause foes to float up and catch the wind, use them. Then clamber across to the other side, and begin to cut down agents coming up the steep left side of the ship **[015]** .

Turn right, and deliver killing blows to three LOKI mechs on the slanted superstructure. Then clamber back up to the top. This new area **[016]** has two agents, a heavy, and a vanguard to deal with, but no capacitors.

Normal combat techniques apply here; don't spend too long in cover, as the vanguard tends to try flanking you. Then leap up and activate the panel controls.


Shadow Broker Agent
Health

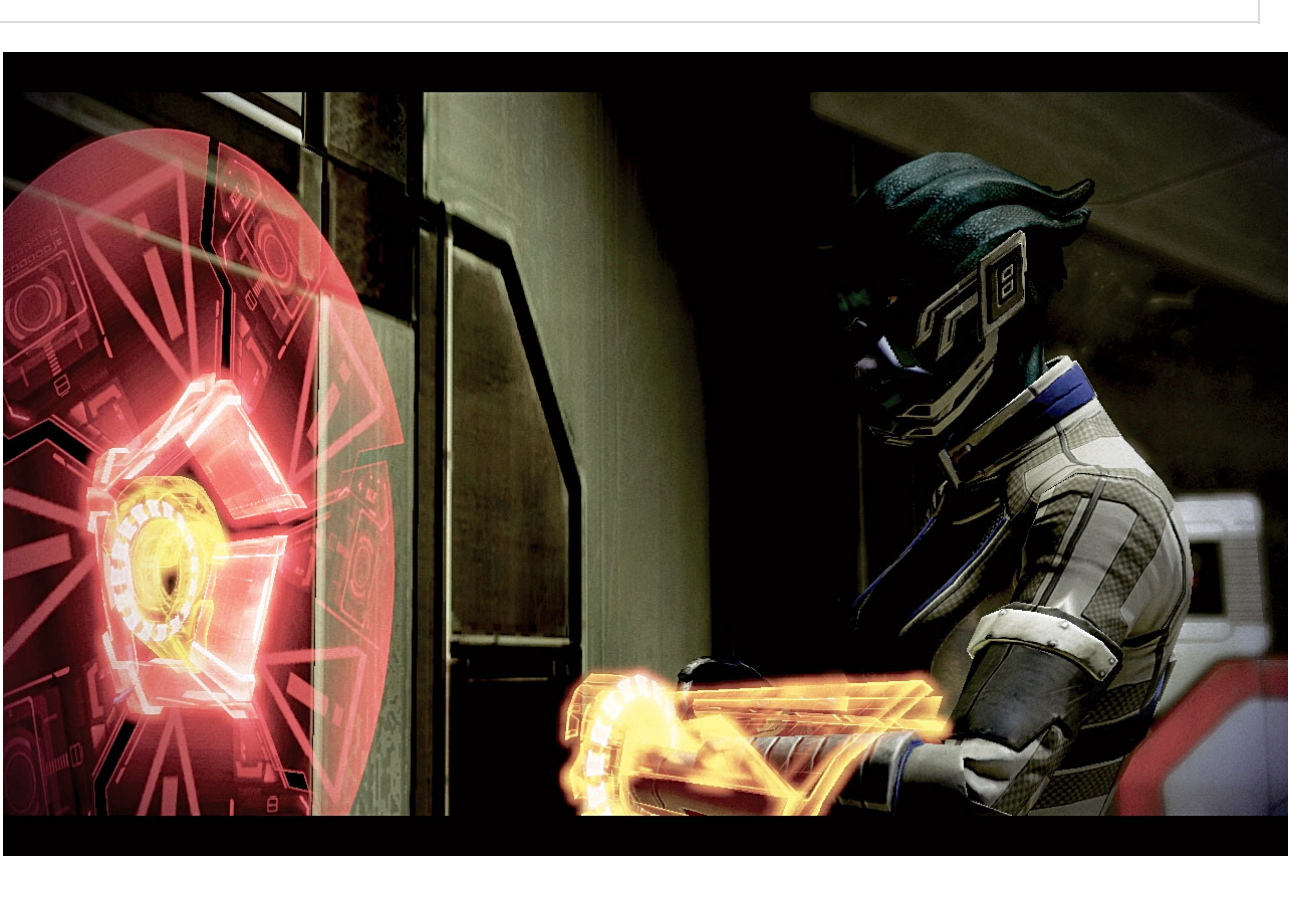
[017]

The panels shift, allowing you access under an overhang, which leads to further combat with agents and an engineer.

Expect further agents and a heavy, and a possible vanguard as you move between the capacitors, removing the Shadow Broker forces **[017]** until you reach a lightning rod mounted to a rail.

Check the left edge for some conductor components to salvage, before heading up to the rod controls on top of the hull, near some thermal clips. Activating the rod controls causes another trench to open.

Spoils of War > Conductor Components > Salvage > 3,000 Credits



[018]

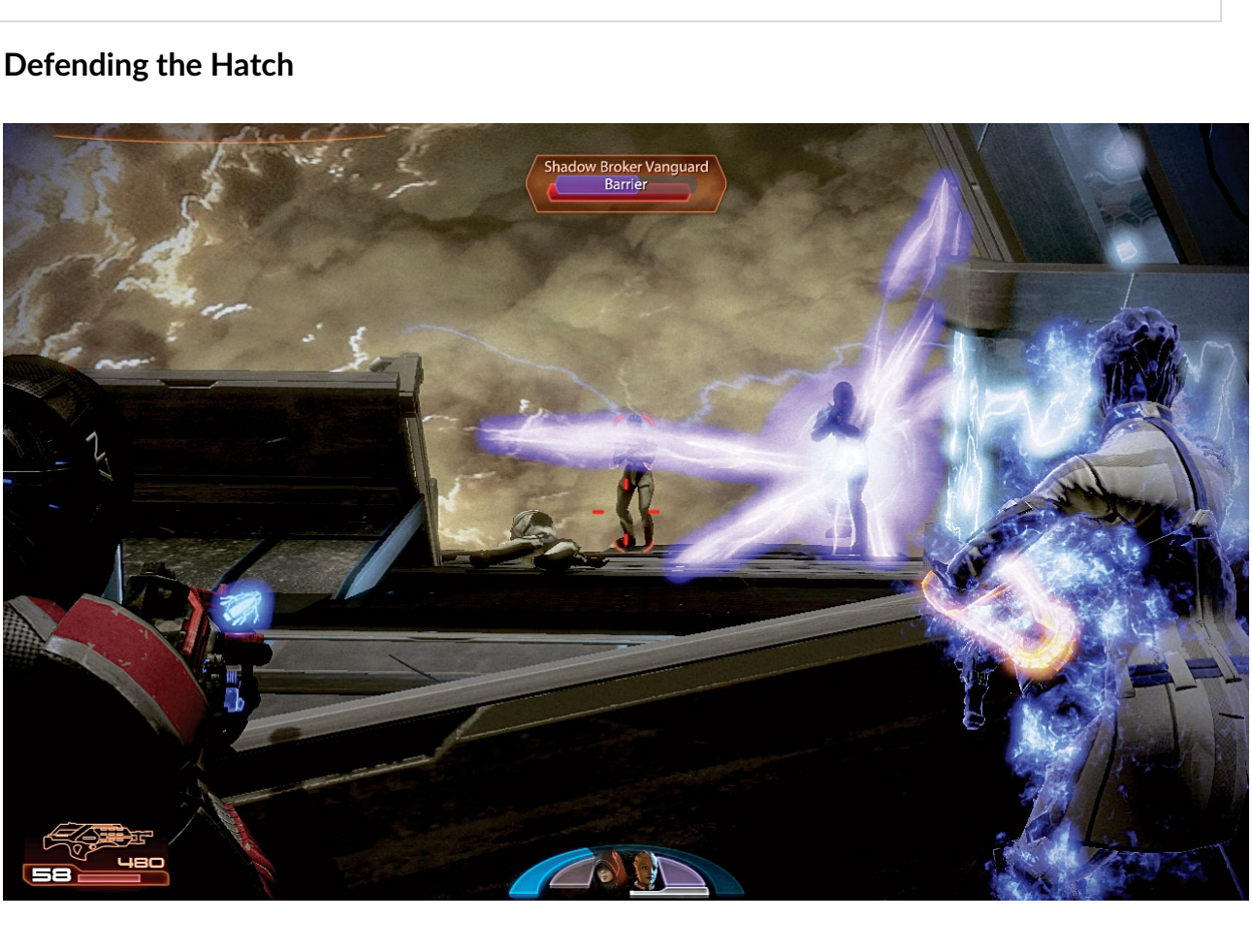
Head down the trench, which Shepard mentions has no guard rail, and up the ramp on the other side. Liara spots the hatch that leads directly to the communication signals.

Above and either side of it are capacitors (a total of four), and there's a medical station next to the hatch itself. Liara attempts a bypass shunt program to unlock the hatch **[018]** , but this will take some time.

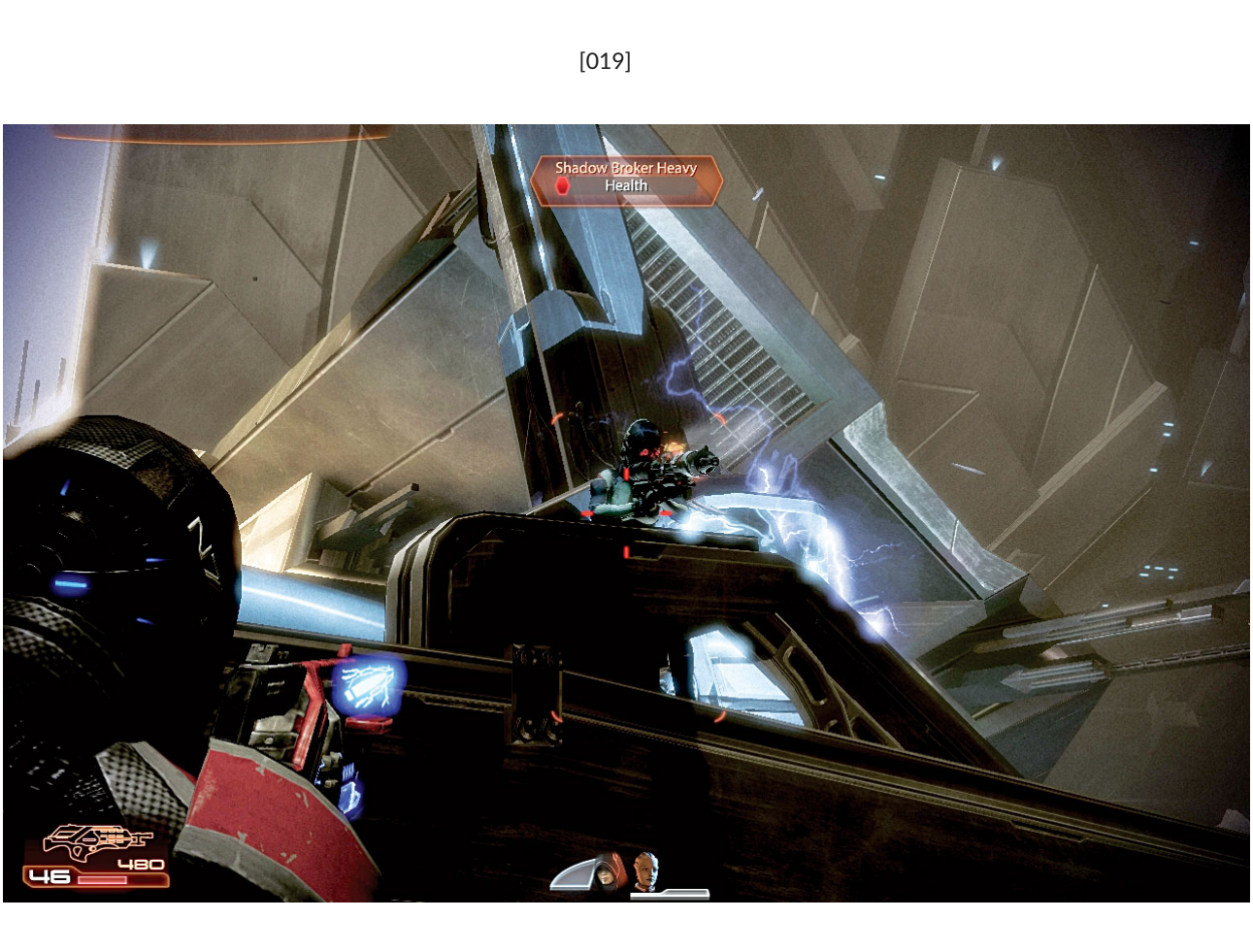
The hatch must be defended until the hack is complete.

Medical Station > Open > Med Kit > 100 Credits

Defending the Hatch


Shadow Broker Vanguard
Barrier

[019]


Shadow Broker Heavy
Health

[020]

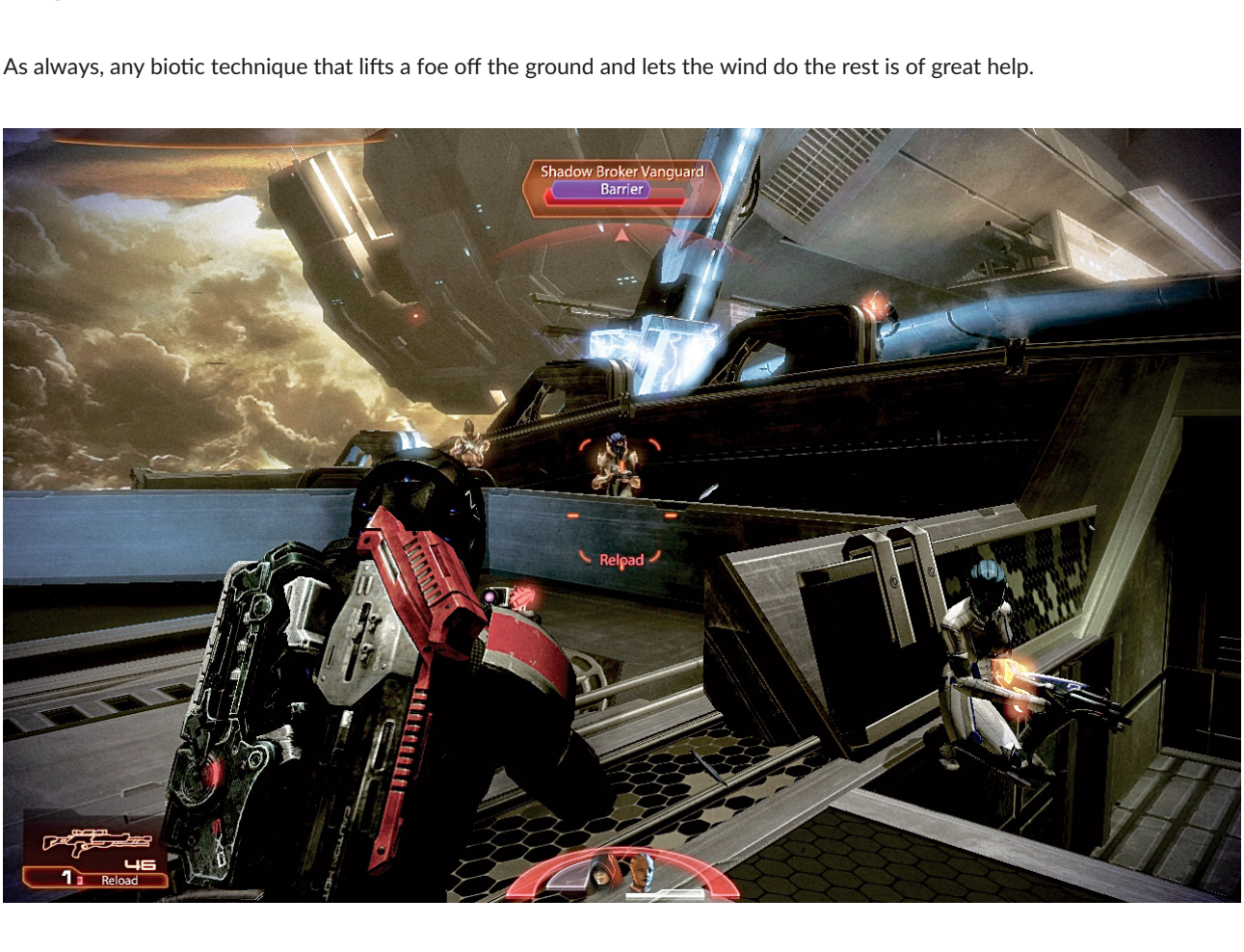
Naturally, the Shadow Broker isn't too keen on his inner sanctum being compromised and sends a large number of troops to stop you.

These appear from one side to begin with, so spin around and check where the gunfire is coming from. Position your squad members behind cover and spread out, so you're not outflanked.

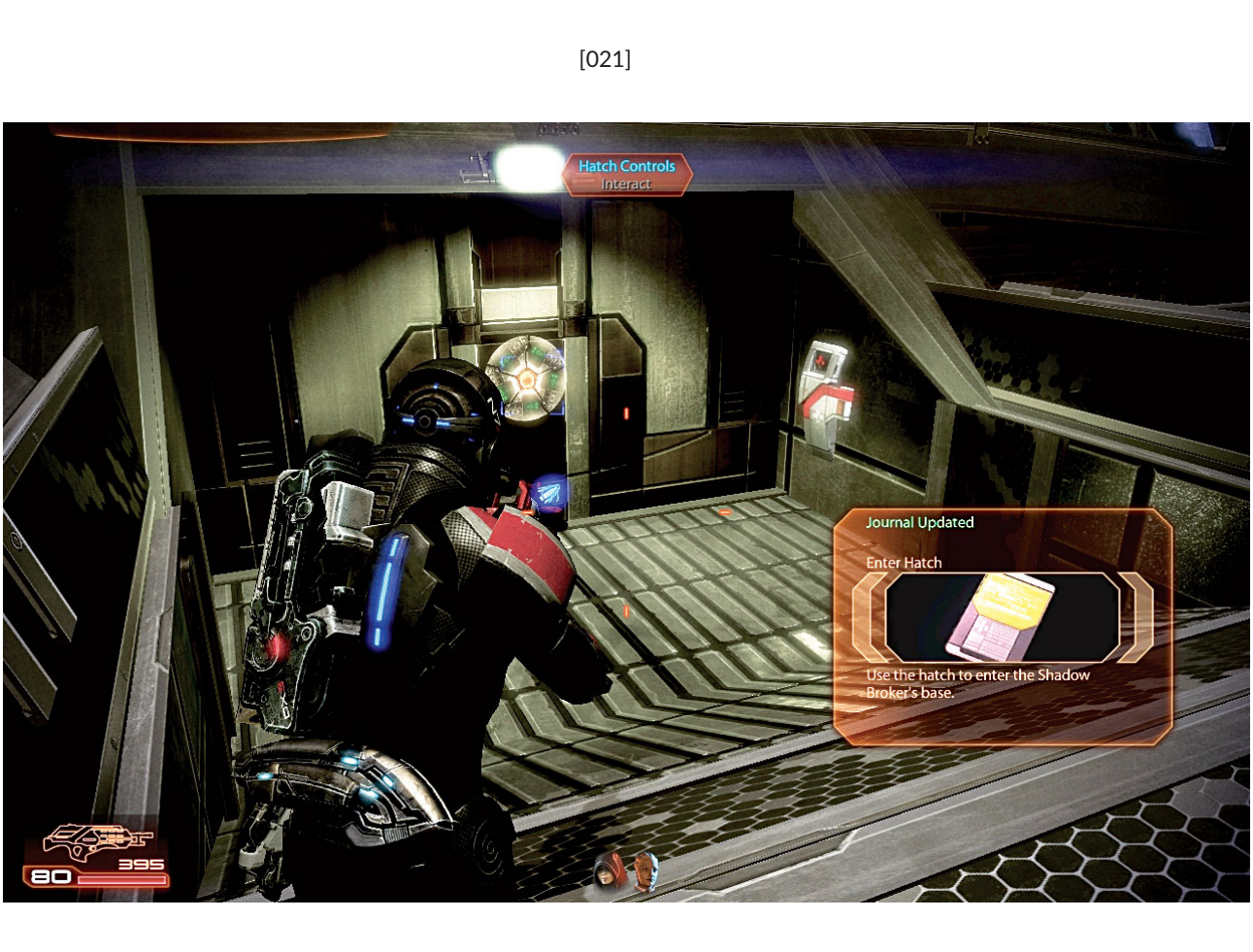
Then dive into cover yourself, and prepare to repel agents, heavies, engineers, and vanguards **[019]** .

Focus on the most threatening first; tag the two capacitors near the foes when any are near **[020]** , and then finish them off with gunfire or a biotic power such as Slam or Pull.

As always, any biotic technique that lifts a foe off the ground and lets the wind do the rest is of great help.


Shadow Broker Vanguard
Barrier
Reload

[021]


Hatch Controls
Interact
Journal Updated
Enter Hatch
Use the hatch to enter the Shadow Broker's base.

[022]

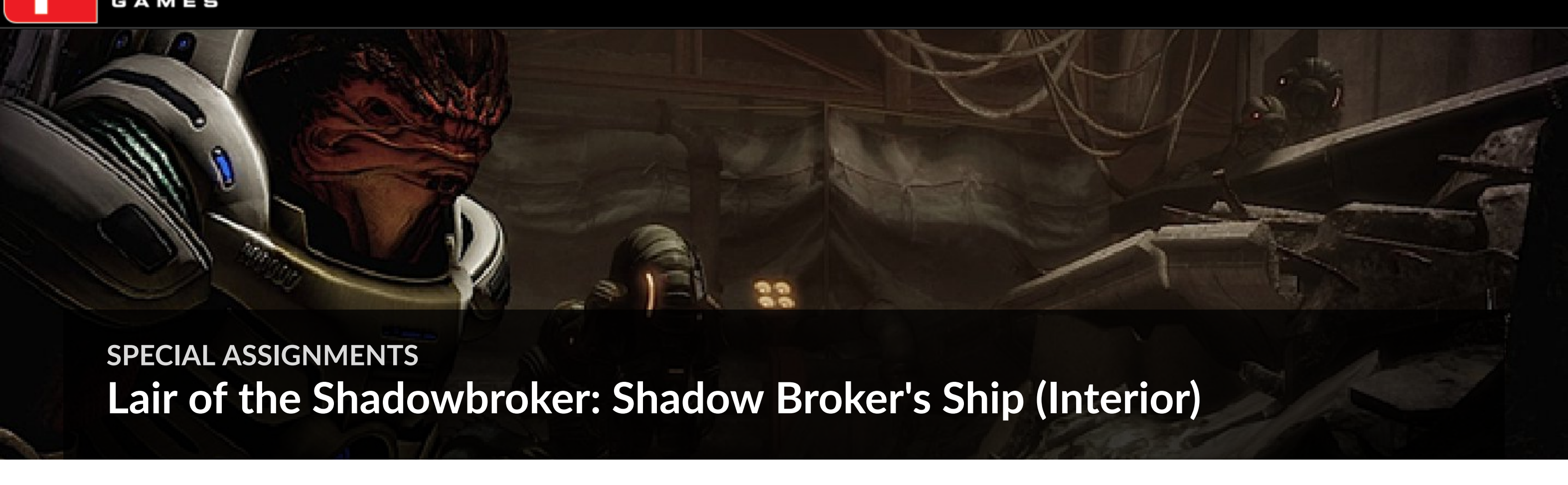
Make continuous checks to your left and right to ensure the enemy hasn't got past your squad members and is flanking you. After a brief chat with Liara, a second wave (from the opposite side of the hull) appears **[021]** .

Make the initial attack a shot at the capacitors, and repeat the tactics you've honed during this exterior outing.

The third wave of attackers consists of around six rocket drones from behind the hatch (the front of the ship). Take cover and pick them off one by one.

A fourth wave of infantry now appears from the same side as the first wave. Remove these threats, and then a fifth wave from the opposite side.

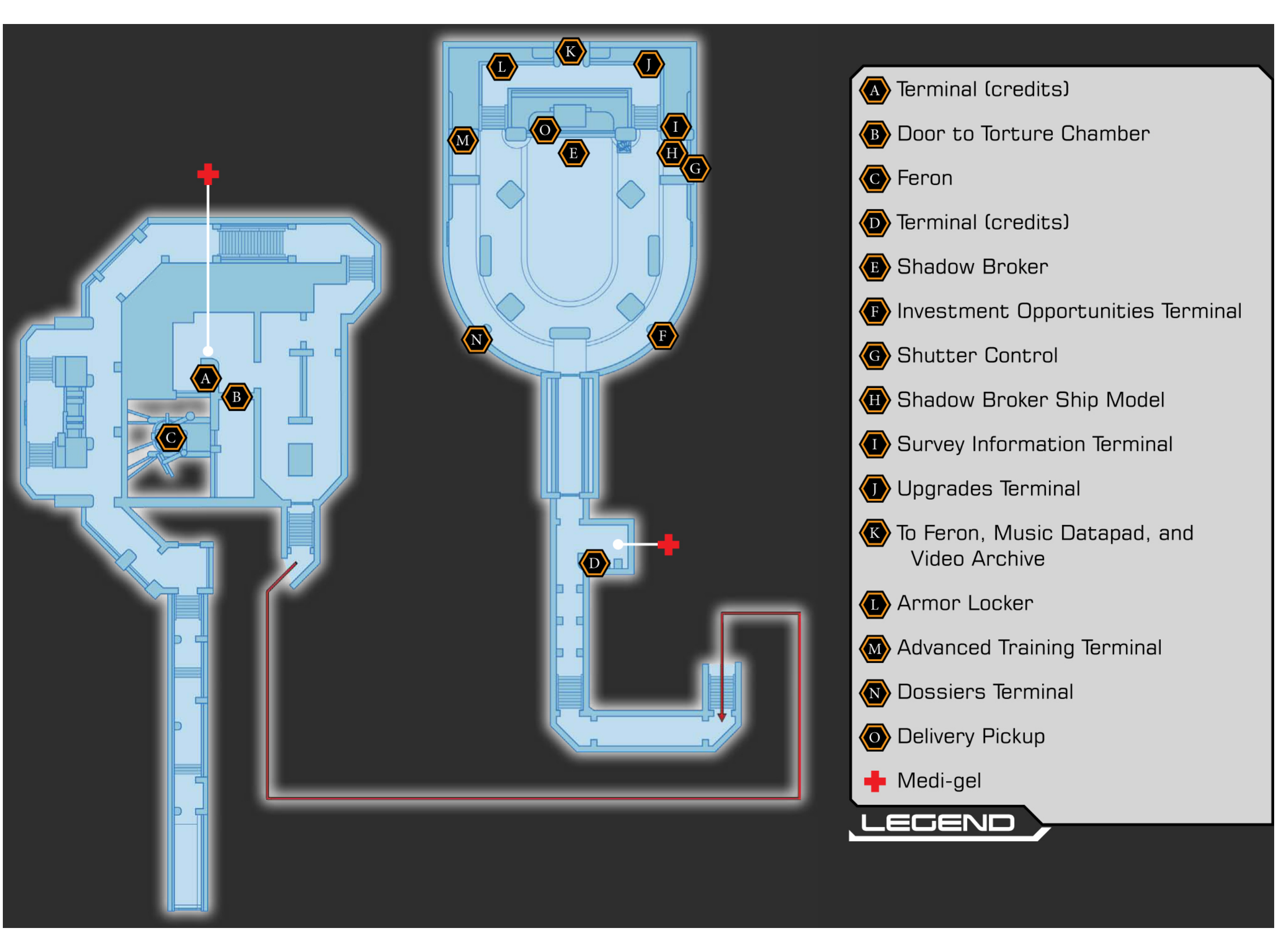
Remember; if heavy troopers are dug in behind the upper capacitors, electrocute them! Finally, after this fifth and final wave, the hatch can be opened **[022]** !

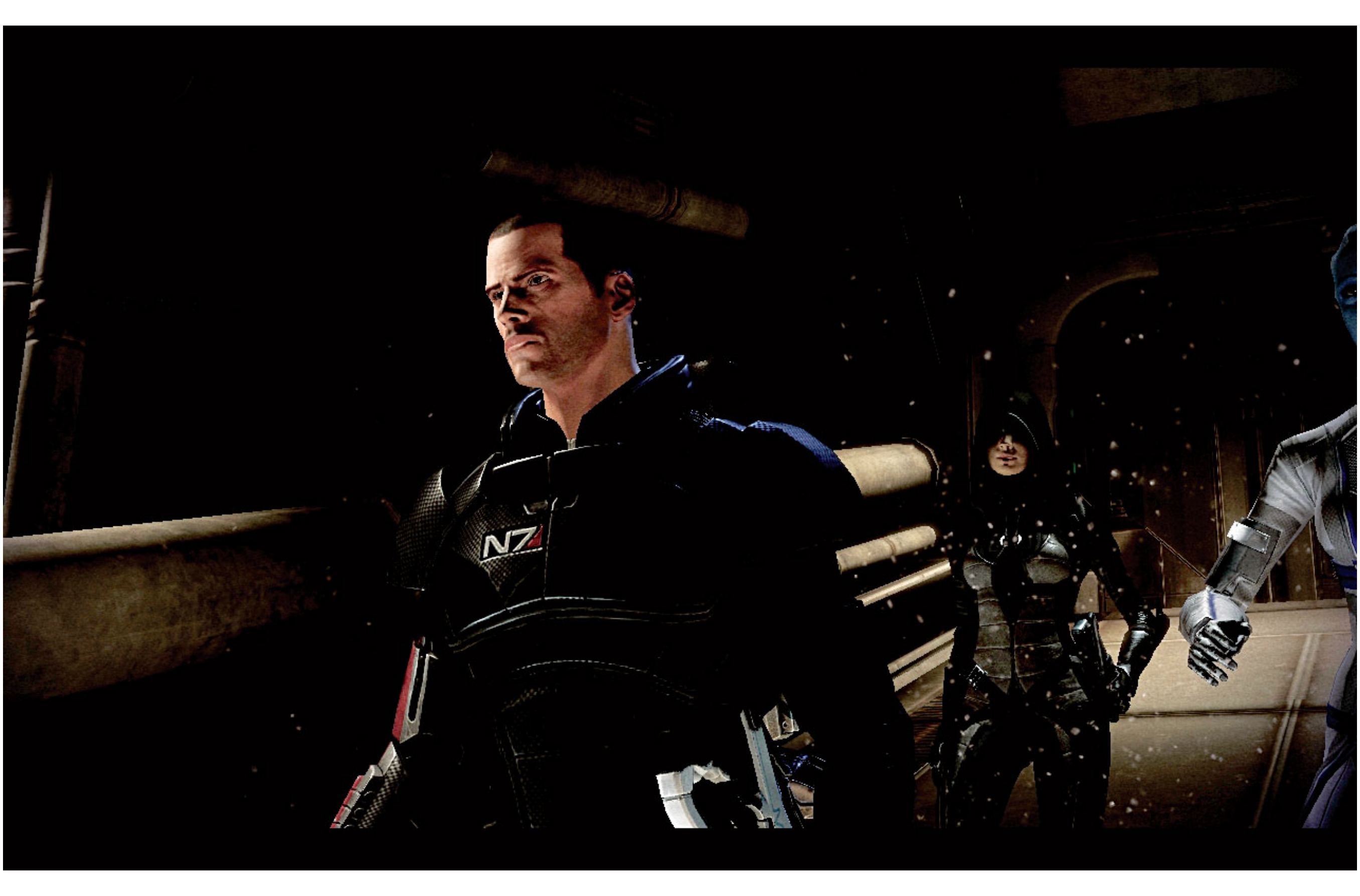


SPECIAL ASSIGNMENTS

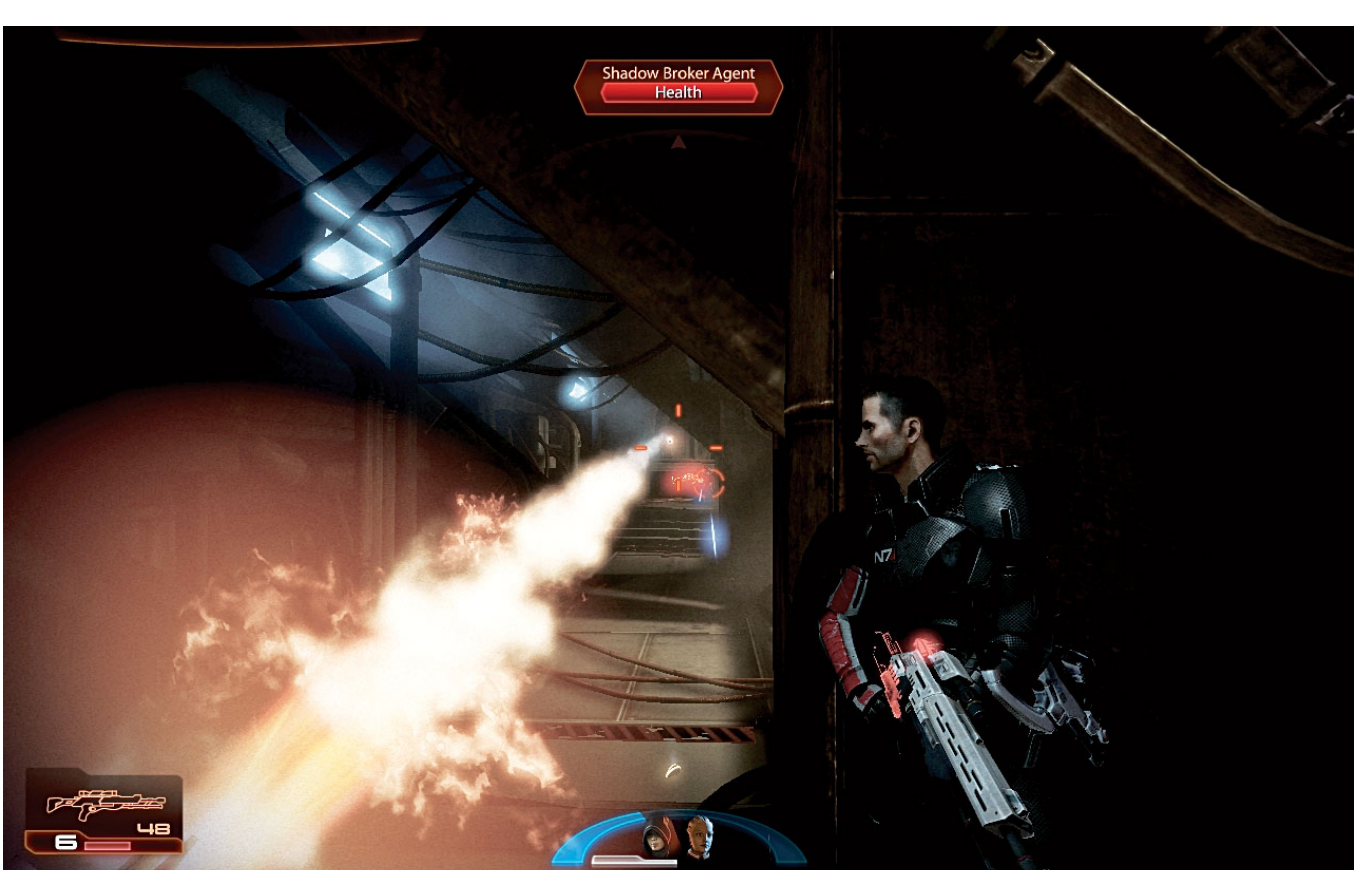
Lair of the Shadowbroker: Shadow Broker's Ship (Interior)

Part 5: Shadow Broker's Ship (Interior)


A Terminal (credits)
B Door to Torture Chamber
C Feron
D Terminal (credits)
E Shadow Broker
F Investment Opportunities Terminal
G Shutter Control
H Shadow Broker Ship Model
I Survey Information Terminal
J Upgrades Terminal
K To Feron, Music Datapad, and Video Archive
L Armor Locker
M Advanced Training Terminal
N Dossiers Terminal
O Delivery Pickup
✚ Medi-gel
LEGEND



[001]


Shadow Broker Agent
Health
48
6

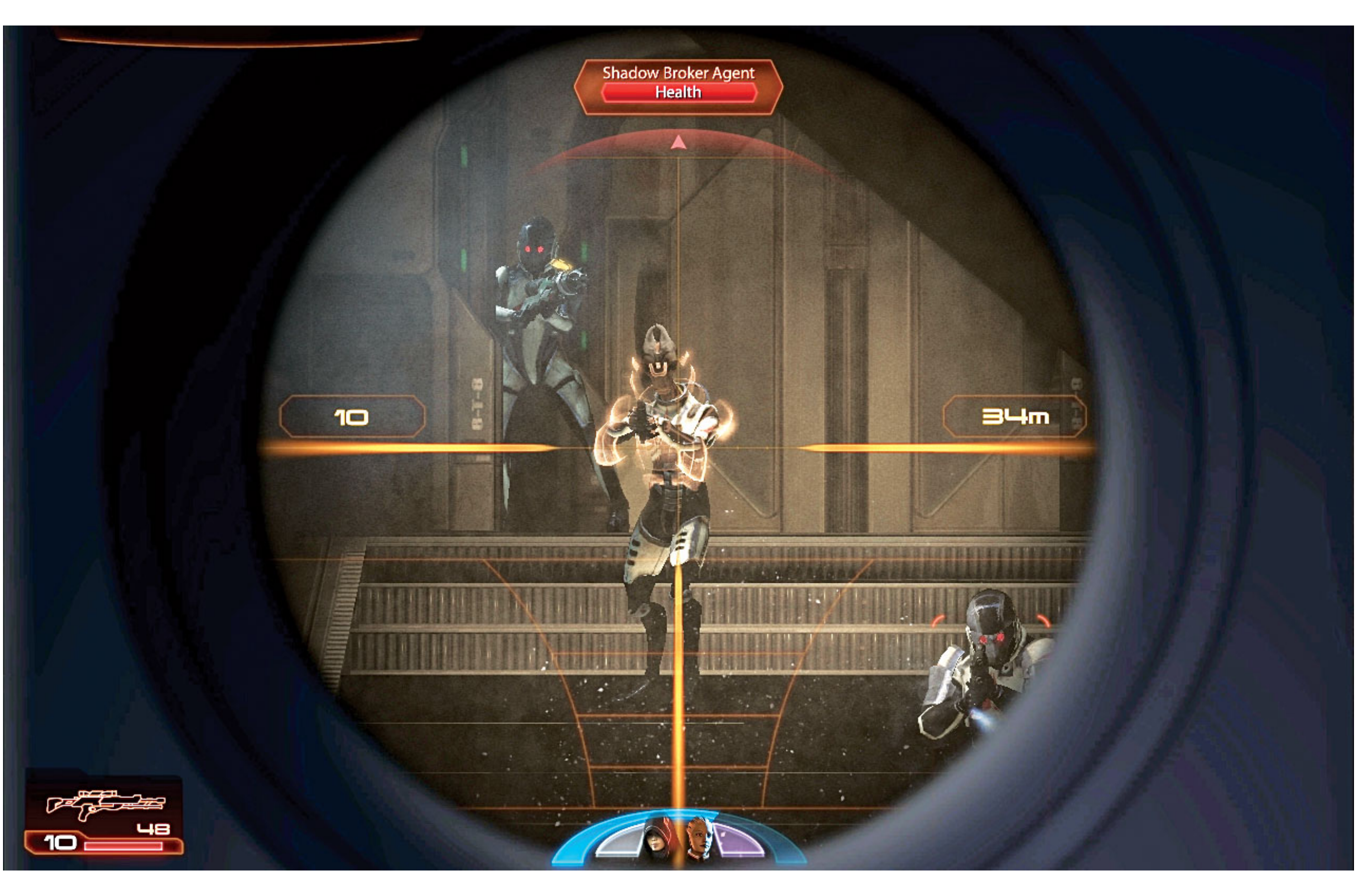
[002]

As Shepard confidently strides into the ship's interior **[001]** , the sounds of footfalls can be heard. Shadow Broker forces are sprinting to intercept the team, determined that Liara progresses no further.

Rockets fly past Shepard as cover is sought **[002]** . There is no respite from the forces of the Shadow Broker.

> **Tip**
>
> Your ammunition is replenished at this point, so switch to your favored weapon.

Finding Feron

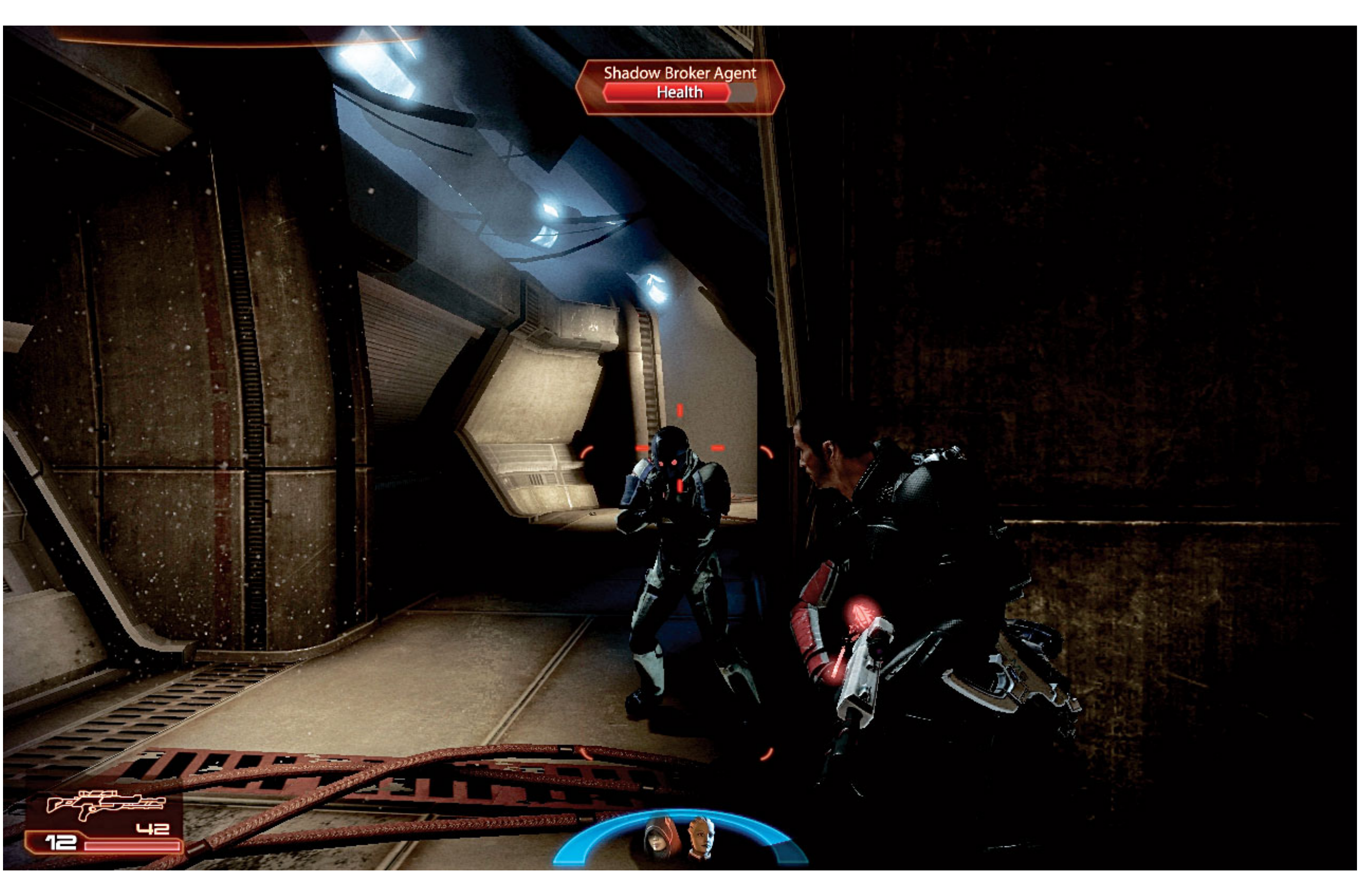

Shadow Broker Agent
Health
10
34m
48
10

[003]

Stay in cover, and remove the threats from the initial corridor. Expect agents, a heavy, and an engineer to tackle **[003]** . Sniper rifles are a good choice in this initial corridor, due to its length.

Run to the far end when the threats are lessened, and move into a diagonally intersecting corridor with further foes, which include a vanguard.

Continuously, but methodically, move forward to the next corridor and peer down the next, longer continuation of the corridor.

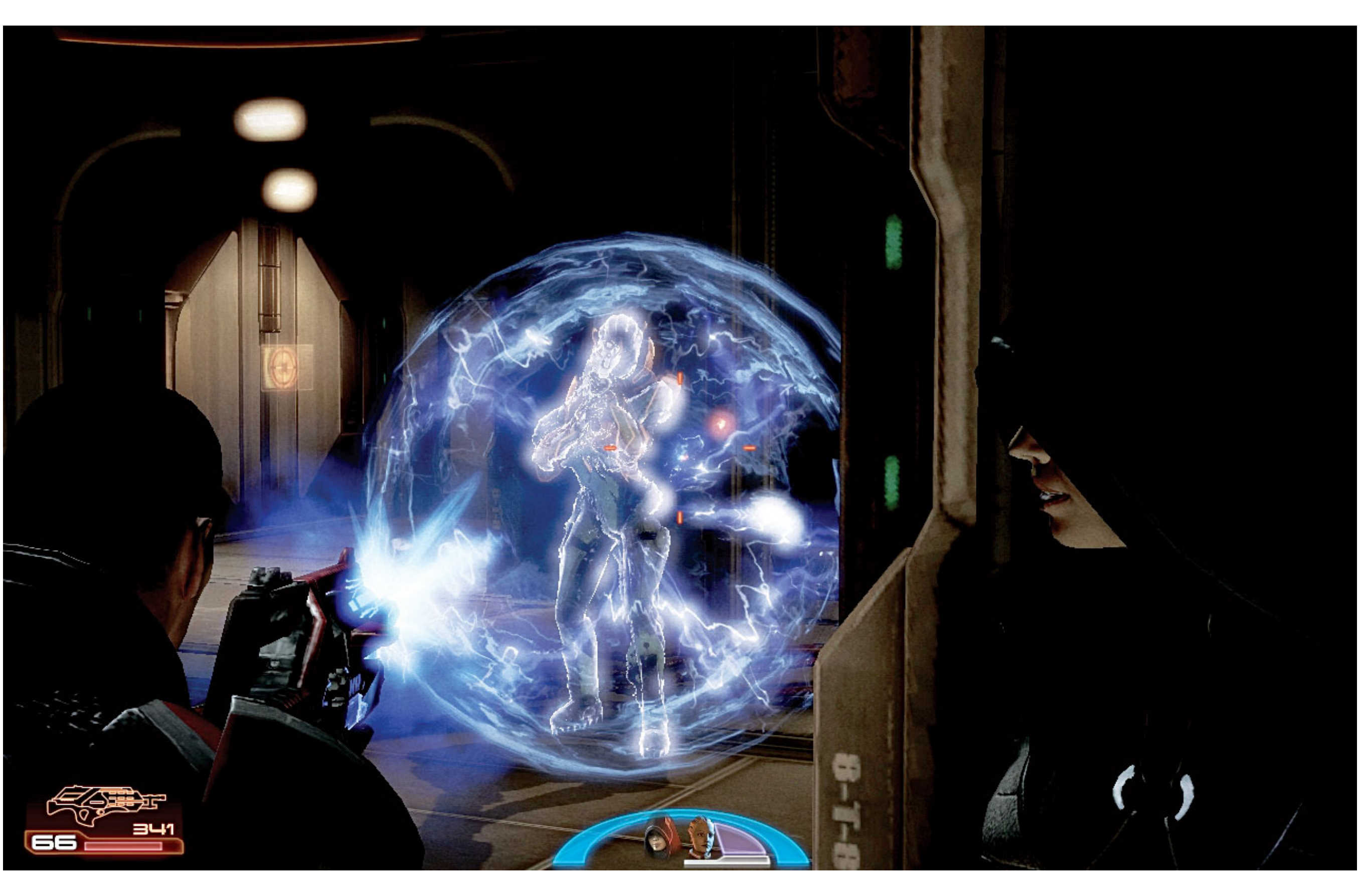

Shadow Broker Agent
Health
42
12

[004]

Bring out your favored weapon and tag the heads of the foes peering out from cover **[004]** .

There is a U-shaped side corridor to your left you can step into, working your way around to flank foes if your other squad members are occupying the enemy.

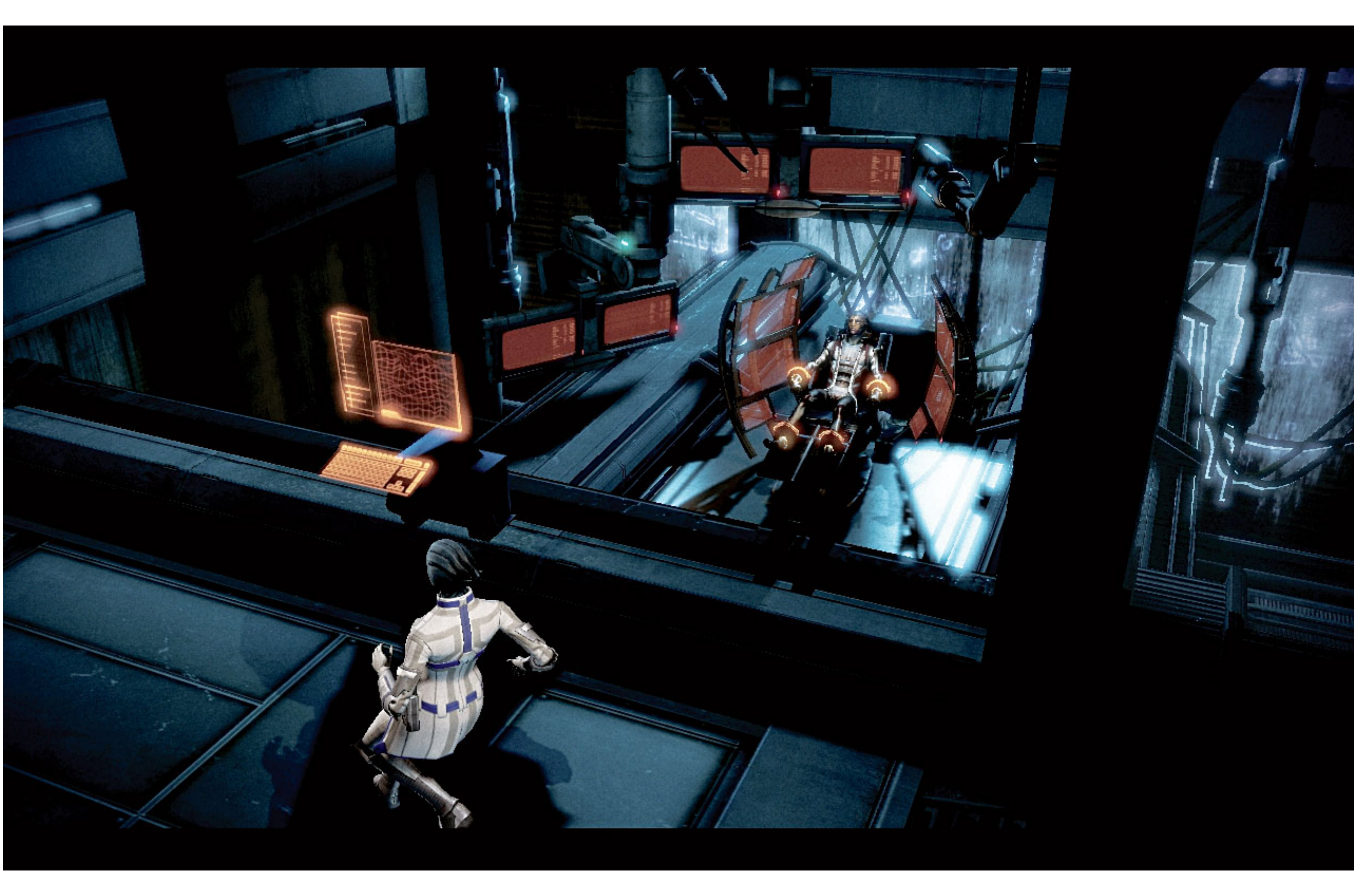
When the coast is clear, head up the stairs at the far end of the corridor, and prepare for further combat.



[005]

Liara has downloaded the ship's map (which you can check, or use the guide's map for more details) as you head toward the prison block.

Bring down the agents, engineer, and vanguard at the top of the stairs and along the next corridor **[005]** ; react before they see you to inflict some crucial early damage.

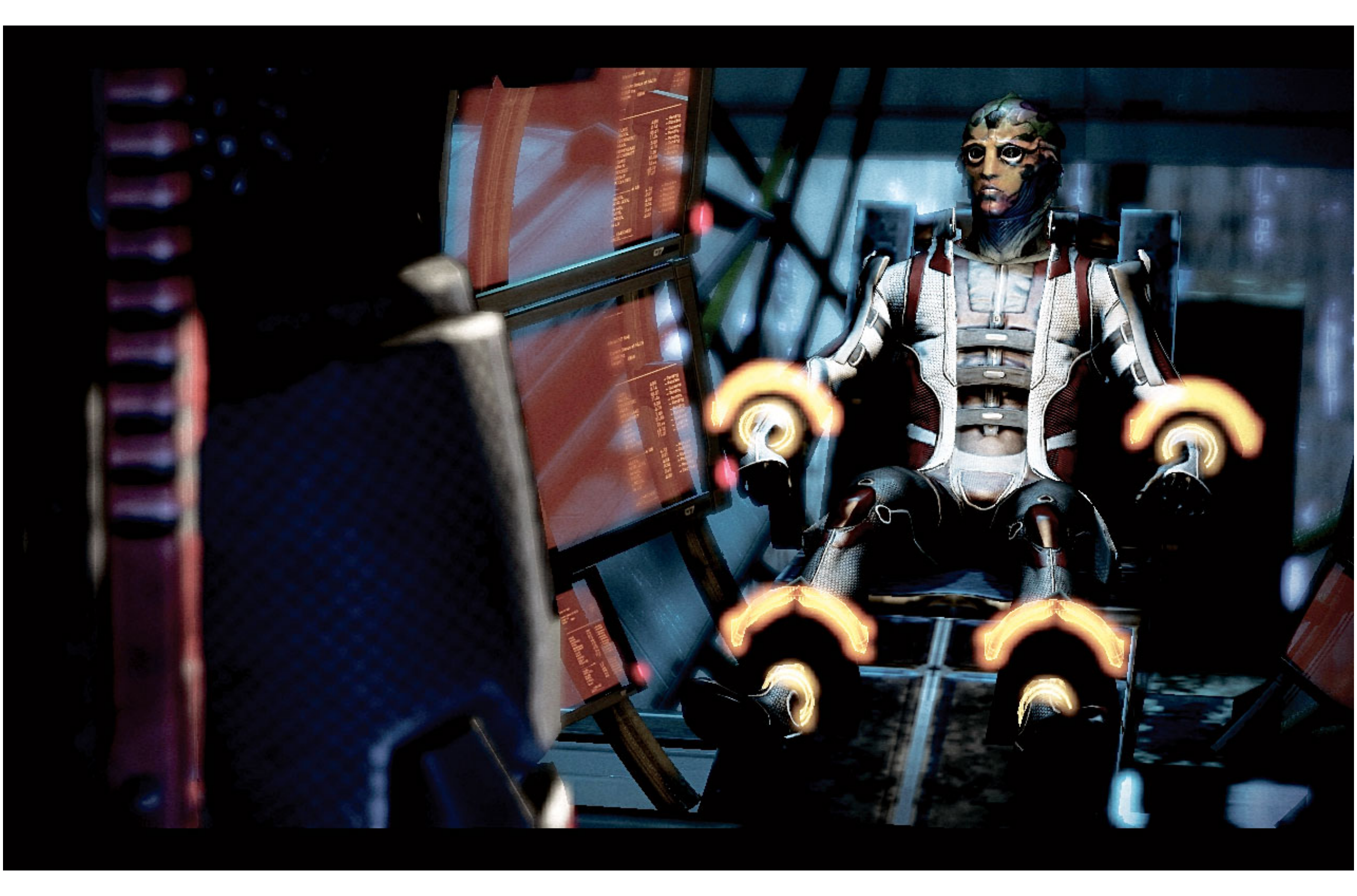


[006]

Enter the control room, removing the two agents at the terminal, and open a med kit. Then access the terminal for some credits.

Through the nearby windows, you can see Feron immobilized in some kind of torture device. The adjacent door leads into the chamber itself **[006]** . Bypass the door and meet up with Liara's old companion.

	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Terminal > Access > 4,500 Credits



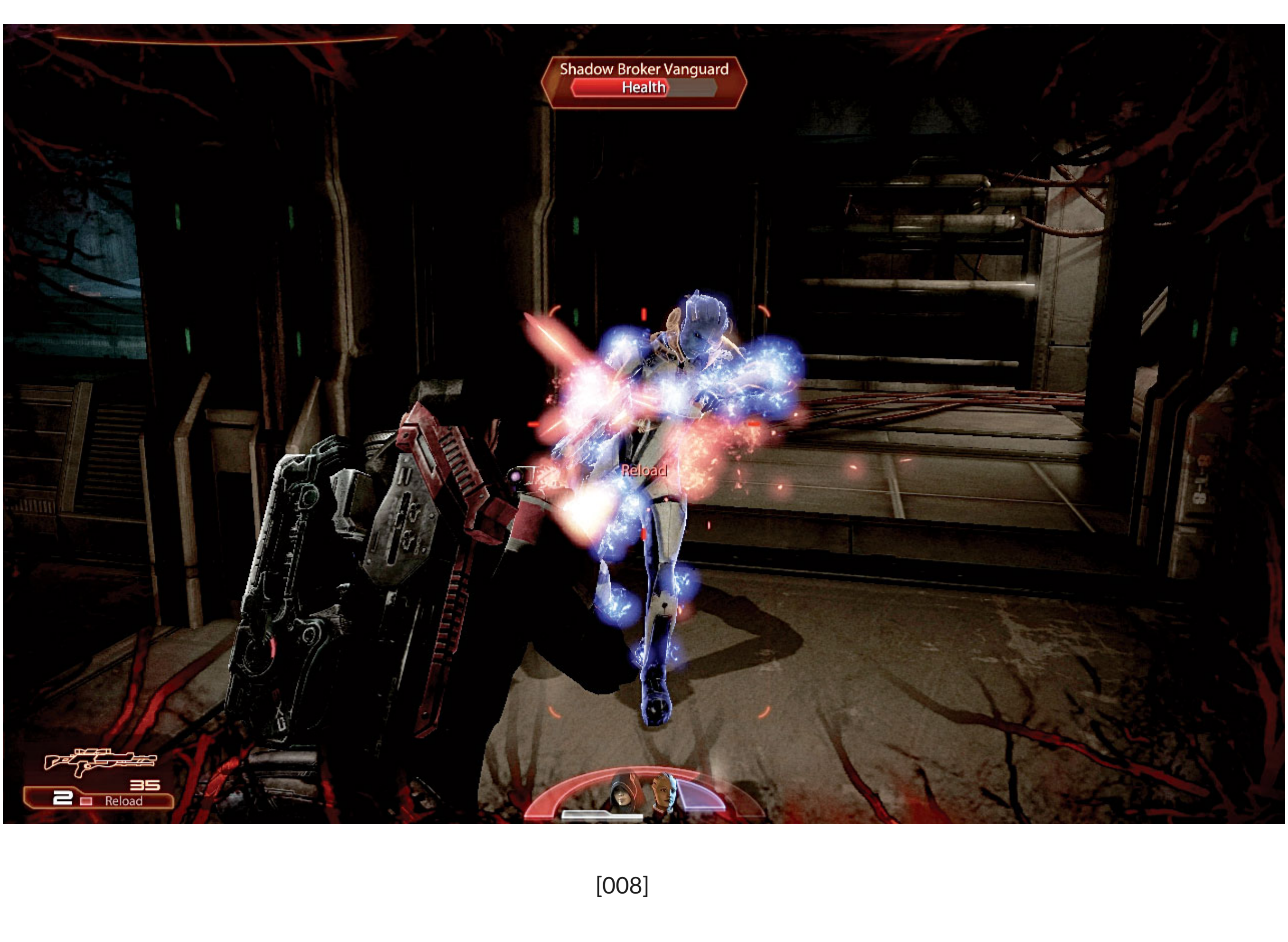
[007]

Liara's haste at attempting to free Feron from the terminal linked to his electrified chair electrocutes him instead.

Feron gasps information at the team **[007]** —that the chair is plugged into the Shadow Broker's info network, and tampering with it results in a shock. The power must be cut, but it won't be easy.

The team must go to central operations, which is down the hall. While you face the Shadow Broker, Feron will try not to go anywhere...

Helping Feron


Shadow Broker Vanguard
Health
Reload
35
2
Reload

[008]

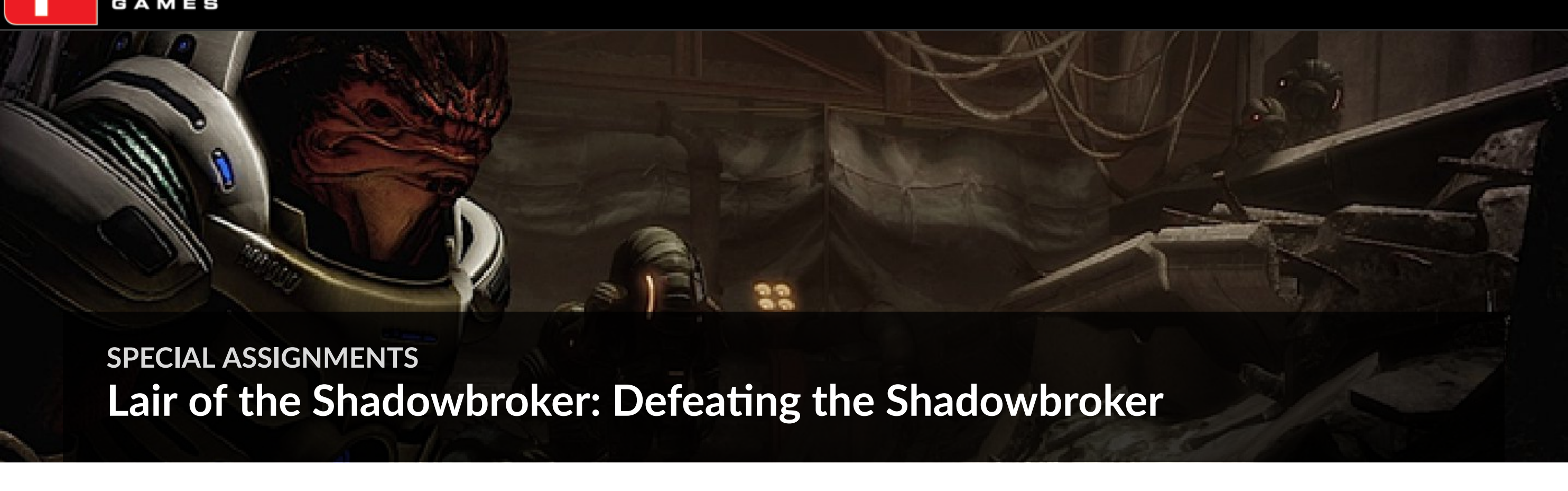
The corridors have been repopulated with Shadow Broker agents, a heavy, and a vanguard, so take cover at the entrance to the torture room **[008]** .

Your foes aren't using cover, so use this to your advantage and take them down quickly.

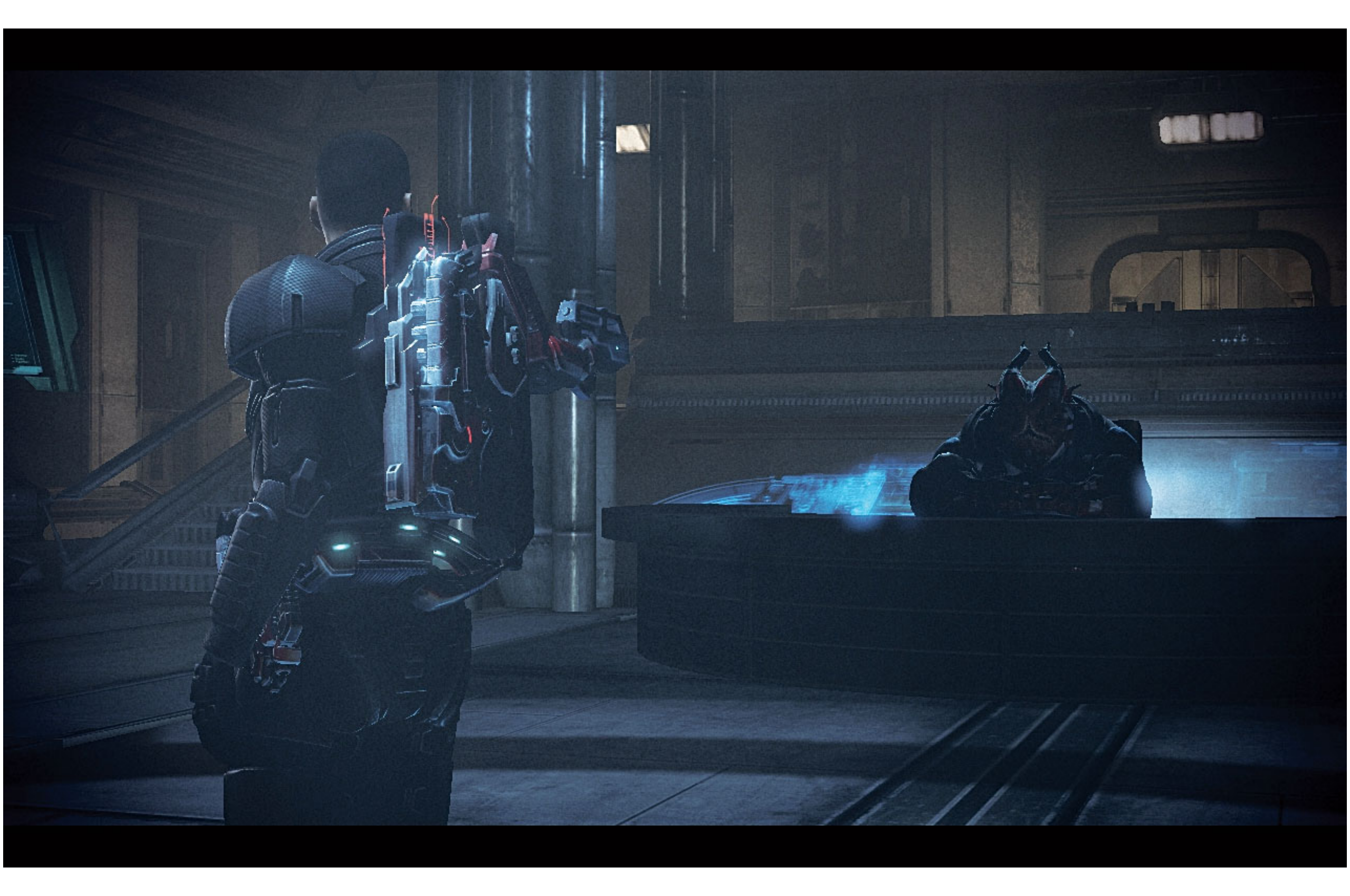
Move to the previously locked door, which is now open, allowing you to pass into the stairwell, and move upward into an entrance hallway of polished stone.

A lone agent must be dispatched before checking his desk for a med kit and terminal. Then comes time to meet with the Shadow Broker himself.

	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Terminal > Access > 4,500 Credits



Part 6: Defeating the Shadow Broker

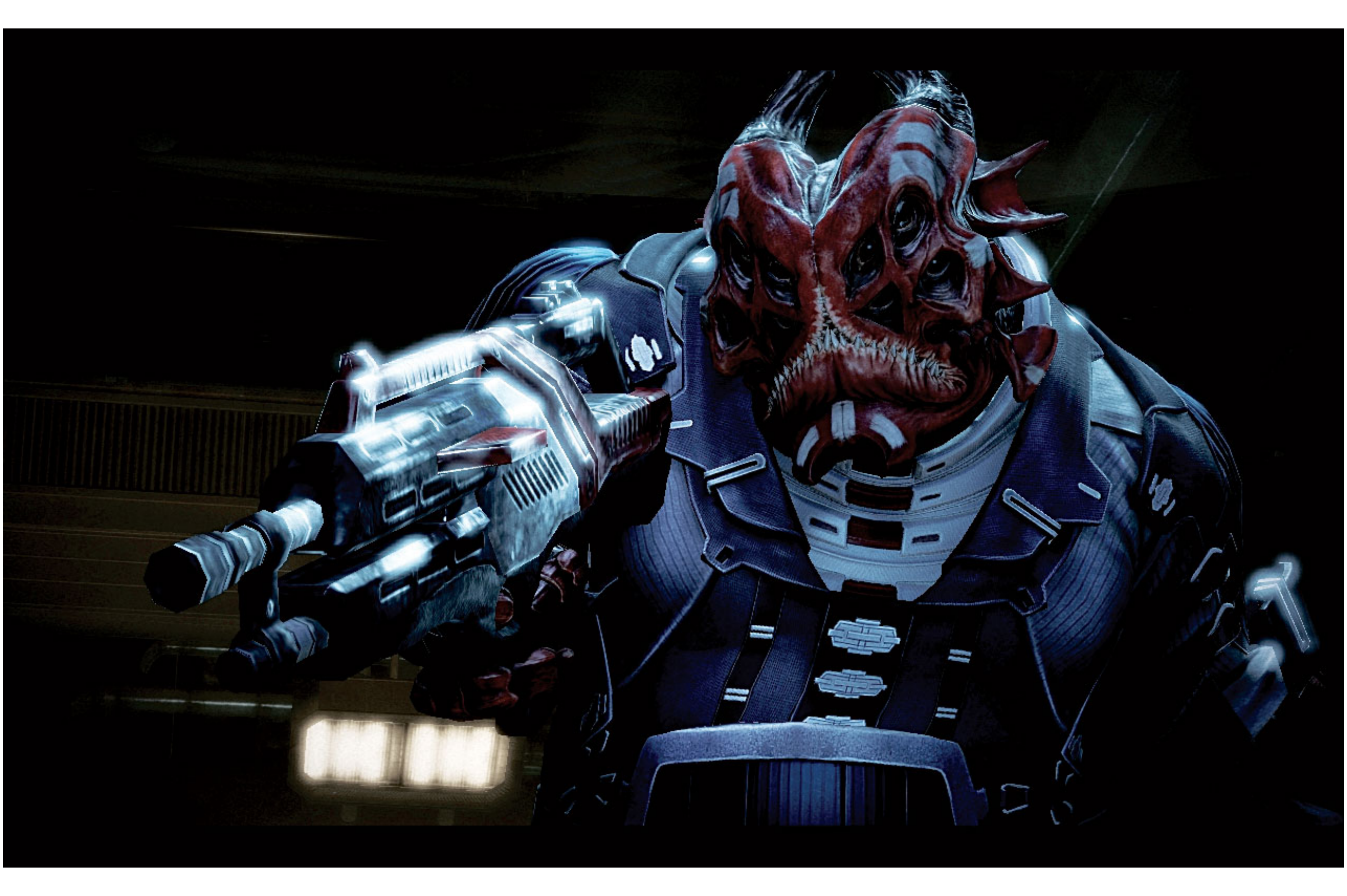


[009]

[010]

Shepard strides into the Shadow Broker's chamber of command and peers into the gloom. A massive yahg sits resting on his chair **[009]** , and comments about Shepard's reckless behavior.

Liara raises the capturing of Feron, and the Shadow Broker reminds her that it was her deeds that caused the current situation.



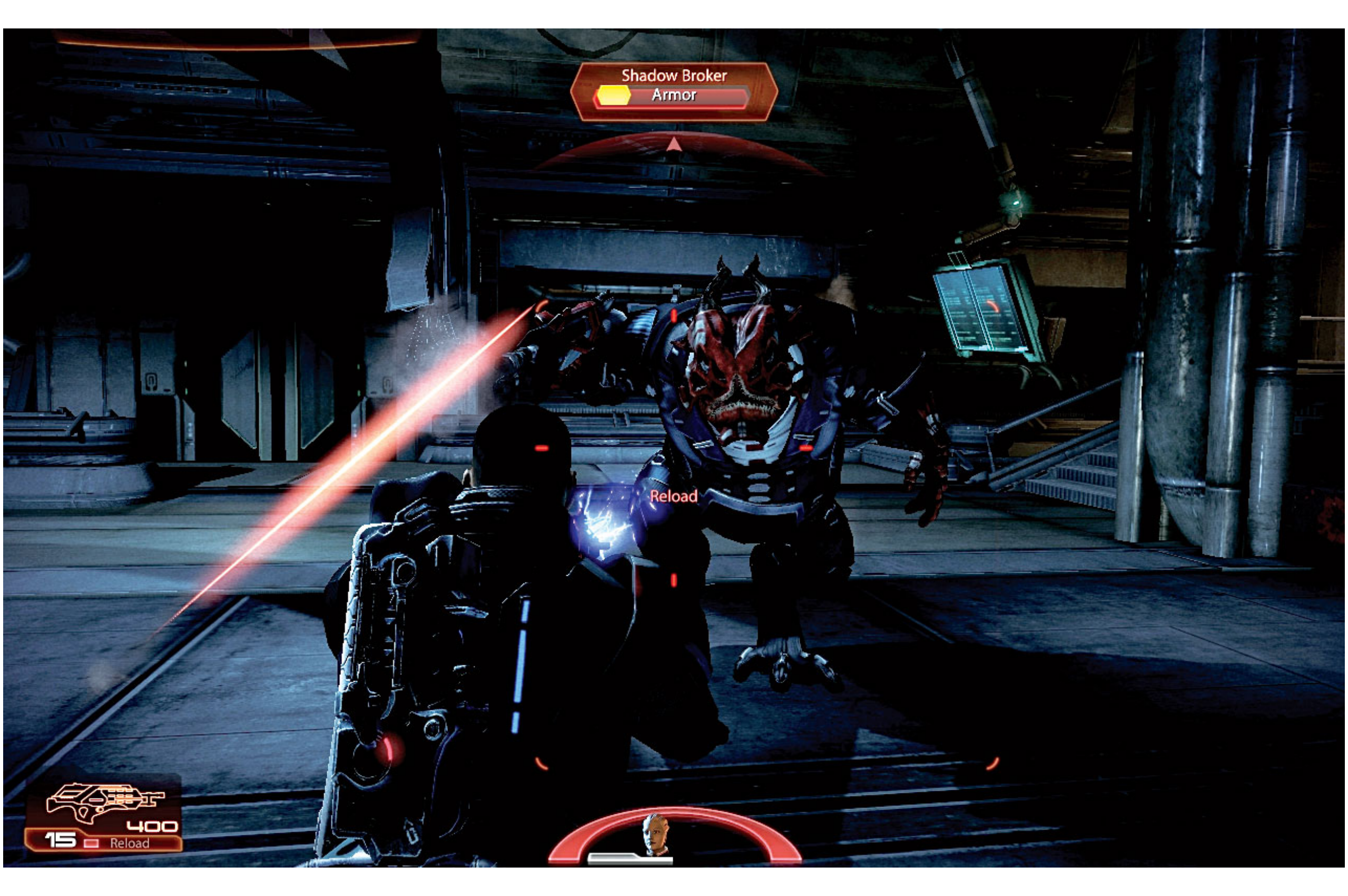
[011]

The Shadow Broker has worked with the Collectors (and his intentions differ depending on whether the Collectors are defeated in the main missions or not).

The Shadow Broker and Liara trade threatening verbiage **[010]** , before the Shadow Broker comments on the third squad member—giving all-too accurate information about them.

The Shadow Broker tells Liara it is pointless to challenge him; he knows all her secrets. She responds by telling the Shadow Broker he is a yahg, likely removed from his homeworld by the first Shadow Broker and kept as a trophy, or a pet.

This does the trick; the yahg stands up **[011]** , towering over Shepard's team, and pulverizes his desk, throwing parts of it and incapacitating your third squad member.

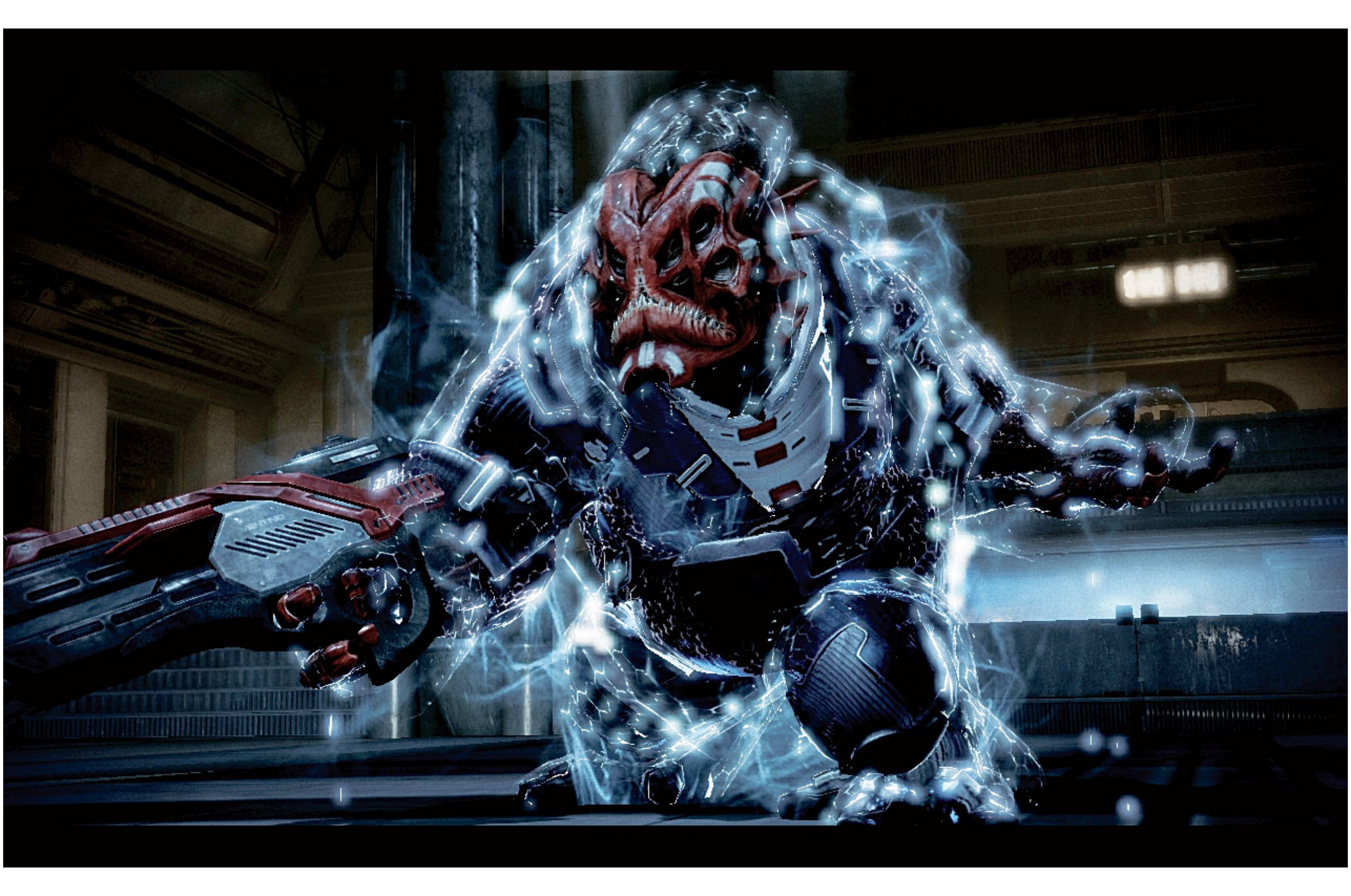


[012]

The Shadow Broker is the very definition of brute force, and to begin with, keep yourself as far from him as possible.

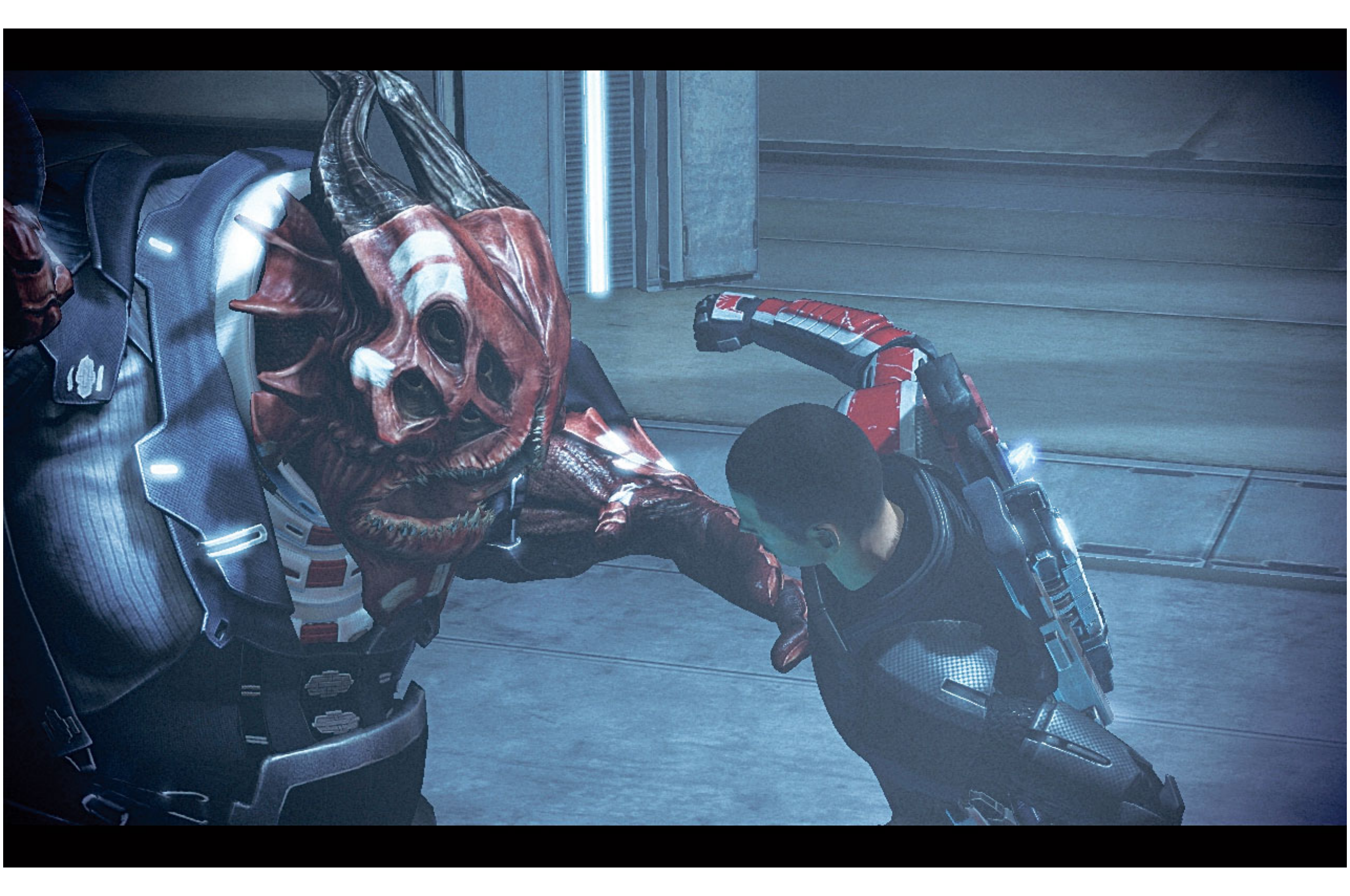
Use your favored weapon (a shotgun or assault rifle is recommended) to blast away at the Shadow Broker's shields and armor **[012]** . Save any powers for later into the fight.

Whittling down the shields and armor should go suspiciously well; in fact, aside from predicting his charge so you aren't struck, by keeping your distance and circle-strafing, and continuously firing, you may remove his armor without being hit once.



[013]

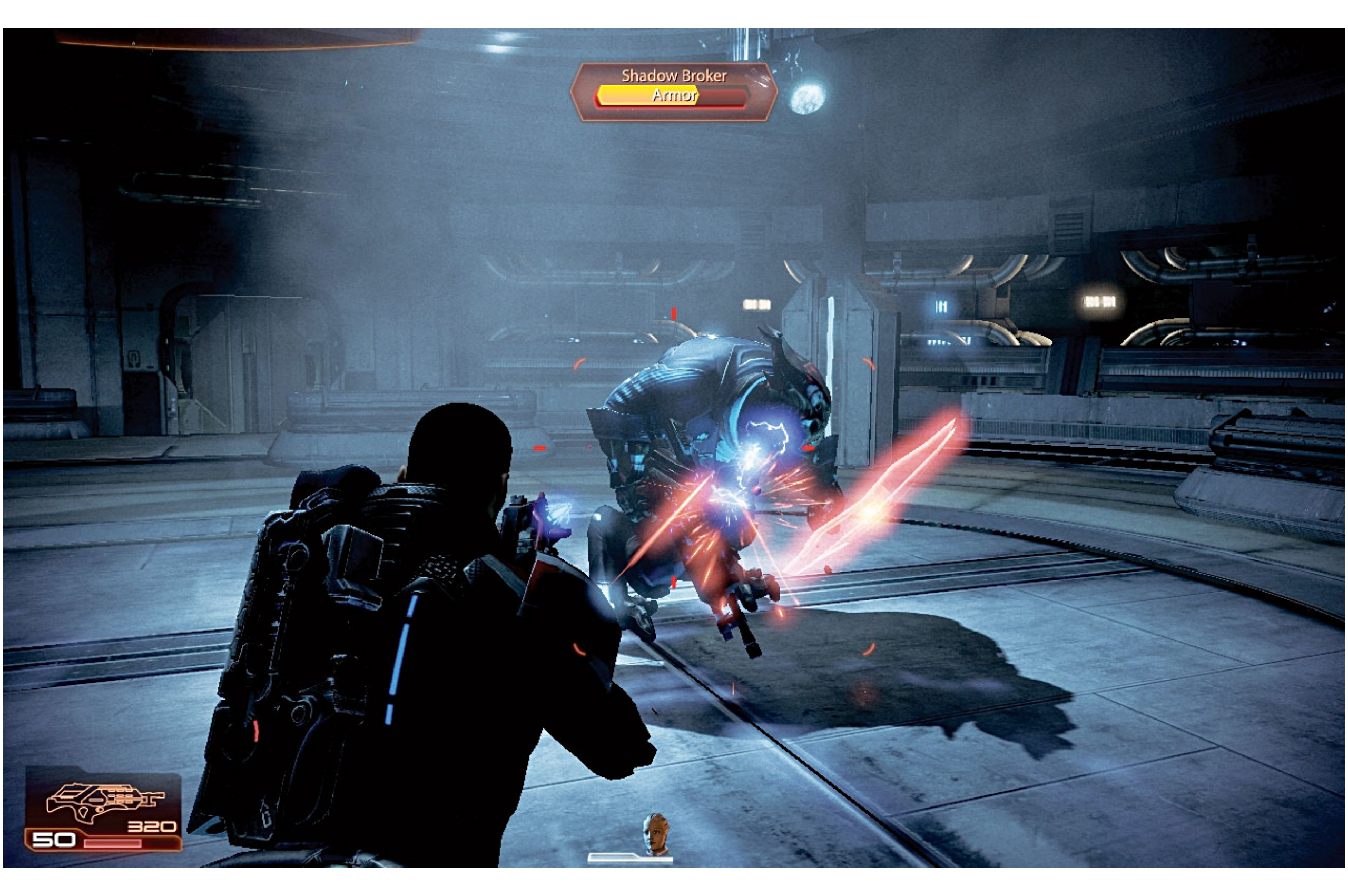
The Shadow Broker bellows and raises a kinetically sensitive shield about his bulk **[013]** , and Liara's bullets and biotic attacks simply bounce off. Shepard responds that the Shadow Broker needs to be taken down the hard way.



[014]

Run quickly up to the Shadow Broker and execute a melee attack with the butt of your weapon **[014]** .

Shepard begins a series of damaging punches that send the Shadow Broker reeling, until he raises a shield, sending Shepard tumbling backward. Combat begins anew.

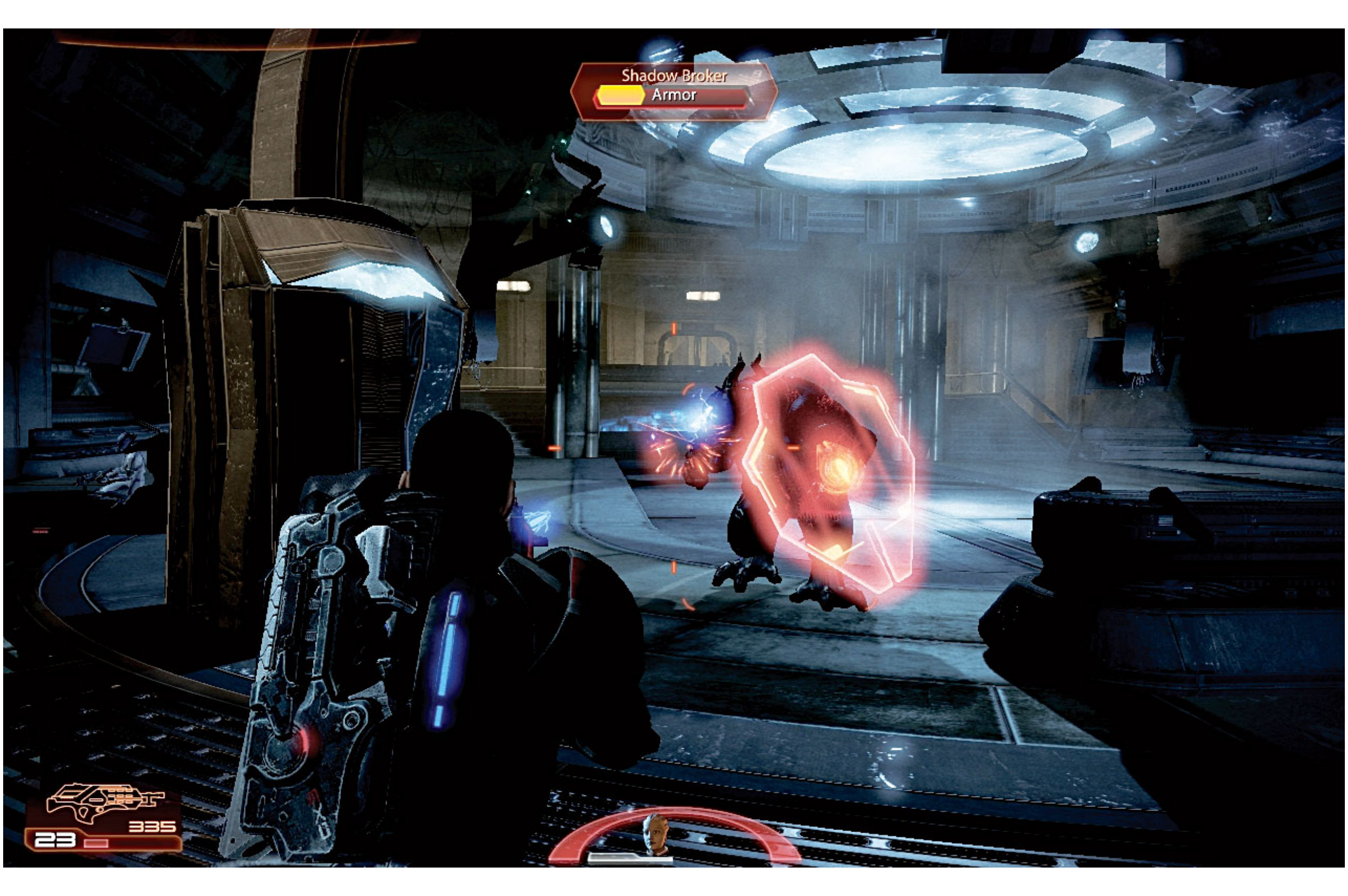


[015]

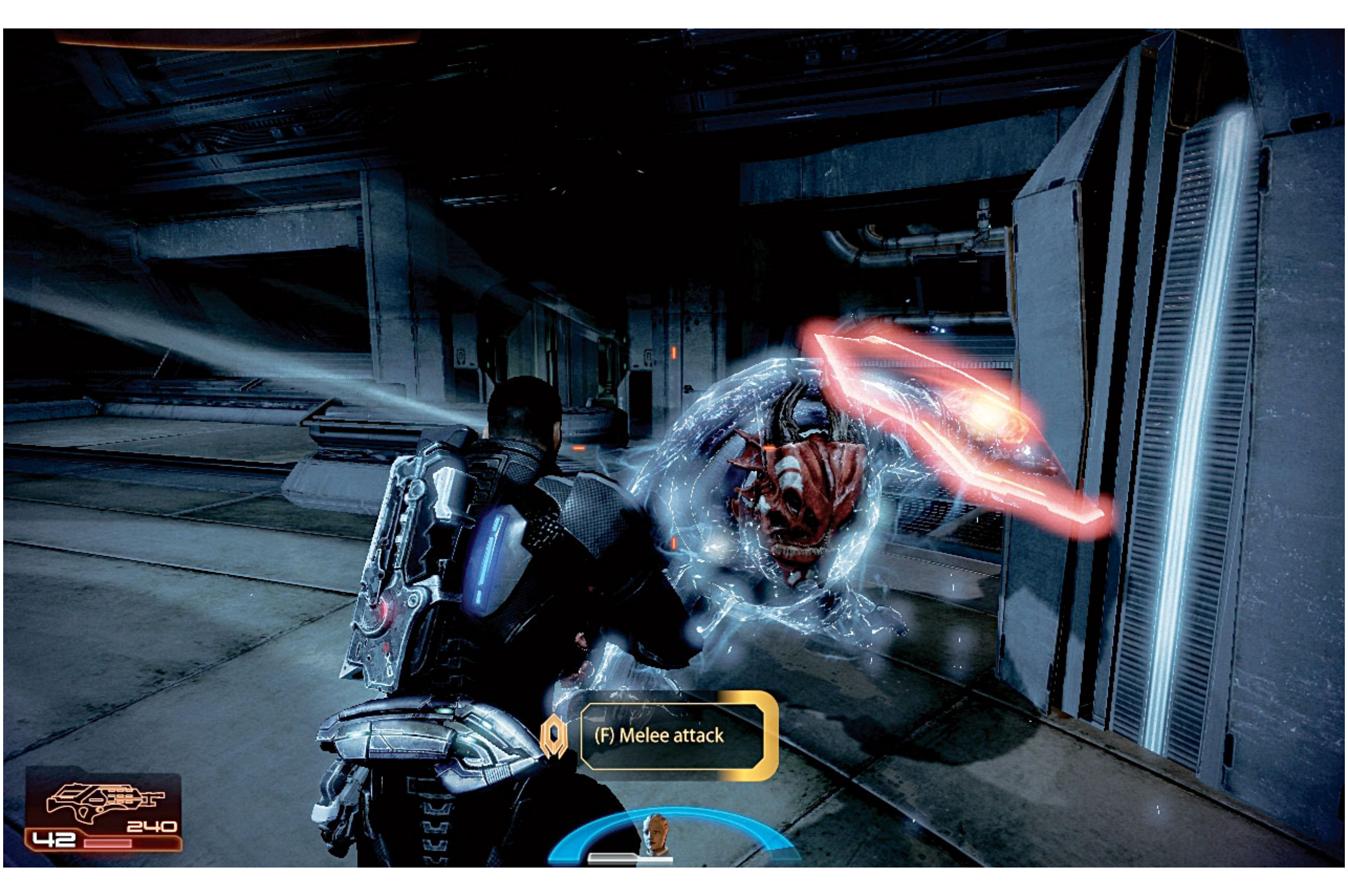
The Shadow Broker's shields are fully restored, and he is sporting an omni-powered shield.

Use the same tactics as you did previously **[015]** , but begin by bringing out your shotgun and carefully aiming it to the left of the shield, as shots fired into the shield harmlessly ricochet off.

Bring down the shields and armor as quickly as you can.



[016]



[017]

Liara periodically stalls him with a biotic attack, but you should unload with your assault rifle **[016]** , firing constantly once the Shadow Broker finishes firing at you.

Stay behind cover, but don't hide behind it; if the Shadow Broker charges, he destroys the cover and seriously damages you in the process. This can easily result in Shepard's death.

Remove both the shield and armor, and the Shadow Broker raises his biotic shield. The white, writhing energy surrounding him **[017]** is your cue to sprint forward and execute a melee strike.

This wounds the Shadow Broker, but Shepard is soon pushed away as the yahg regains his composure.

Caution

Take care in the usage of your ammunition; there is no more to find!

[018]

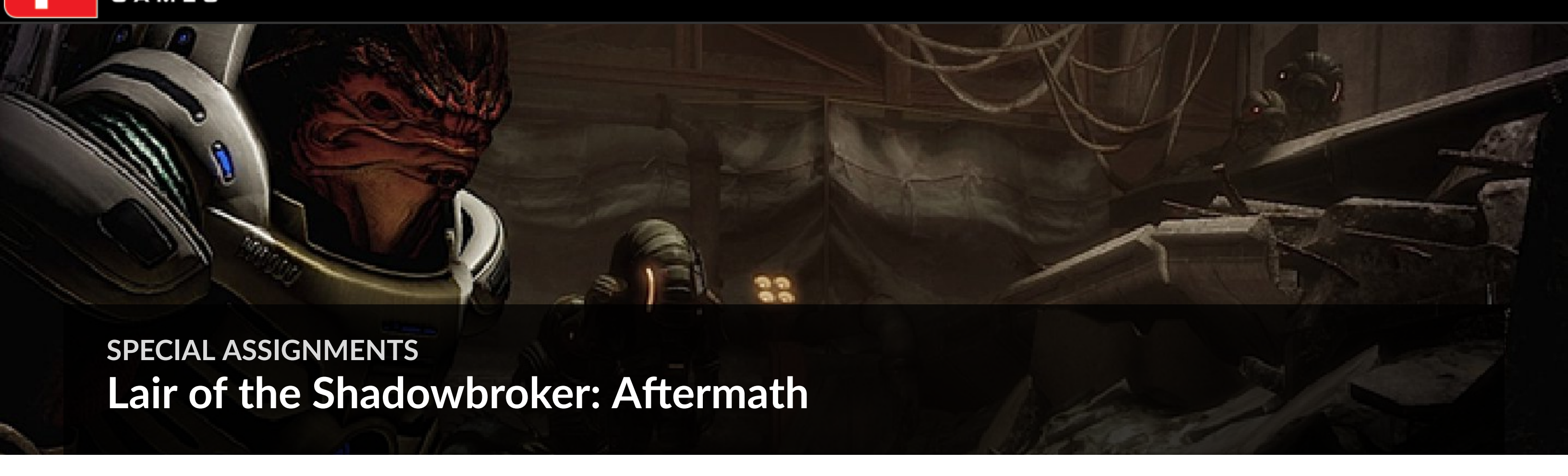
Begin this battle one last time, as Liara has a plan to end the Shadow Broker once and for all. Repeat the shield and armor takedown, and melee attack the Shadow Broker when his biotic shield goes up.

Summoning a biotic bolt of energy, Liara begins to crack the large energy conduit above the Shadow

[019]

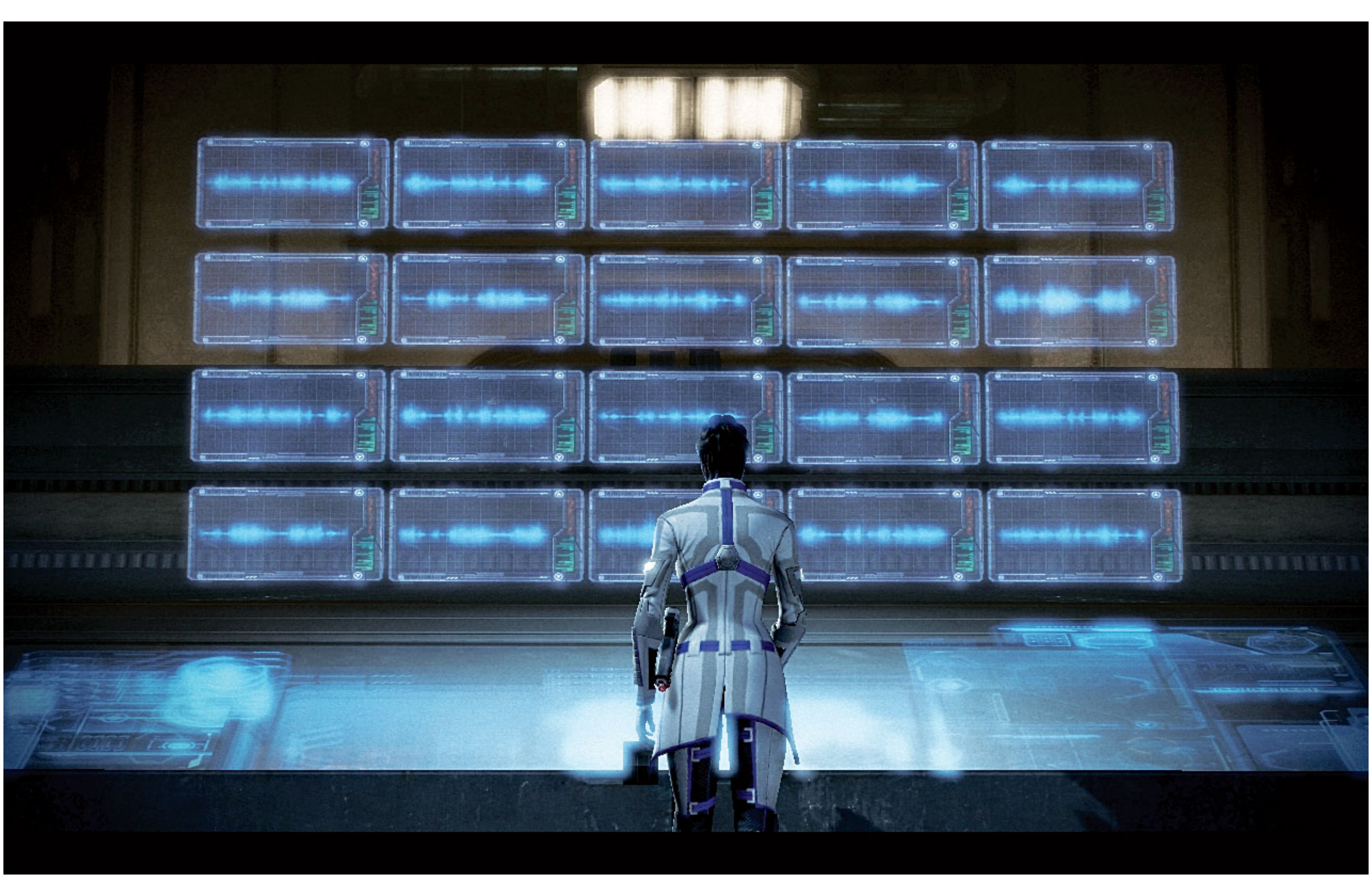
Broker's command chamber **[018]** and, finally, brings the storm of electrical energy down on the foe.

The full force of the ship's energy storm is concentrated on the Shadow Broker's omni-shield, which overloads immediately **[019]** and vaporizes the Shadow Broker in a maelstrom of electricity, light, and discharge.



Aftermath: Reign of the New Shadow Broker

[020]



[021]

Feron is freed from his torture chair. A voice bank in the communications center begins to update with worried requests for information from operatives in the field **[020]** .

Liara concentrates on these messages, tapping into the computer systems and informing the agents that a temporary power fluctuation was to blame.

Feron, still believing the yahg to be alive, rushes into the room with his gun raised, but realizes Liara has the situation under control; her complete control **[021]** .

[022]

No one who has seen the Shadow Broker is alive. The Shadow Broker's contacts and trading sources can give Liara the help she can give to Shepard.

While (a slightly sheepish) Feron goes off to check the power systems with Shepard's recovered third squad member, Shepard and Liara share a tender moment **[022]** .

She notes there are no safeguards or restrictions on the information. What is hers, is Shepard's.

N7 If you romanced Liara during *Mass Effect* , you can share a kiss, and confirm the relationship with a Paragon interrupt.

Aftermath: Returning to Liara T'Soni

[023]

After the mission, you can return to the Shadow Broker's ship. You are greeted by the VI assistant, which incorrectly surmises you are the Shadow Broker. Liara tells you about it via a screen.

Step into the communications center **[023]** and you can access various terminals, which offer numerous help and possibilities. These are:

Advanced Training Terminal: Impressive knowledge about each squad member of your team is located at this terminal. For a fee of 1,000 element zero (not credits!), you can redistribute the ability points for any character you select.

Armor Locker: Shepard can tailor outfits and available armor to the hue deemed most fashionable, just like at the locker in the cabin aboard the *Normandy* .

Delivery Pickup: Shipments from the agents of the Shadow Broker are constantly arriving. There is a new delivery per day, or after every mission you complete. Return here and a random shipment arrives, from the following:

	Upgrade > Delivery > Assault Rifle Damage
	Upgrade > Delivery > Shotgun Damage
	Upgrade > Delivery > Sniper Rifle Damage
	Upgrade > Delivery > Submachine Gun Damage
Ez	Upgrade > Delivery > Resources > Element Zero†
Ir	Upgrade > Delivery > Resources > Iridium†
Pd	Upgrade > Delivery > Resources > Palladium†
Pt	Upgrade > Delivery > Resources > Platinum†

†The exact amount of resources can vary drastically, from just over 1,000 to more than 150,000.

Dossiers: These provide the most in-depth information yet about each of Shepard's squad members, and other figures met during your travels.

Investment Opportunities Terminal: A terminal offering investments in events, where speculation leads to accumulation.

Return the next day, or after completing another mission, to discover if your investments have yielded dividends. Other investments are then added. Here is a complete list, and the possible rewards.

Investment	Cost (c)	Result	Reward (c)
Warning Signal	1000	Success	2000
Bureaucracy Inaction	3000	Failure	None
Smear Campaign	2500	Success	5000
Just Reward	1500	Success	3000
Embedded Correspondence	2000	Success	4000
Blue-Listed	2500	Failure	None
Mutually Assured Income	2000	Failure	None
Chemical Warfare	1000	Success	2000
Arbitrator	1500	Success	3000
False Profits	3000	Success	6000

Music Datapad and Feron: In the back room, you can listen to various music tracks and speak to Feron

Research Terminal: Just as at the one aboard the *Normandy* , you can check and create upgrades.

Shadow Broker Ship Model: An impressive scale model of the ship, which can be taken and displayed in your cabin aboard the *Normandy* .

Survey Information: A terminal that provides locations of planets rich with a particular resource, for a price. No information is available if you've already exhaustively mined planets with a Good or Rich resource measurement.

Survey	Cost (c)
Eezo Mining Company	1000
Iridium Mining Company	300
Palladium Mining Company	300
Platinum Mining Company	650

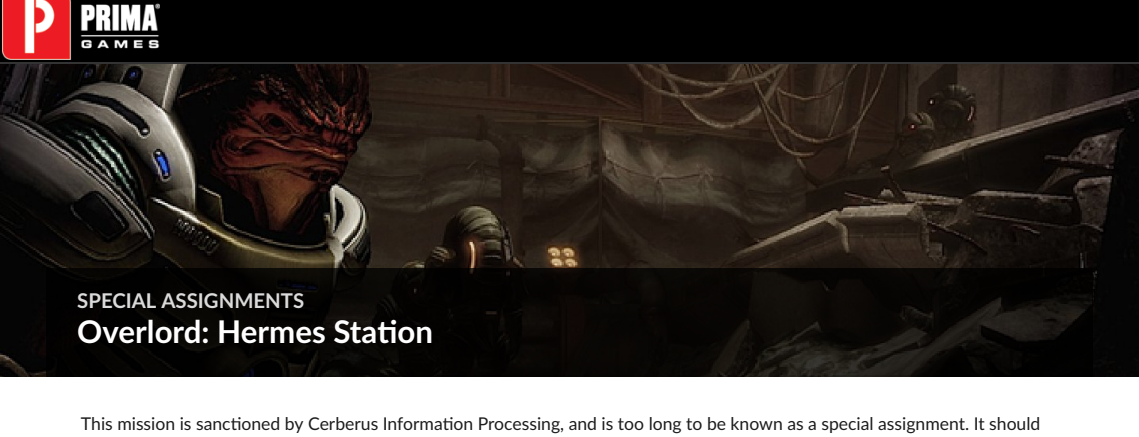
Video Archive: Clips of goings-on across the galaxy that the Shadow Broker has collected for unknown purposes. View them at your leisure.

[024]

Liara T'Soni: Liara herself is most pleased to see you. You can invite her aboard the *Normandy* **[024]** , and she gladly accepts. Further information is contained within the *Romances* section of the *Special Assignments* chapter.

Liara brings Shepard a particularly poignant present; the commander's old dog tags, which are then displayed in the cabin.

	Special Assignment: Male or Female Shepard > Romance > Liara T'Soni

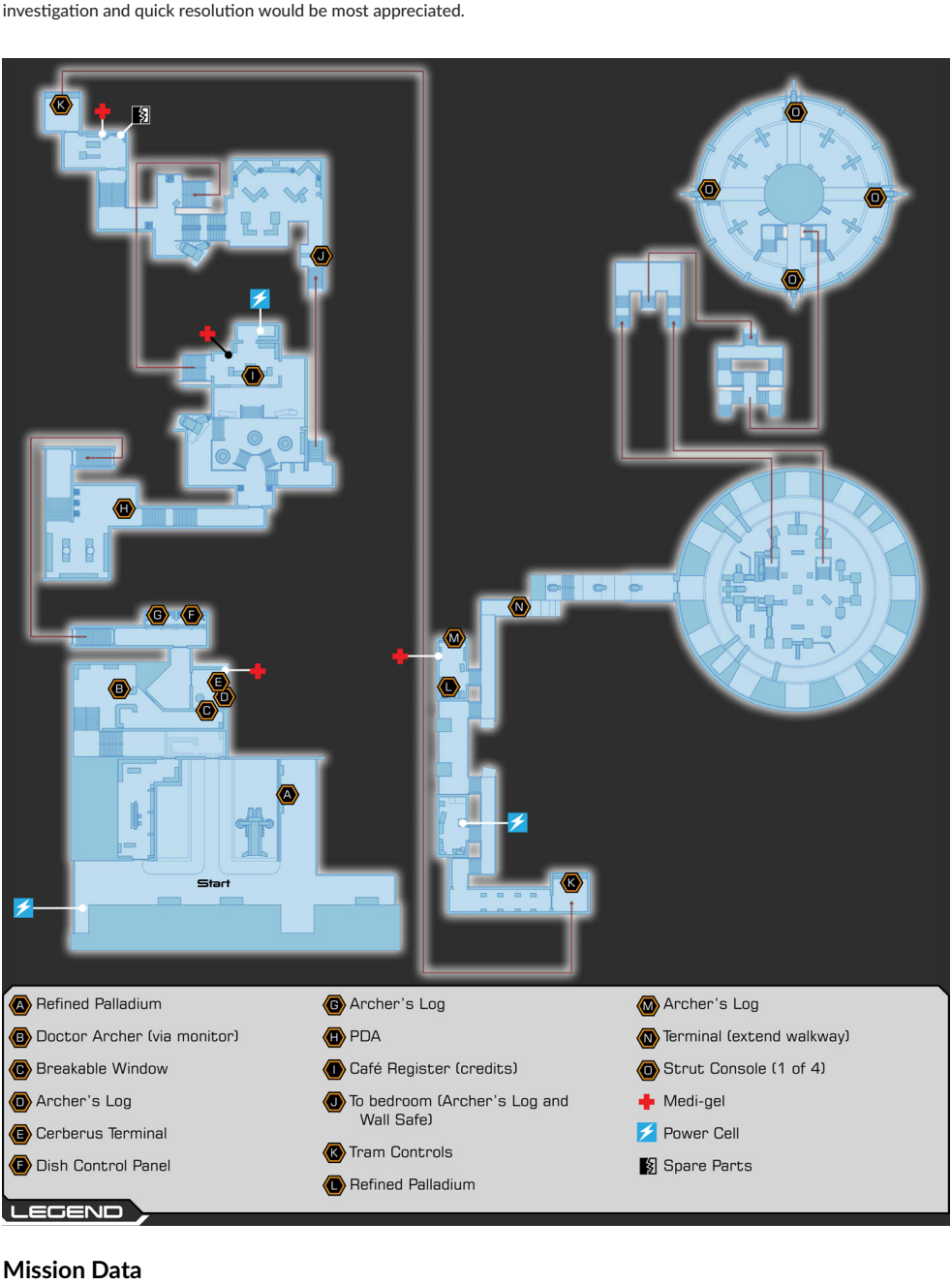


SPECIAL ASSIGNMENTS

Overlord: Hermes Station

This mission is sanctioned by Cerberus Information Processing, and is too long to be known as a special assignment. It should be viewed as an additional mission. It becomes accessible at your earliest convenience, once activated at your private terminal. The Illusive Man would like you to visit a Cerberus station (known as a "cell") on the planet Aite that has recently gone off the grid.

The cell was involved in experimenting with highly volatile technology, and the work was extremely compartmentalized. An investigation and quick resolution would be most appreciated.



Mission Data

Location: Milky Way > The Phoenix Massing > Typhon > Aite

Experience Available: 250/312

Entities Encountered > Enemies

- Geth > Destroyer
- Geth > Hunter
- Geth > Prime
- Geth > Rocket Trooper
- Geth > Trooper

Spoils of War > **Total Credits:** 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > **Palladium:** 2,000

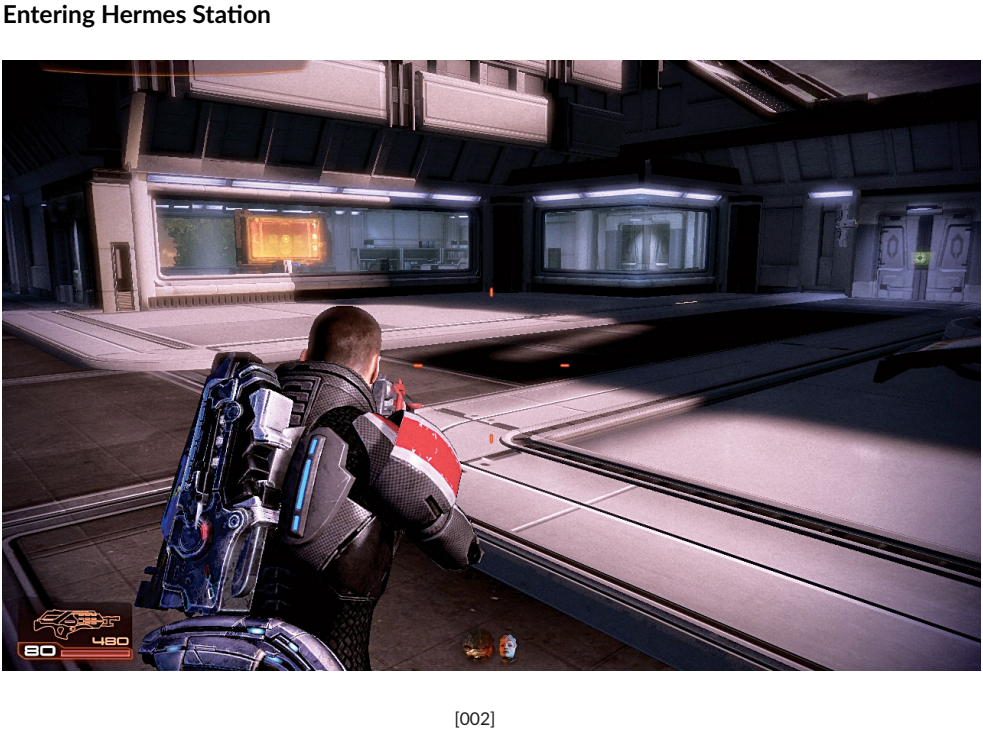
Part 1: Retracting the Dish

[001]

Select your best geth-fighting squad members before disembarking. The Normandy's M-44 Hammerhead all-terrain hover vehicle touches down just outside the base **[001]** .

Your first task is to retract the large transmission dish, in case sensitive information is being leaked.

Entering Hermes Station



[002]

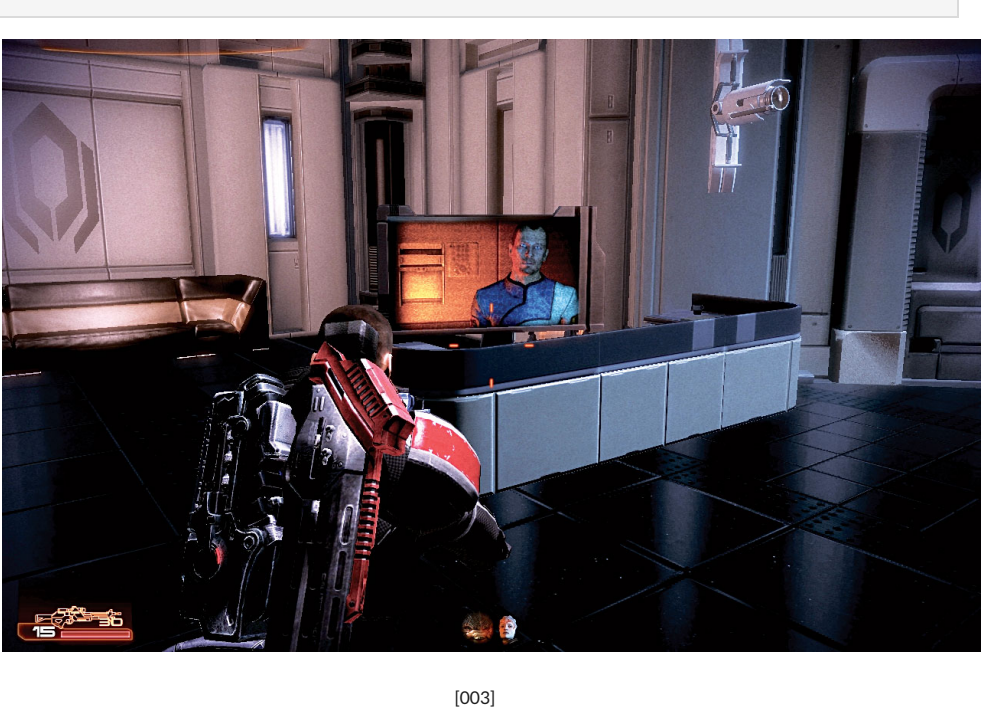
After disembarking, you hear the frantic but thankful Dr. Gavin Archer on your radio; apparently a catastrophic VI (Virtual Intelligence) breakout is infecting the facility.

The dish must be retracted, and time is of the essence. Spend a few moments checking the forecourt **[002]** ; there is a ramp down to a cargo bay, where you'll find some palladium.

Check around the corner alcove of the building behind you, to the left (if you're facing the dish), for some power cells. Then enter the structure opposite.

Spoils of War > Resources > Refined Palladium > Open > 1,000 Palladiums

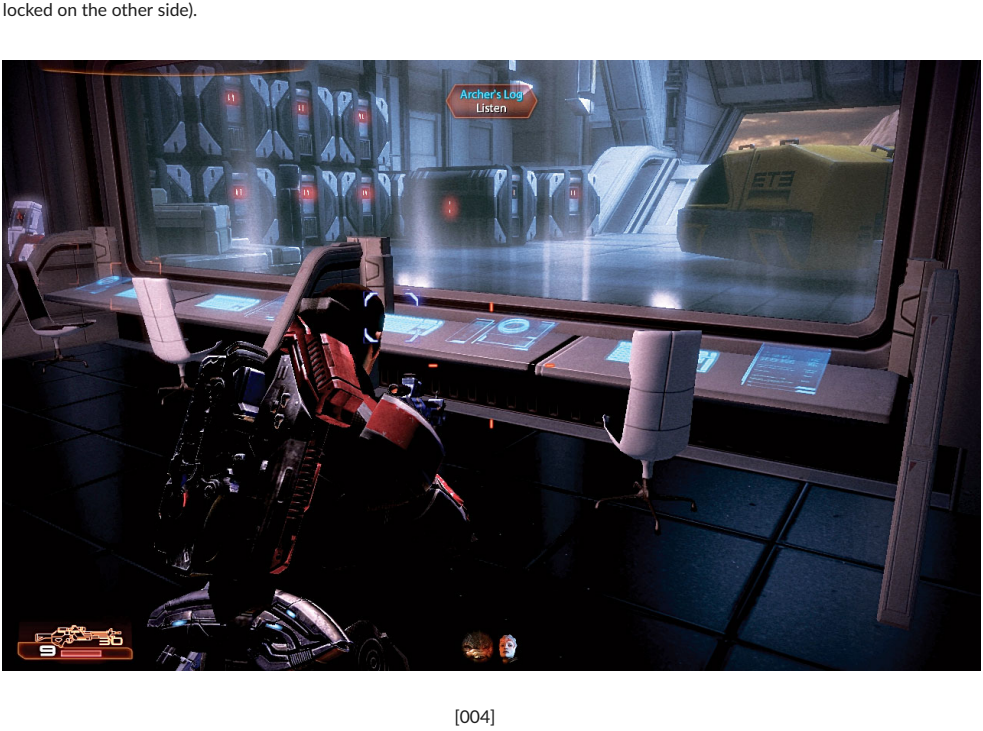
Ammunition > Power Cells > 4 Heavy Weapon Amm



[003]

Ignore the requests to check in your weapons, as security isn't currently functioning well in this base, which shows evidence of a massacre. Archer beckons you over to a monitor **[003]** , and tells you he's locked himself inside a computer room at the far side of the base.

He warns you of geth activity in the facility. Before heading through the door, shoot out the weakened window to the right of it, to the right of the security checkpoint. This allows you to vault over and into a room otherwise inaccessible (as the door is locked on the other side).



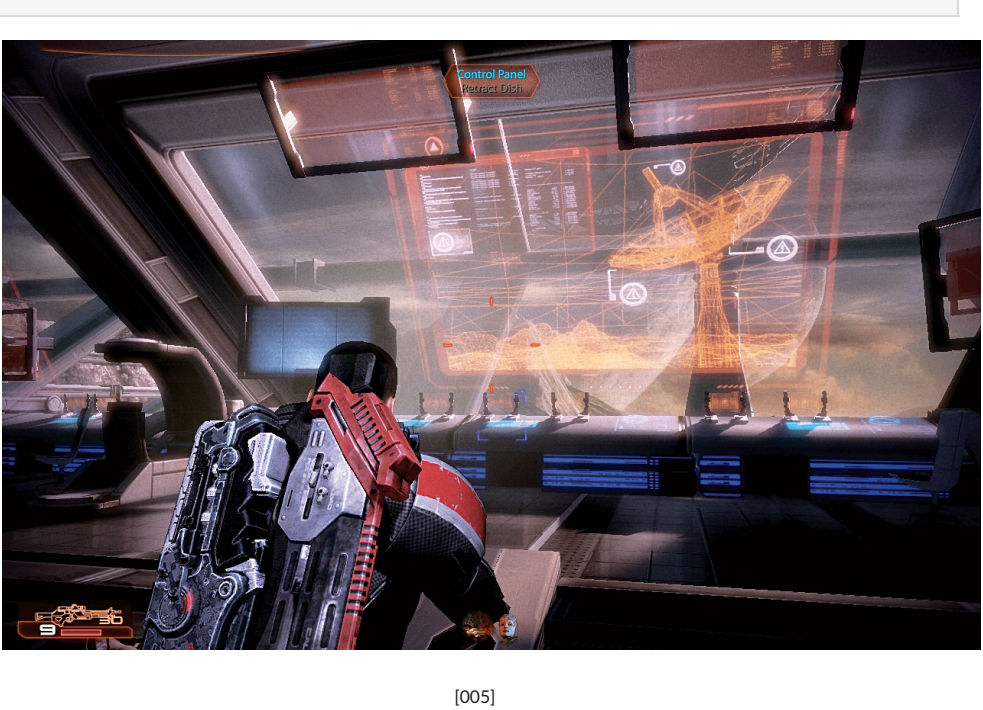
[004]

In the security room overlooking the (inaccessible) cargo bay **[004]** , there's Archer's log to play, which is a communication between him and the Illusive Man regarding great strides in Archer's research.

Check the Cerberus terminal for some funds, and the medical station too. Then leave, ideally via the door that was locked from the other side, or go around and through the initial security door.

Spoils of War > Cerberus Terminal > Recover Funds > 1,125 Credits

Medical Station > Open > Med Kit > 100 Credits



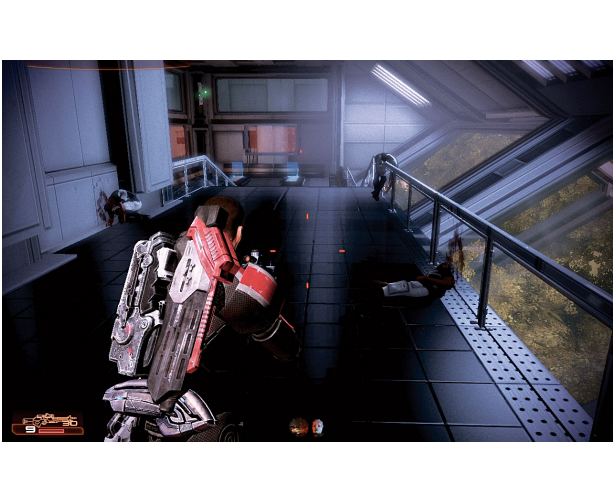
[005]

Head through into the main radar control room **[005]** . Schematics of the dish appear on the window screens. Listen to Archer's log first, and then retract the dish, which slowly descends into the earth before coming to a juddering halt.

The screen flickers and turns green with an almost demonic shriek. The VI appears briefly, and you may be able to make out the word "stop!" before it vanishes, jamming the dish in place. Archer appears on a monitor, informing you that the VI has overridden the controls.

Furthermore, the VI is trying to offload its program off-planet, and the consequences could be...dire. You're to destroy the antennae inside the dish. A tram on the inside level will take you there.

Part 2: Destroying the Antennae



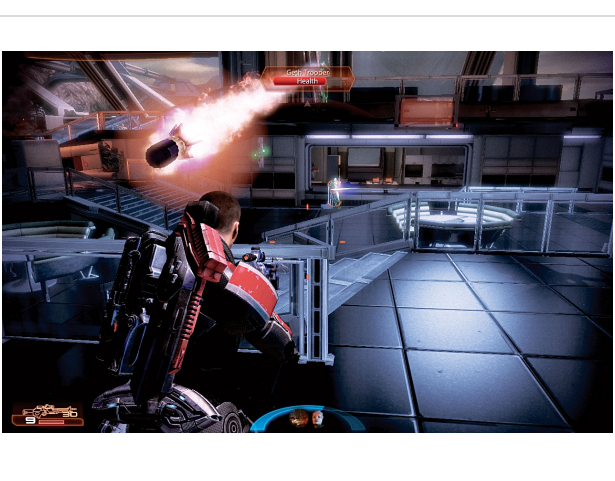
[006]

Turn and head down the stairs, watching wearily as a pair of what appear to be green, eye-like pixels stare back at you. Down the stairs, the VI makes its trumpeting, growling presence felt.

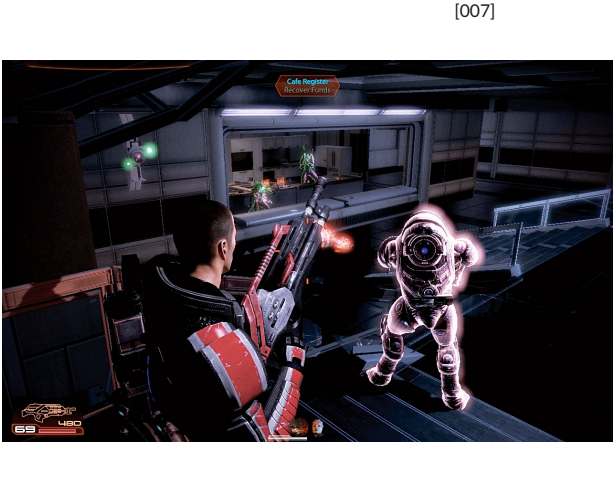
Head down past the draped bodies of the dead workers **[006]** , watching the VI take form inside the screens and holoterminals, and check the floor for a PDA.

An automated security message begins; geth activity has been detected in the premises.

Spoils of War > PDA > Examine > 525 Credits



[007]



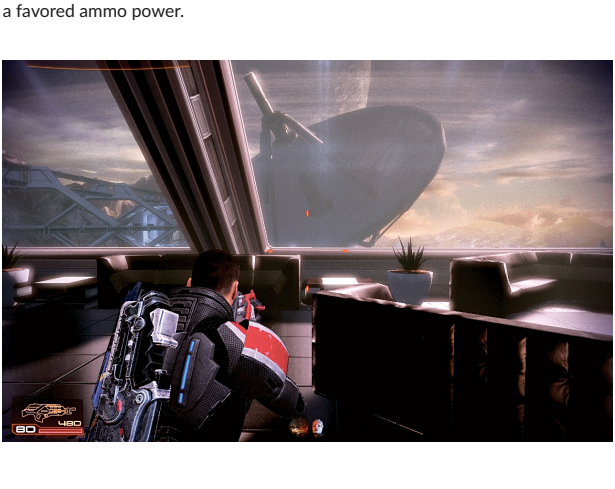
[008]

Open the door to the mess hall. The special of the day isn't egg salad as the computer voice informs you, but a vicious firefight with a number of geth **[007]** . There are geth troopers, geth with rocket launchers, and destroyers to face in this chamber.

Dive into cover by the door, and take out the rocket trooper on the opposite balcony. Then send your squad members to the left and right to catch a destroyer on the ground below in crossfire.

You may wish to keep your team in cover, as additional troopers appear, and another destroyer encroaches into the canteen ahead and below the balcony **[008]** . Fan out and bring down the geth, but don't get too close. It is better to drop them from range with less risk.

As before, the rocket trooper and destroyer are your higher priorities (in that order). Be sure to augment your ammunition with a favored ammo power.



[009]

When combat draws to a close, inspect the canteen area; recover funds from the cash register, check the medical station, and snag the power cells in the back room.

Then search the mess hall for thermal clips. Now head to the right side (as you came in) and open the door at the top of the stairs, near the balcony **[009]** .

Another of Archer's logs (this one is a pep talk about a forthcoming experiment that's about to be activated) can be found, as well as an open wall safe in the bedroom.

Spoils of War > Cash Register > Recover Funds > 450 Credits

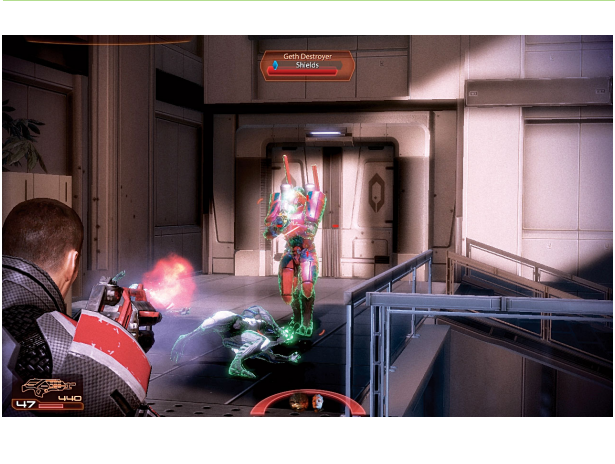
Medical Station > Open > Med Kit > 100 Credits

Ammunition > Power Cells > 2 Heavy Weapon Ammo

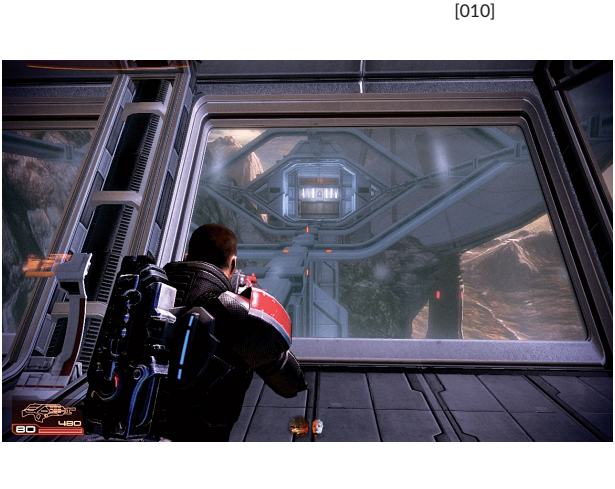
Spoils of War > Wall Safe > Open > 1,125 Credits

Tip

There are a number of power cells, and more about to be collected; you may wish to forgo the 100 credits if your heavy weapon is full, and use the weapon to take down destroyers.



[010]



[011]

Use the mezzanine or the mess hall floor to move across, toward the tram station entrance. Take cover as further troopers, a rocket trooper, and a destroyer step out from the door **[010]** ; remaining at height helps you target these foes.

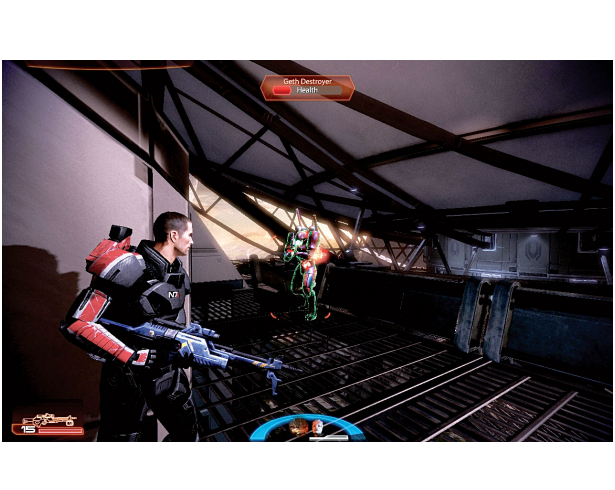
Don't be afraid to back up, and always attack from cover. When the geth are defeated, head down to the open door, into the waiting room with the dead personnel, and check the wall for a medical station and some spare parts to salvage.

Then head through the door opposite, and onto the tram itself. Use the tram control, and spend a few moments checking the gigantic radar dish **[011]** —your next port of call.

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Spare Parts > Salvage > 525 Credits

Entering and Climbing the Radar Dish



[012]

Exit onto the exterior walkway **[012]** and check the first storage shed on your left for some power cells.

When you reach a break in the lower balcony, head to the upper one and engage a trooper and destroyers from cover.

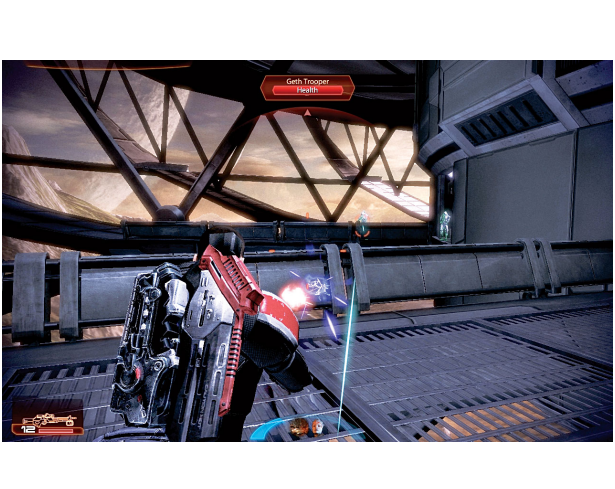
The satellite window is opening soon, and the rogue VI will transmit as soon as the dish aligns. Cross to the other side and step down into a second storage shed where palladium, a medical station, and another one of Archer's logs (this one describing a catastrophic security failure) can be found.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Spoils of War > Resources > Refined Palladium > Open > 1,000 Palladium

Medical Station > Open > Med Kit > 100 Credits

Entering and Climbing the Radar Dish

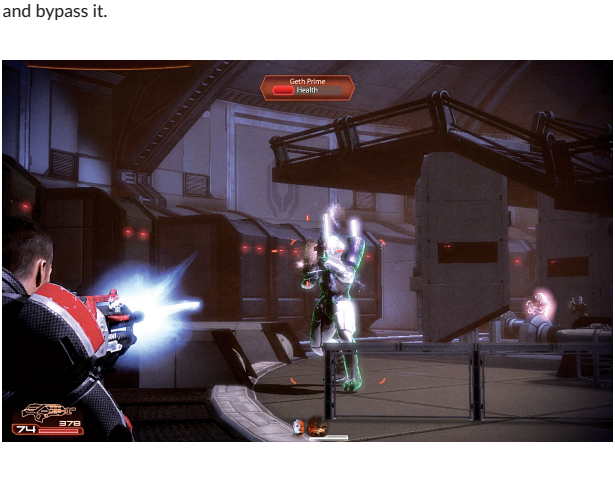


[013]

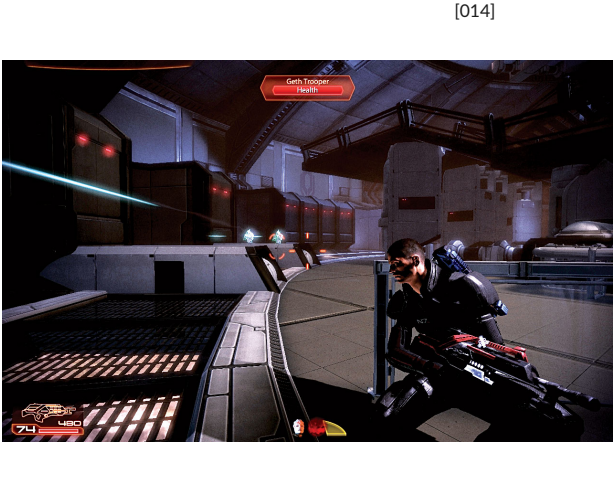
Extend the walkway bridge into the dish entrance door, and head down the connecting ramp. As you reach the door, you're attacked from the left side by troopers and rocket troopers **[013]** .

Use your sniper rifle or biotic powers that knock the enemies off the platform, and deal with the rocket troopers first.

By now you'll have noticed the green hue to these geth; they appear to be controlled by the rogue VI. Step up to the dish door and bypass it.



[014]

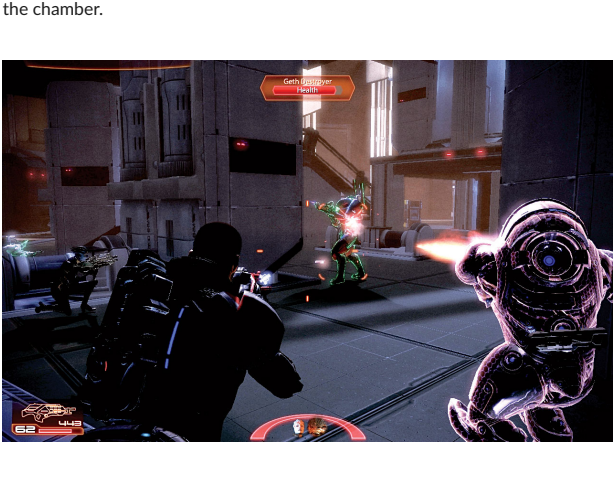


[015]

Step into the base interior of the dish, and begin a protracted battle with the geth forces. Face down troopers and a deadly prime; you should immediately seek cover and bring your squad members to help you.

Place one behind you, so you're not outflanked from behind, and the other to increase the number of targets the geth aim at. Then tackle the prime first **[014]** , as it is closing in fast.

Then move quickly to your next cover spot and continue to take down geth **[015]** , edging around to the stairs in the middle of the chamber.



[016]

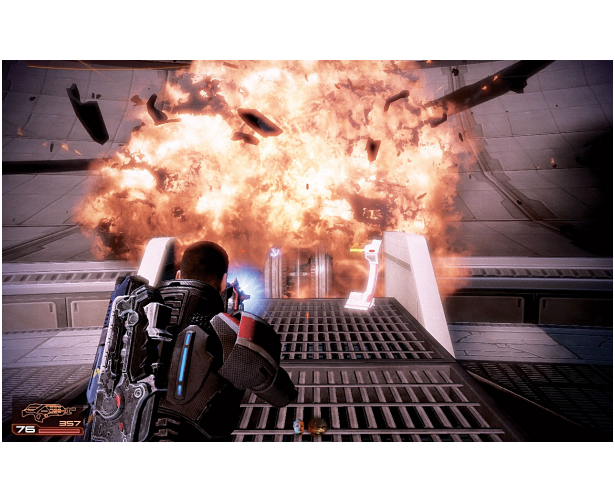
There's a destroyer or two here **[016]** , and rocket troopers to deal with. Remove the long-range threats first, and back up if you're in danger of being swarmed or attacked by the destroyer's flamethrower.

You can continue to mill about on the ground floor, before seeking out and destroying another prime and any other geth still functioning. Or, you can sprint up the stairs.

Tip

Sprinting to the stairs after killing a minimal number of foes is another, slightly unsafe option.

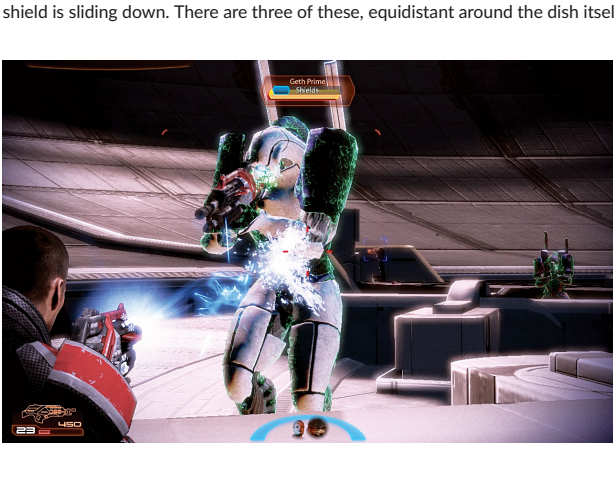
Destroying the Capacitors



[017]

As you reach the top of the stairs, Archer informs you that there are capacitors locked into the support struts, and shooting them is the key to destroying the dish. First though, you must expose the capacitor by activating the strut console by the side of the shielded capacitor.

The shield slides down, and you need to shoot the capacitor connector immediately **[017]** ; you can do this even while the shield is sliding down. There are three of these, equidistant around the dish itself.

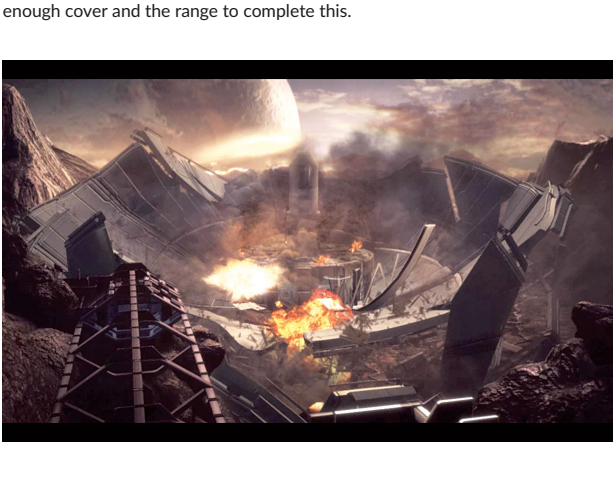


[018]

The reason for speed and accuracy is that the geth attack as soon as the strut consoles are touched. Blast the capacitor and then get into cover, bringing down a couple of rocket troopers, a prime, and a destroyer **[018]** as you uncover and remove more capacitors.

You should send your team in to tackle these enemies while you remove the capacitors as quickly as possible.

However, before you reach the third capacitor, expect to pause and deal with the destroyer, prime, and rocket threats. There is enough cover and the range to complete this.



[019]

Once the third capacitor coupling is removed, the dish is severed, and the communications antennae topples off the summit of the dish **[019]** , slamming into the dish and narrowly missing Shepard.

[020]

The entire dish begins to creak and give way as Shepard and teammates sprint for safety **[020]** . Leaping to the walkways, Shepard watches the entire dish collapse, falling down into the valley floor below.

Dr. Archer runs in to meet them, and Shepard wants to know what's going on: It appears that man's reach is exceeding his grasp. Archer beckons the team; he'll explain everything...

Aftermath: Assessing the Situation

[021]

[022]

Shepard wants to know exactly what the situation is **[021]** , and Dr. Archer explains. Use any conversation remarks you wish. It appears this project, known by the code name Overlord, was attempting to gain influence over the geth by interfacing a human mind with the VI.

With less-than-satisfactory results. While a squad member checks on the dead, Archer gives further information; his brother David was the test subject, but his mind couldn't handle the VI connection. And now David is acting like a virus, infecting any technology he finds.

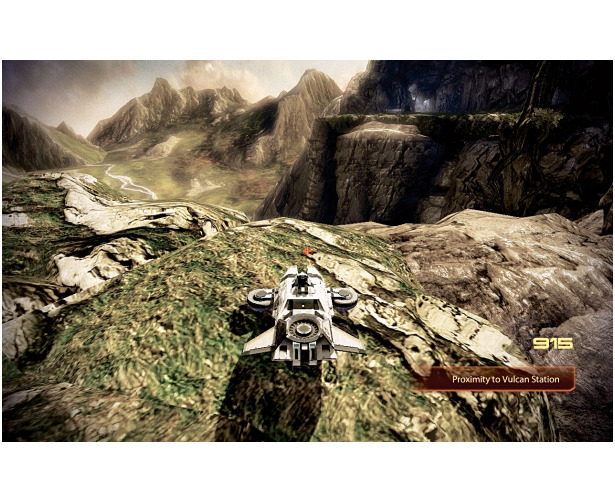
The VI has fortified itself in the main laboratory, which is in lockdown. As the corpses are tagged and bagged, Archer tells Shepard **[022]** to override the security from their facilities in the Prometheus and Vulcan stations.

You can elect to leave, complete other missions or tasks and then return, or begin the journey to the Prometheus and Vulcan Stations using the Hammerhead now. Vulcan station is the nearest.

Note

You can use this time to engage Archer in conversation topics to gain further understanding. He also comments on Legion if you brought him along as a squad member.

Part 3 (Optional): Data Hound Welcome to Aite



[001]

Aside from roasting innocent herbivores with your Hammerhead's rocket cannon, the surface of Aite **[001]** is where you move to and from the different stations. You depart from Hermes Station.

You can now access either Vulcan (the closest) or Prometheus Station; both must be investigated before you can enter Atlas Station, where the rogue VI is located.

However, there is an additional task to complete while on the planet's surface; the location and pickup of six data packets. These are on the exterior surface itself, not the areas you traverse in the Hammerhead once you reach the outskirts of each station. The locations of all six data packets are detailed here.

Note

Collect all six data pockets to unlock the Data Hound Achievement. They can be collected in any order.

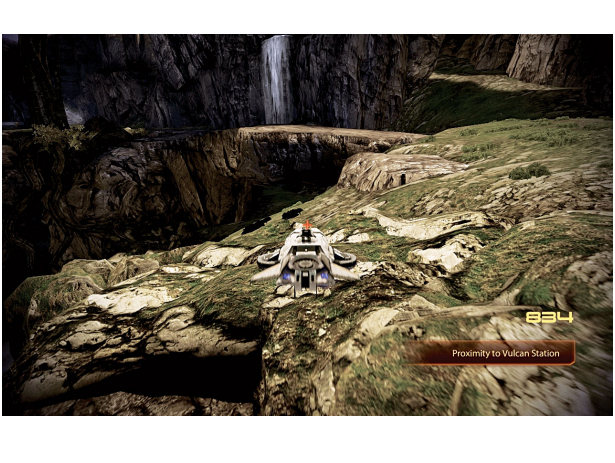
Tip

When your Hammerhead comes under attack from static turrets or YMIR mechs, retreat to a safe distance or behind cover. The shields automatically regenerate, like Shepard's armor.

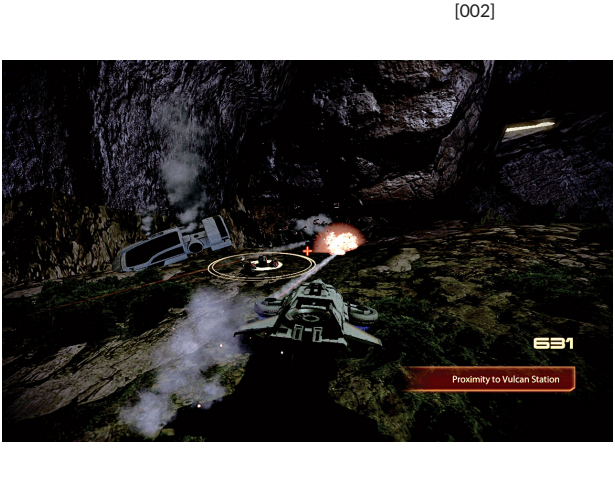
Tip

Your Hammerhead has important features you must become aware of. You can obviously turn left and right, but be sure to strafe left and right, too. Boost to accelerate, and remember there is a vertical lift (the turbines turn orange) that allows you to climb; this is especially useful when leaping lava flows.

Finally, be sure to mine any locations appearing inside a yellow target circle. For exact commands, consult the in-game menu.

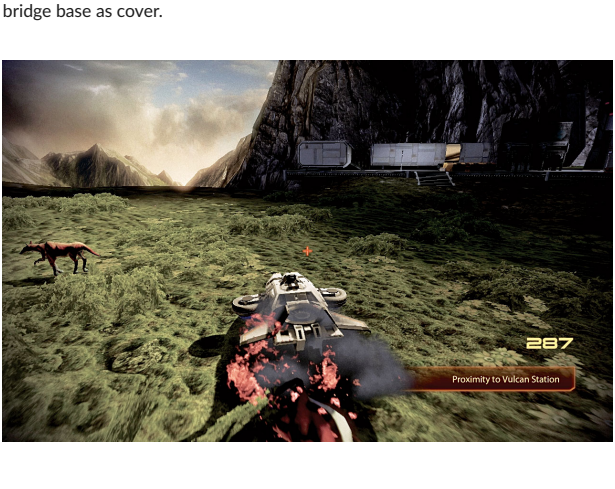


[002]

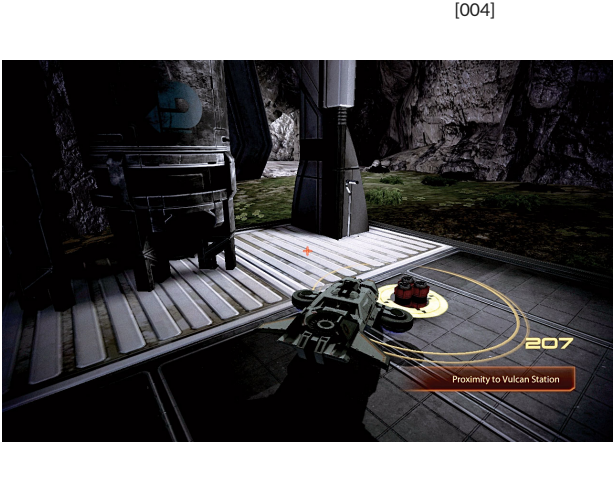


[003]

Station Proximity: Approx. 619 (Vulcan)
Data Packet #1: By the "aesthetically pleasing" view as you depart Hermes Station, drive under the rock bridge **[002]** , and locate a crashed shuttle with two YMIR mechs to defeat **[003]** . Be sure to glide left or right to avoid their armor. Use the rock bridge base as cover.

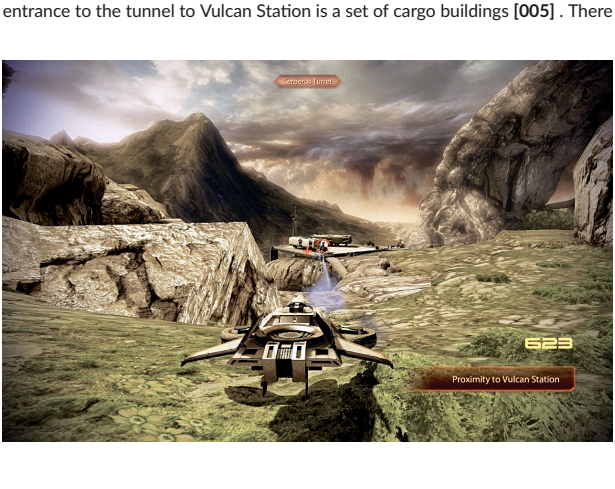


[004]

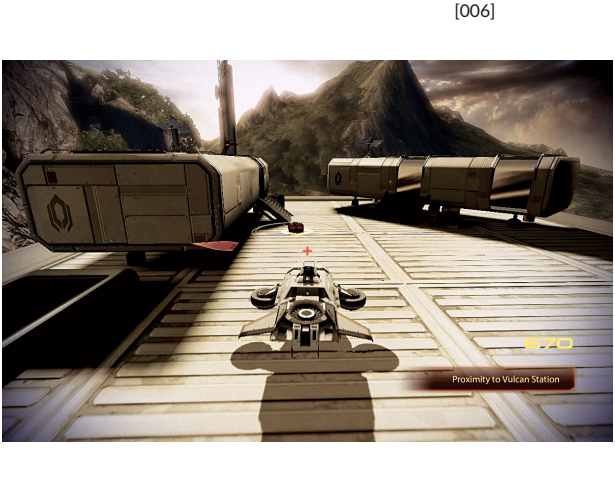


[005]

Station Proximity: Approx. 204 (Vulcan)
Data Packet #2: Traverse the rock bridge **[004]** , passing the waterfall on your right and massive cliff to your left. At the entrance to the tunnel to Vulcan Station is a set of cargo buildings **[005]** . There are no enemies to worry about.

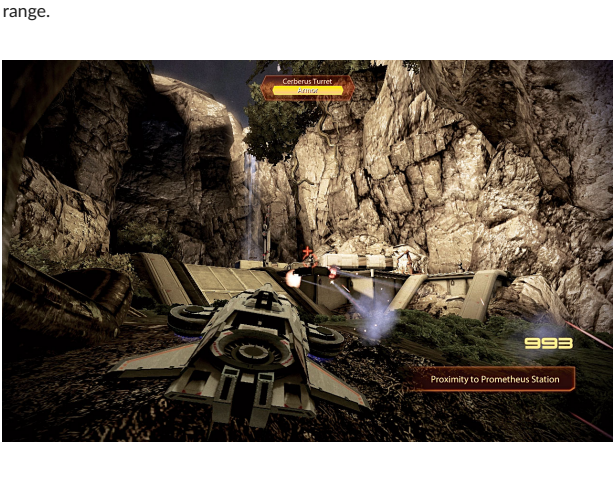


[006]

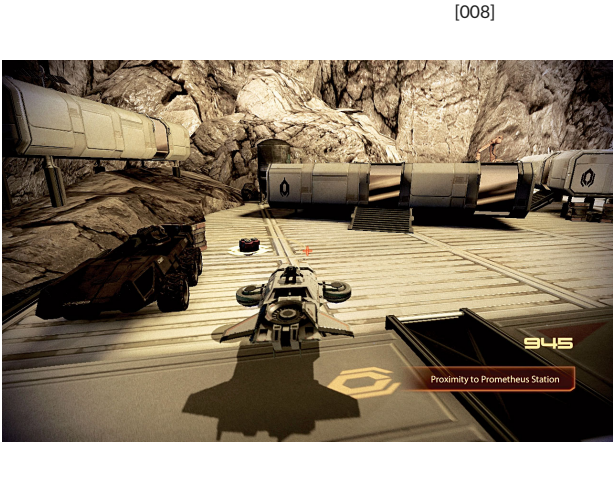


[007]

Station Proximity: Approx. 660 (Vulcan)
Data Packet #3: At the rock bridge to the left, head slightly right, uphill and through a gap in the cliffs **[006]** . There is a small observation station on the other side, looking out over a huge valley **[007]** . Beware of two Cerberus turrets; destroy them at range.

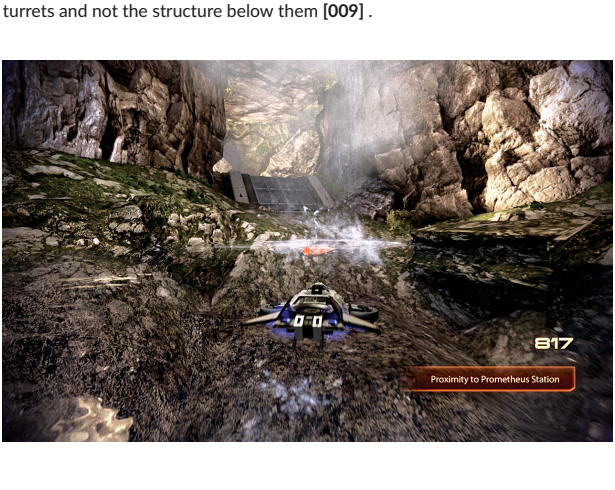


[008]

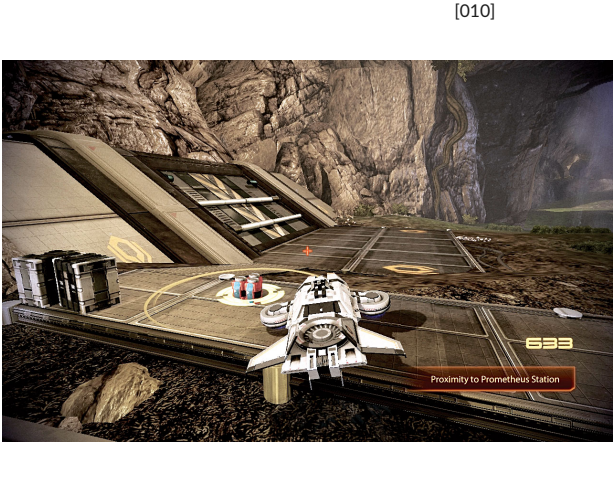


[009]

Station Proximity: Approx. 924 (Prometheus)
Data Packet #4: Head down the rocky cliffs from #3 and find the rocky alcove **[008]** , which is also accessible from the initial grassy plains, to the right of the rock bridge. There are two Cerberus turrets; stay low, and ensure your rockets strike the turrets and not the structure below them **[009]** .

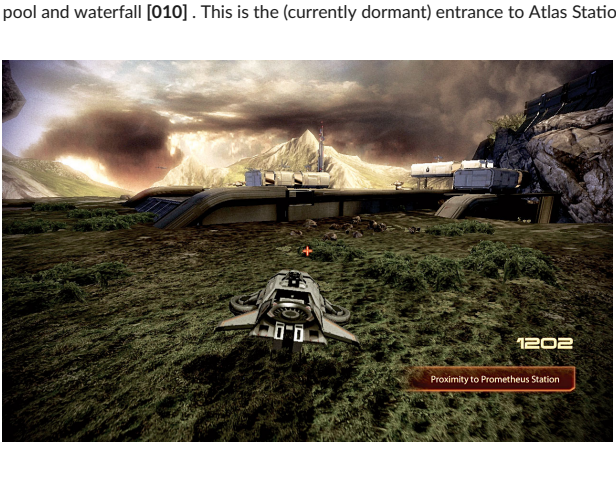


[010]

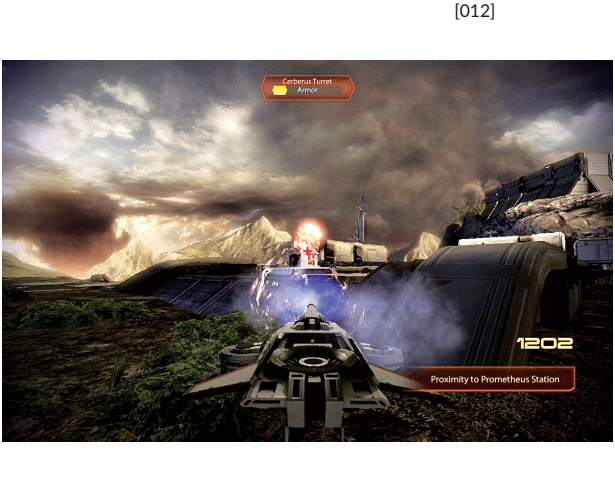


[011]

Station Proximity: Approx. 630 (Prometheus)
Data Packet #5: Head past the gigantic tree in the main plains, or stay along the cliff wall (on your left) from #4, and locate the pool and waterfall **[010]** . This is the (currently dormant) entrance to Atlas Station **[011]** . The packet is by the landing pad.

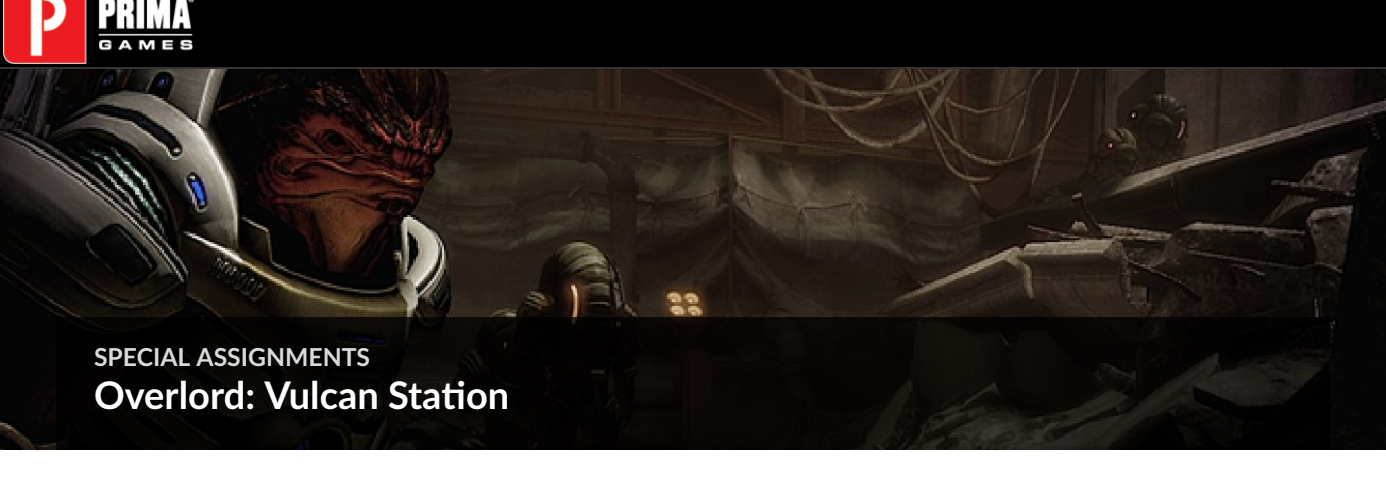


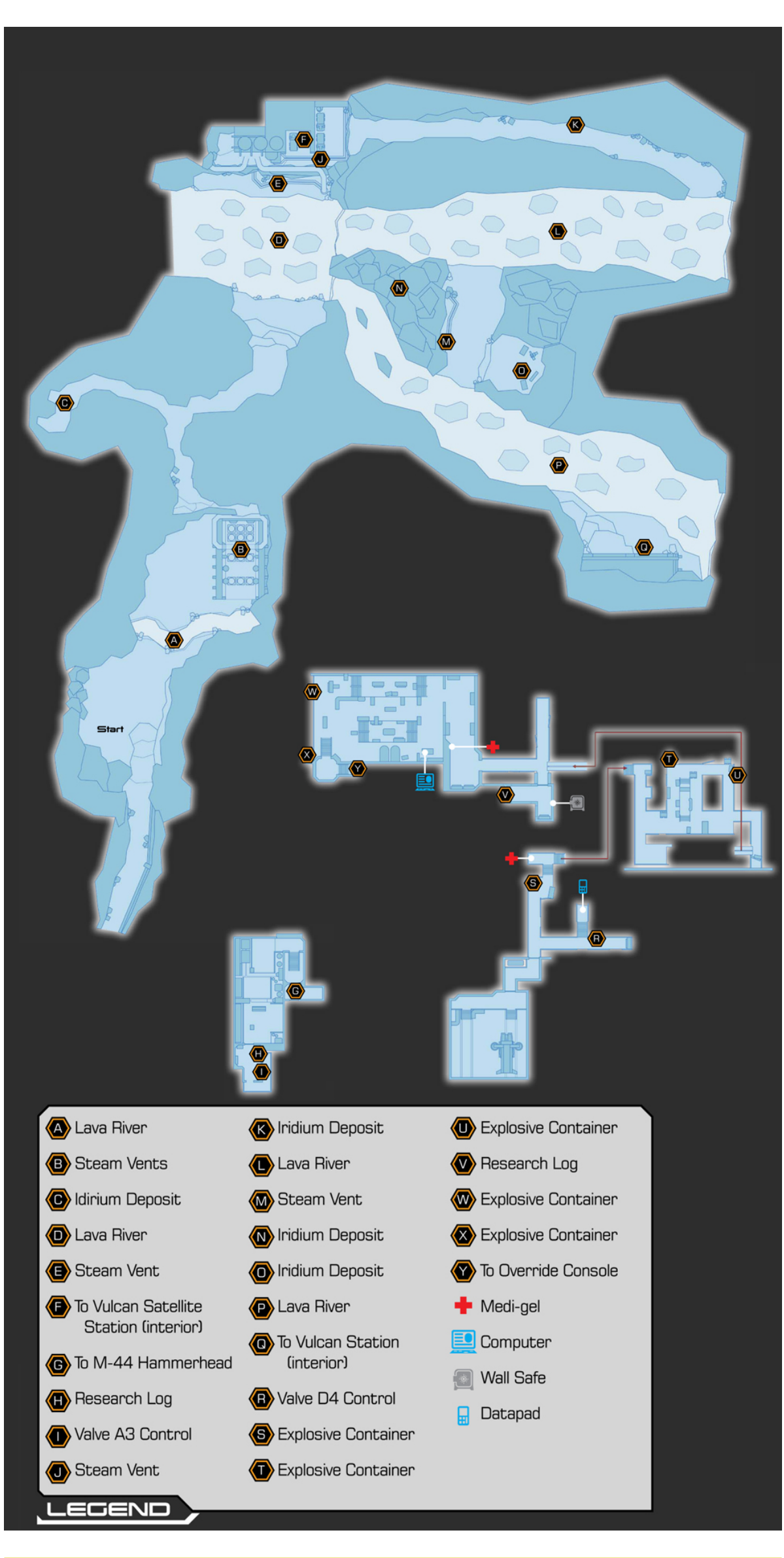
[012]



[013]

Station Proximity: Approx. 1,249 (Prometheus)
Data Packet #6: From the giant tree in the initial plains, work your way along the cliff wall (on your right side) to a natural pillar and boost up into a plateau area **[012]** . There is a forward station with two Cerberus turrets **[013]** . Remember to keep your distance, or use the base of the station as cover.





Mission Data

Experience Available: 250/312

Entities Encountered > Enemies

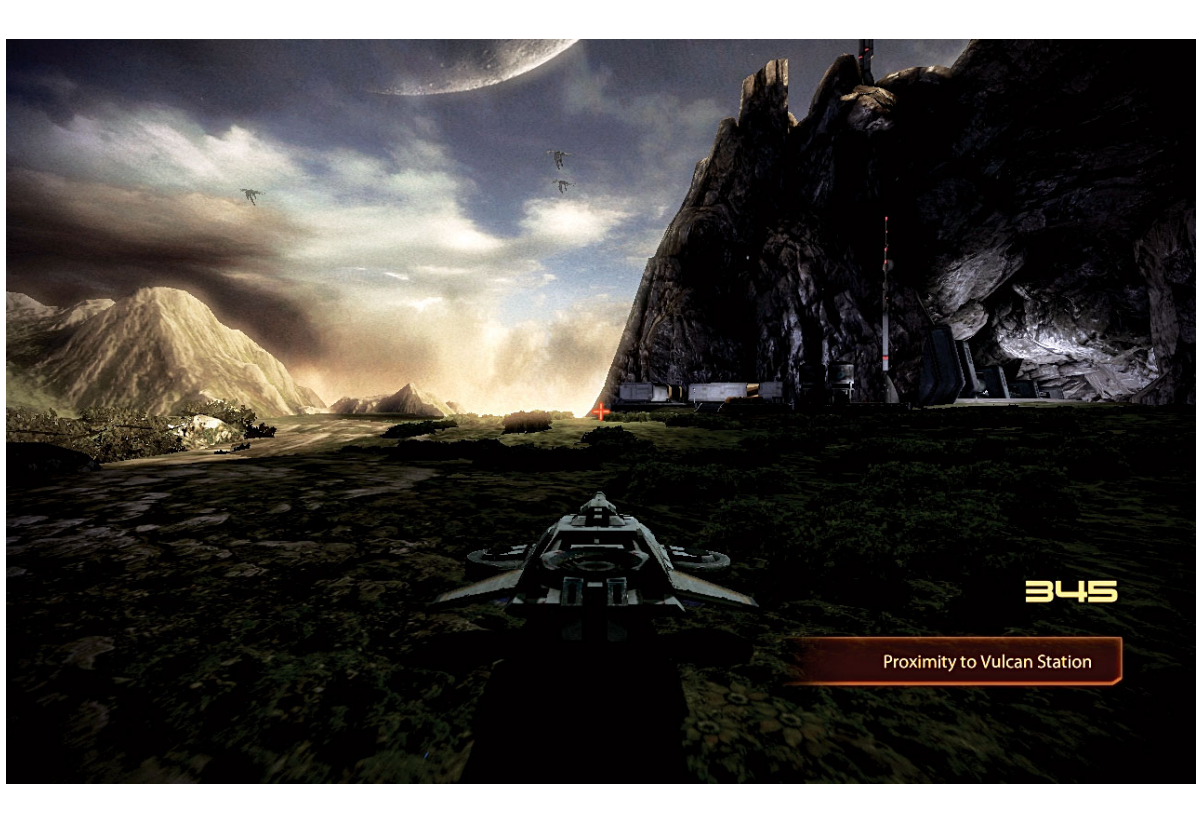
- Assault Drone
- Cerberus > Turret
- LOKI Mech
- YMIR MechGeth > Destroye

Spoils of War > **Total Credits:** 9,000

- Cerberus Funding: 3,750
- Credits: 5,250

Spoils of War > Resources > **Iridium:** 2,000

Part 4: Locating Vulcan Station

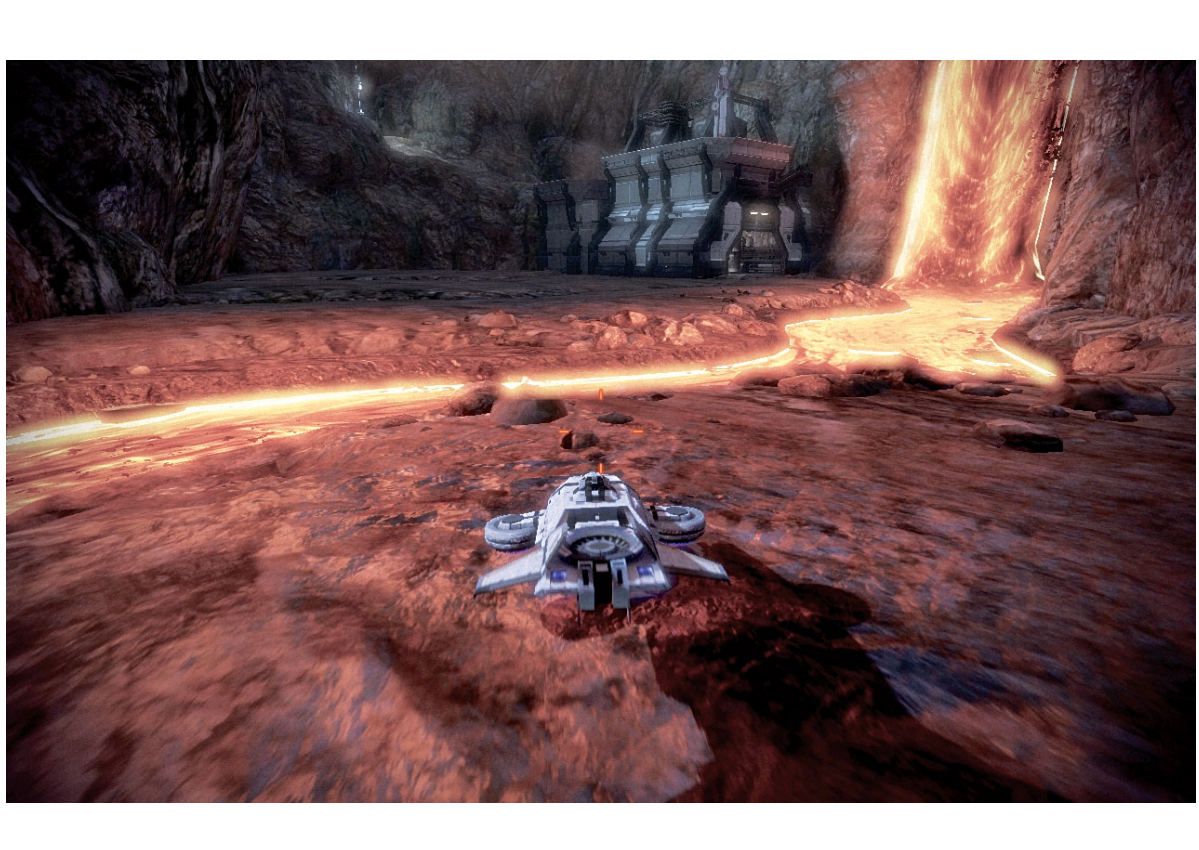


[001]

To find Vulcan Station, follow the proximity meter on your screen. Head down the main plains, passing the "aesthetically pleasing" vista on your left. Cross the natural stone bridge and, with the vista on your left and the cliffs to your right, pass the cargo buildings (and second data packet) and head into a large rock tunnel **[001]** .

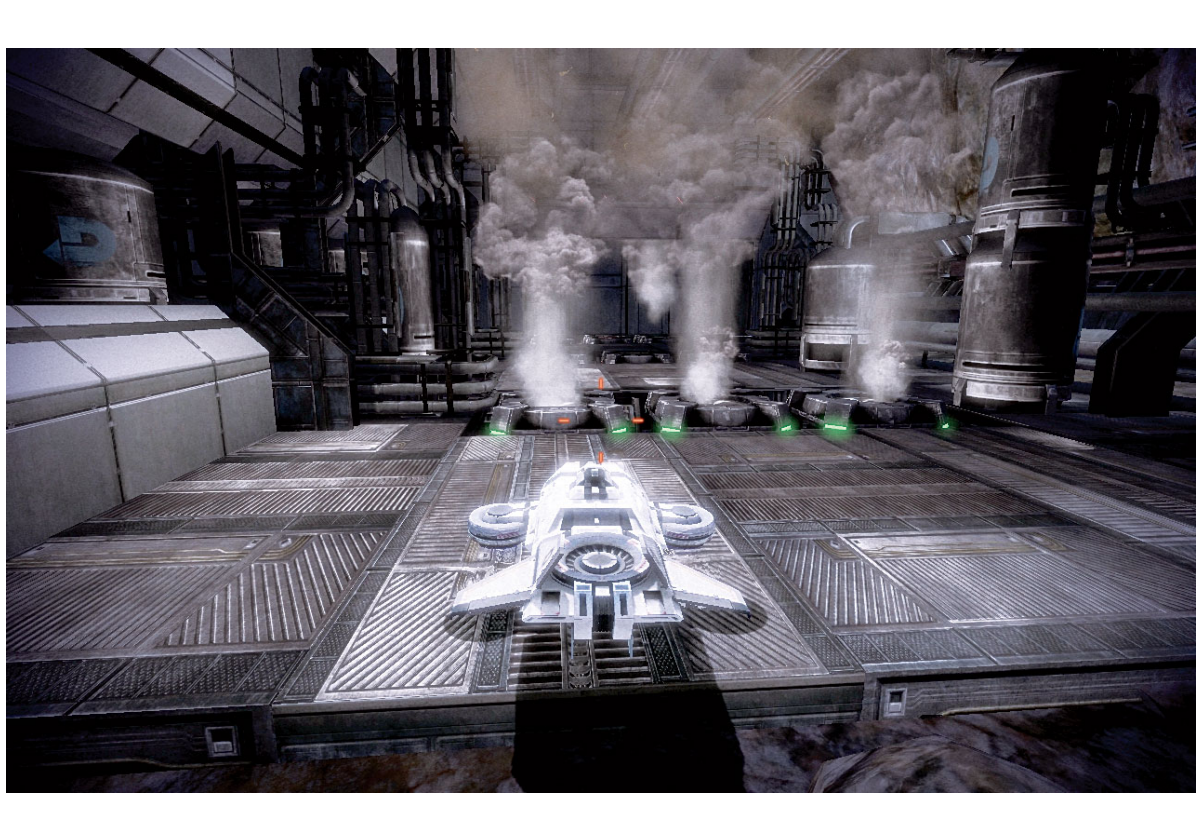
You appear to be heading into a volcano. At this point, you can choose two squad members; pick them based on the enemies listed in the Mission Data. As the Hammerhead drives over two possessed LOKI mechs, you enter a huge lava-filled cavern.

Locating the Override Switch

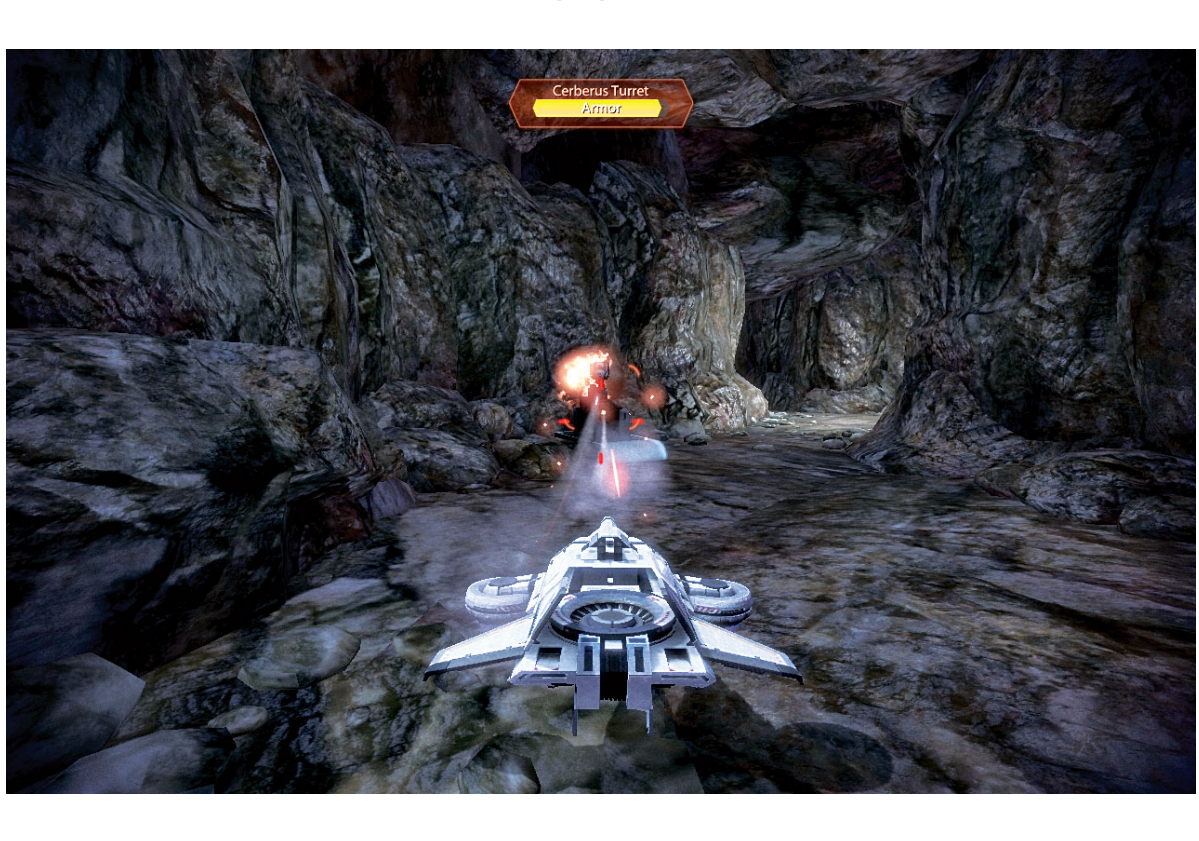


[002]

Vulcan Station is the geothermal plant, and Archer cautions that it appears the machinery is under the control of the rogue VI. Cross the lava river by boosting over it **[002]** . Then enter the venting station. Look for the cluster of vents as you enter the building, and drive over them just after the steam has escaped to reach the vents at the far end; then move over these as the steam escapes **[003]** . You ascend and can then boost up and out of the facility to a relatively narrow rocky path.



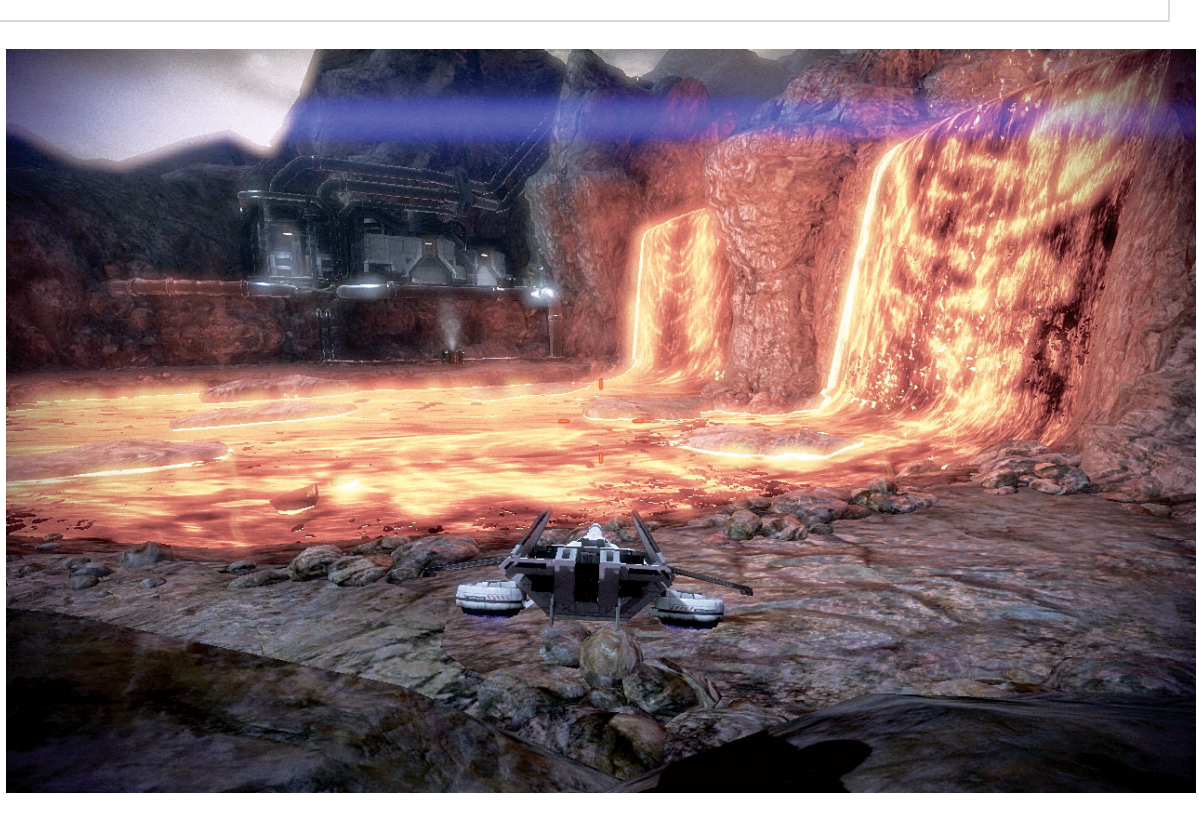
[003]



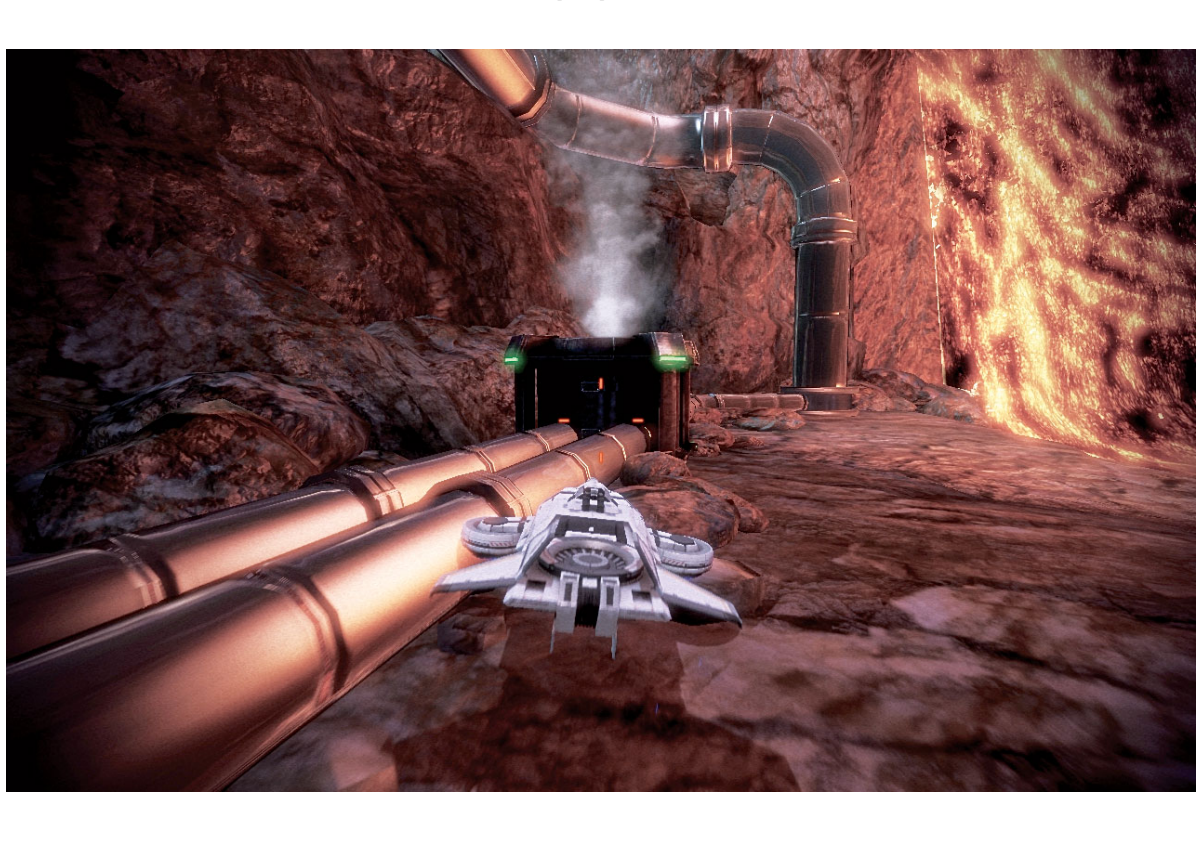
[004]

Move past the light, and use the left cliff wall to hide and strafe the Cerberus turret **[004]** , or boost straight past it. Investigate the gap in the left cliff wall; it leads to a mining spot where you can dig out some iridium.

Spoils of War > Resources > Refined Iridium > Mine > 400 Iridium



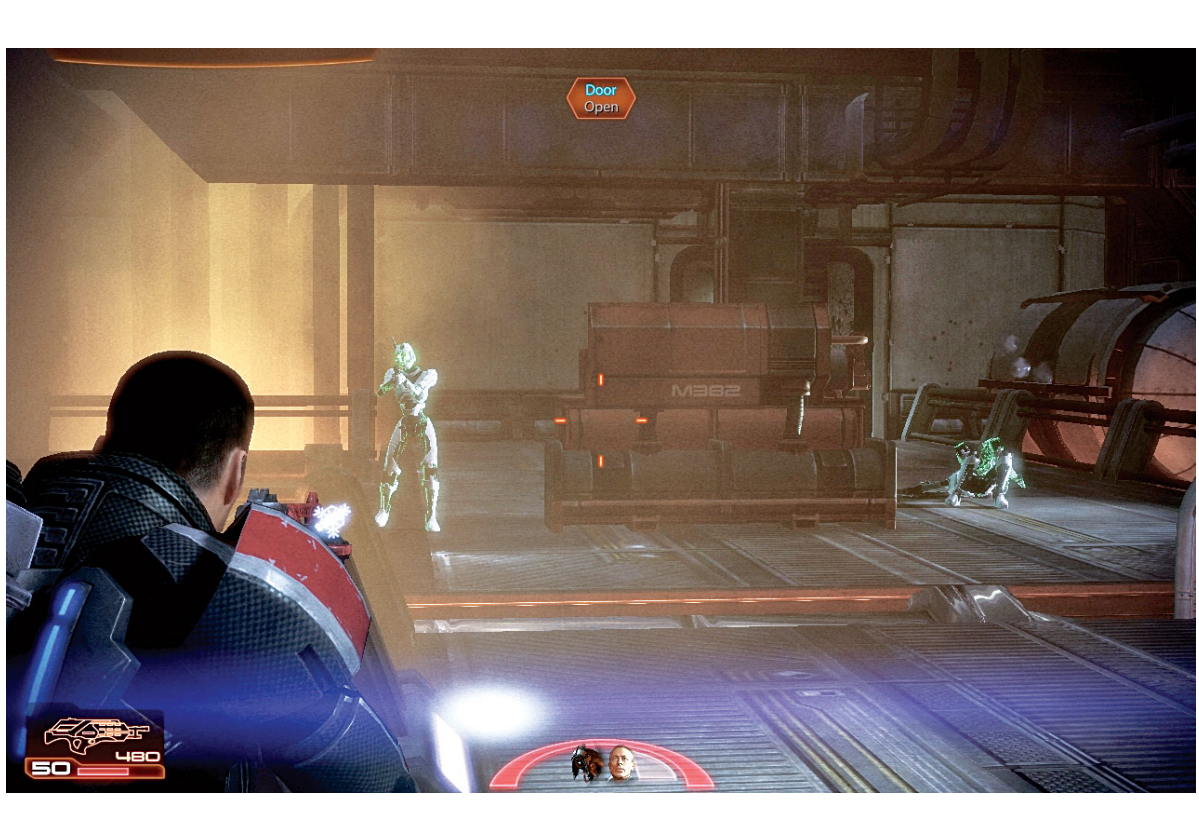
[005]



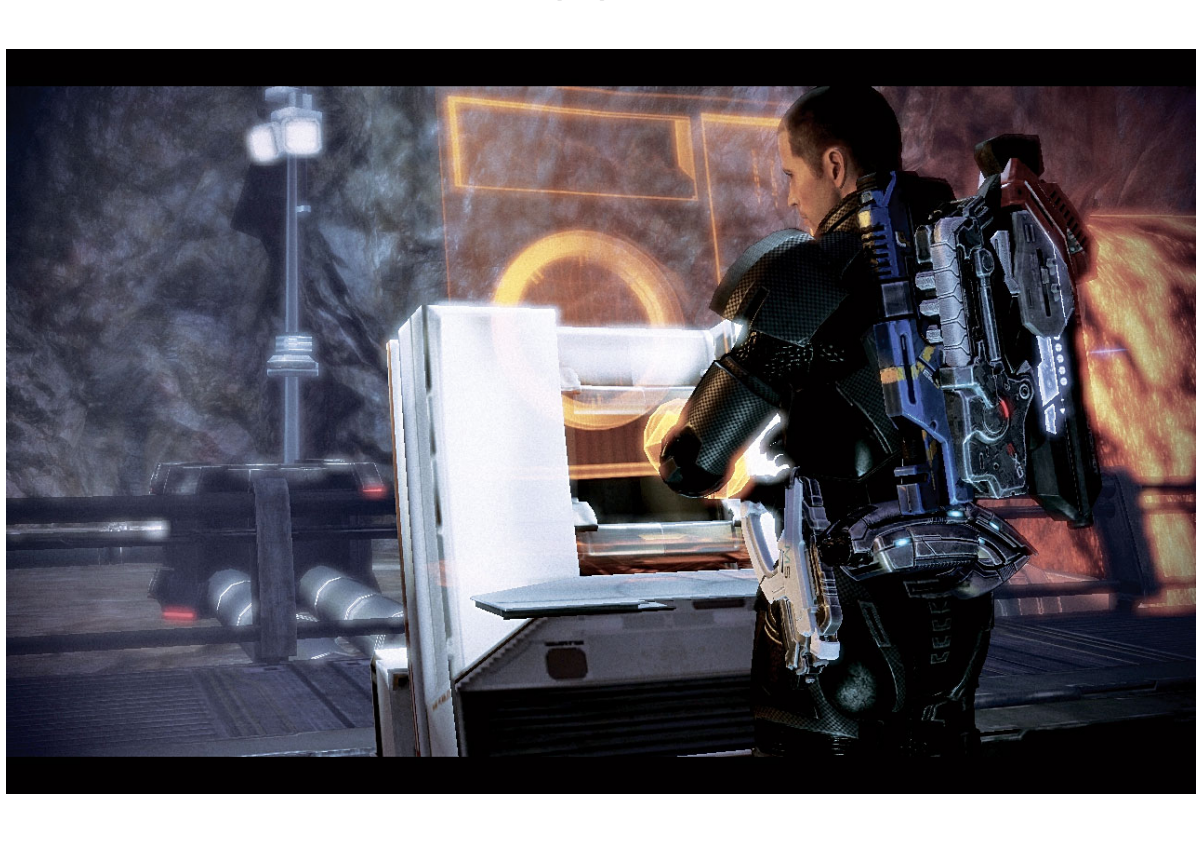
[006]

The Hammerhead's computer works out that the giant lava rivers have debris fields that make adequate platforms to land the Hammerhead on. Boost, raise the craft up a little **[005]** , and land on the first rock debris platform, then boost off and onto the next before it sinks.

If you land on the lava, boost up and off before you burn up. After skipping across, land on the solid ground on the opposite side. Use the single vent to boost up and over the snaking pipes **[006]** . As the thrusters can't clear the wall above, park and exit the Hammerhead, and enter the small satellite facility.



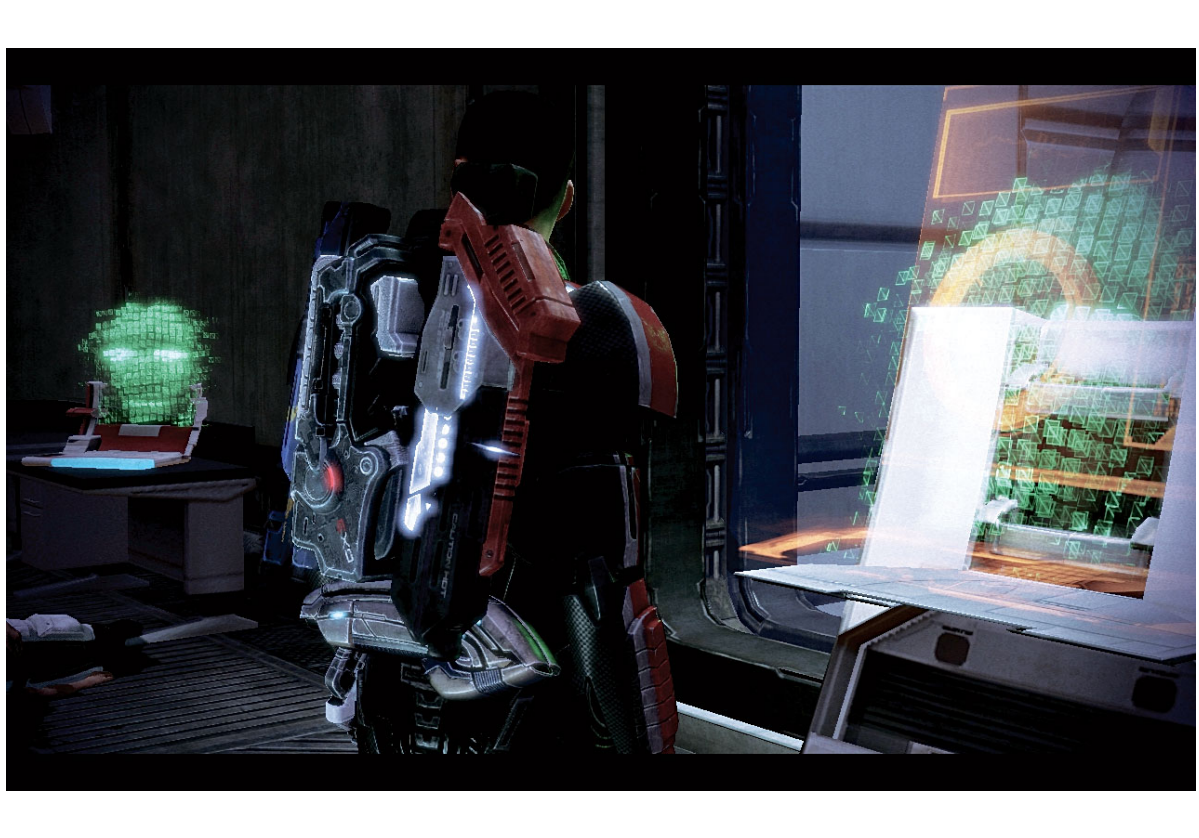
[007]



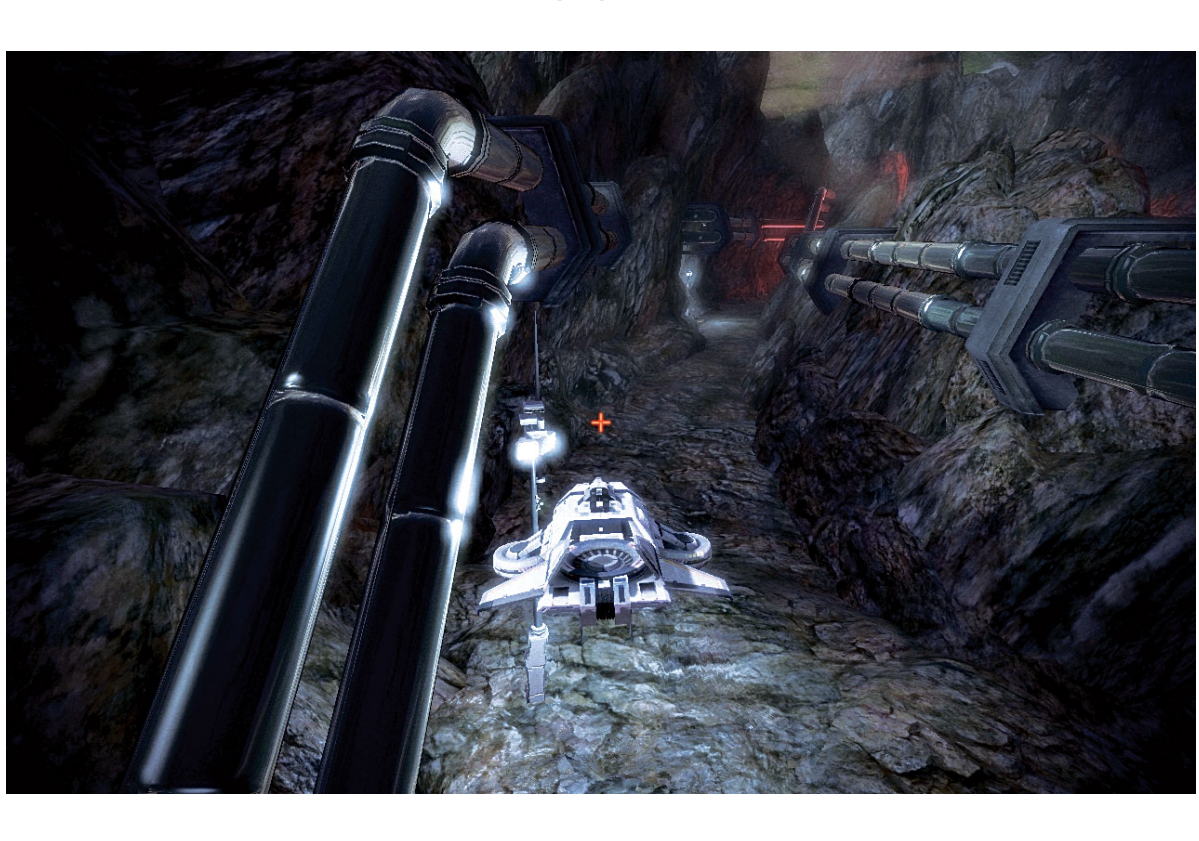
[008]

The facility computer warns you that core systems have been compromised. Be ready for combat as you open a door, and head up some stairs. Sure enough, LOKI mechs activate as you reach the upper walkway **[007]** .

Place your squad members on either side of the walkway in cover, move up to closer cover, and remove the trio of LOKI mechs. Then open the door at the far end. Before valve A3 is checked, access the research log at the terminal to understand what went on here. After that, bypass the valve A3 controls **[008]** .



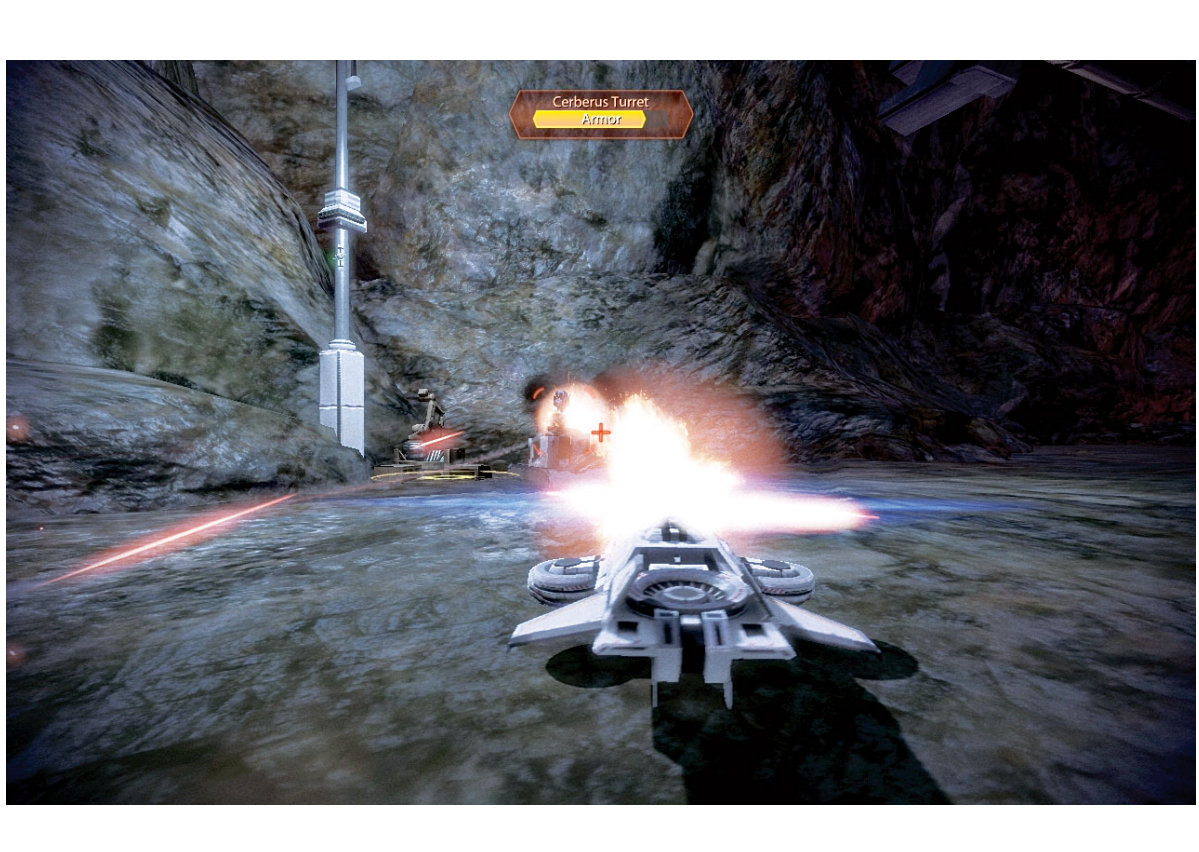
[009]



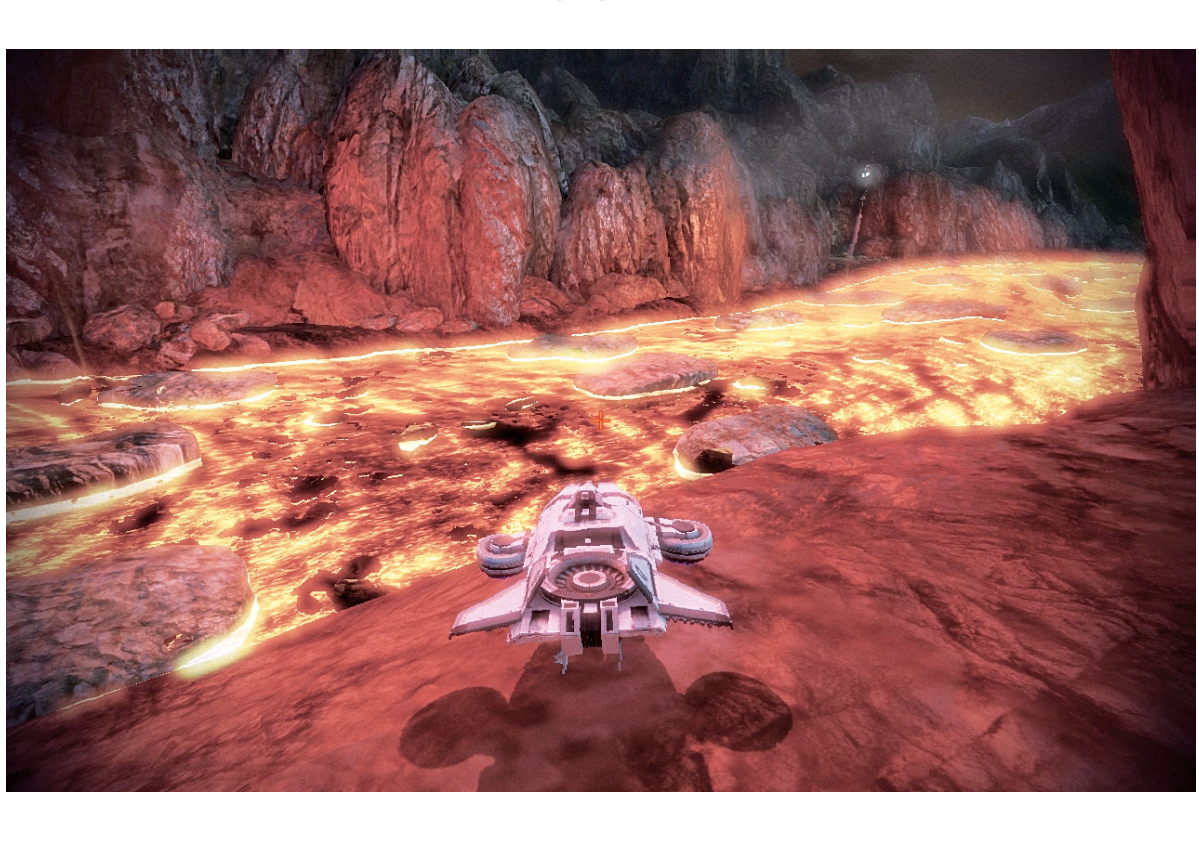
[010]

Shepard is successful in venting the valve, allowing you to use it to boost yourself up the previously inaccessible cliff wall. But the rogue VI is furious **[009]** , and growls from the terminals at the team. You can still access the research log, but the VI circumvents the engineer's video log.

There are no further enemies in this area, so run back to the Hammerhead, drive it onto the steam vent, and ride it up **[010]** .



[011]

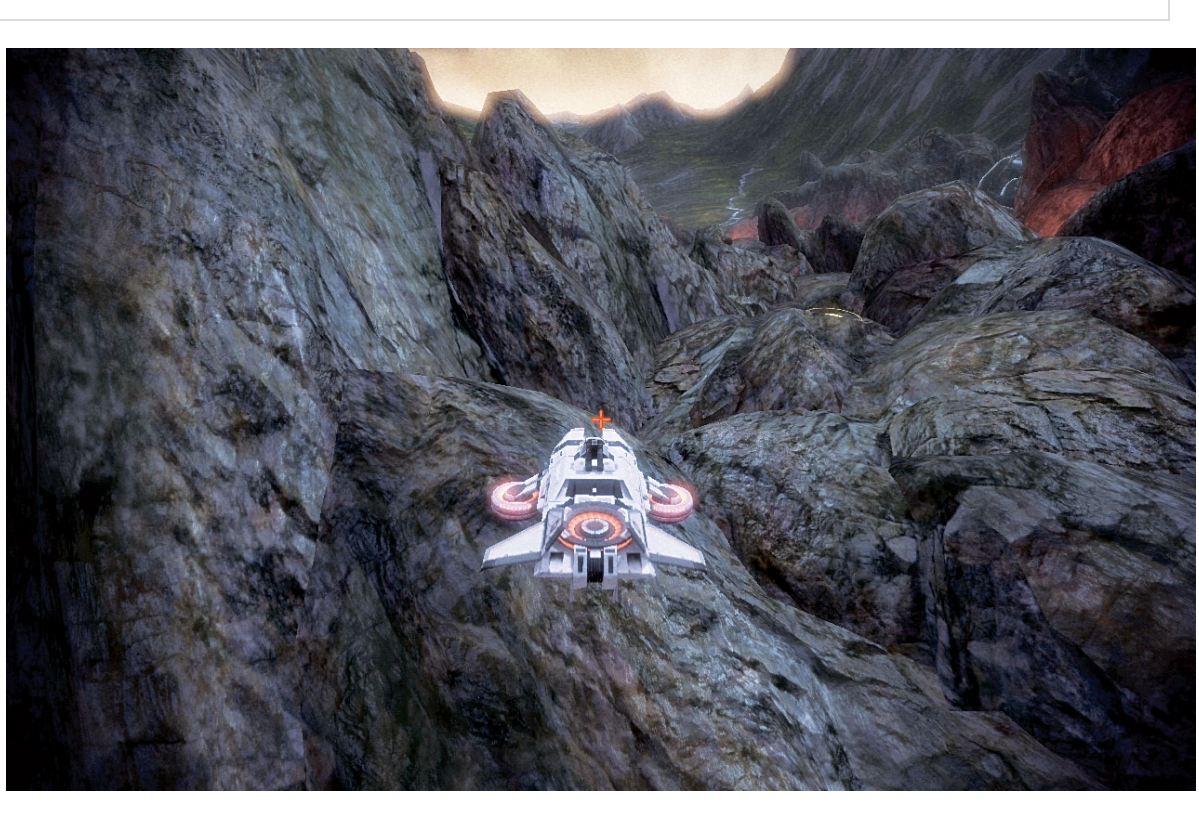


[012]

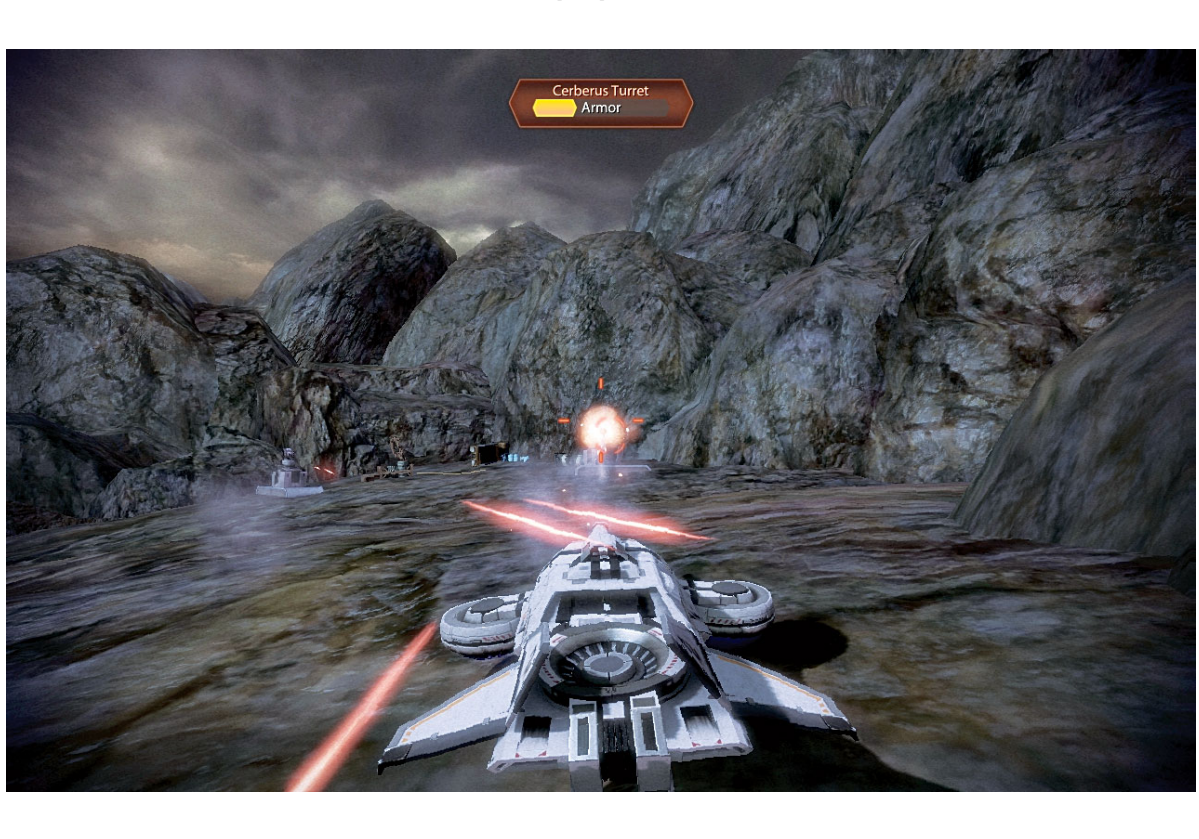
Blast the Cerberus turret instead of zipping past it **[011]** , as there is an iridium deposit to mine right next to the turret's base. Stop the Hammerhead at the edge of a massive lava flow, and turn the craft to the right; you should spot a light diagonally across the molten river.

This is the location to aim for; use your vertical thrust and boost to jet forward and upward, judging the debris flow, and land on a floating rock before bouncing off, onto another, and skipping across to the other side **[012]** .

Spoils of War > Resources > Refined Iridium > Mine > 400 Iridium



[013]

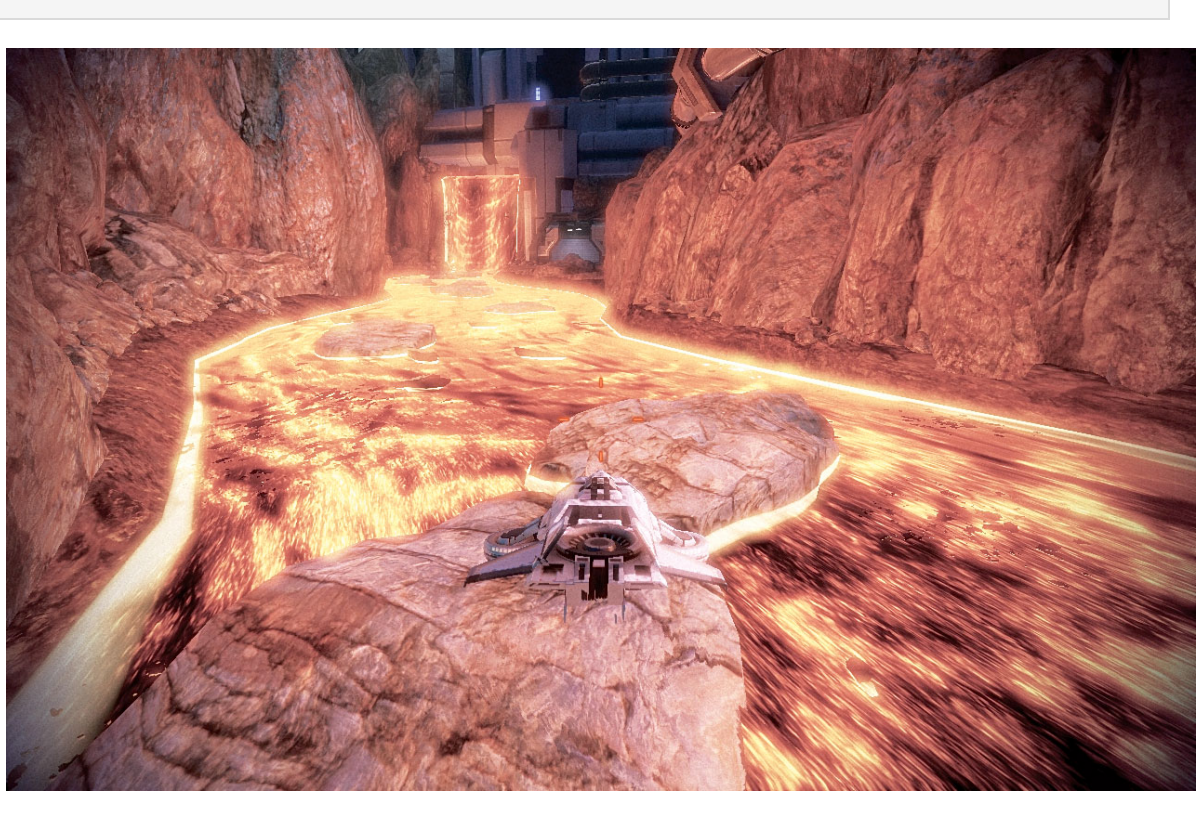


[014]

You are closing in on the Vulcan Station. Look to the right, and use the steam vent to jet up, onto a section of jagged rocks. You can mine for more iridium here **[013]** . Drop back down to the flat bedrock, jet across to a stepped section of wall near another light, and use your vertical thrust to reach an upper plateau.

Two Cerberus turrets activate; back up to the edge of the plateau and fire on them **[014]** , one at a time. Or strafe to the right, maneuver beyond their range, and blast away. Be sure to collect a sizable iridium deposit from between the turrets before leaving.

Spoils of War > Resources > Refined Iridium > Mine > 400 Iridium
Spoils of War > Resources > Refined Iridium > Mine > 800 Iridium



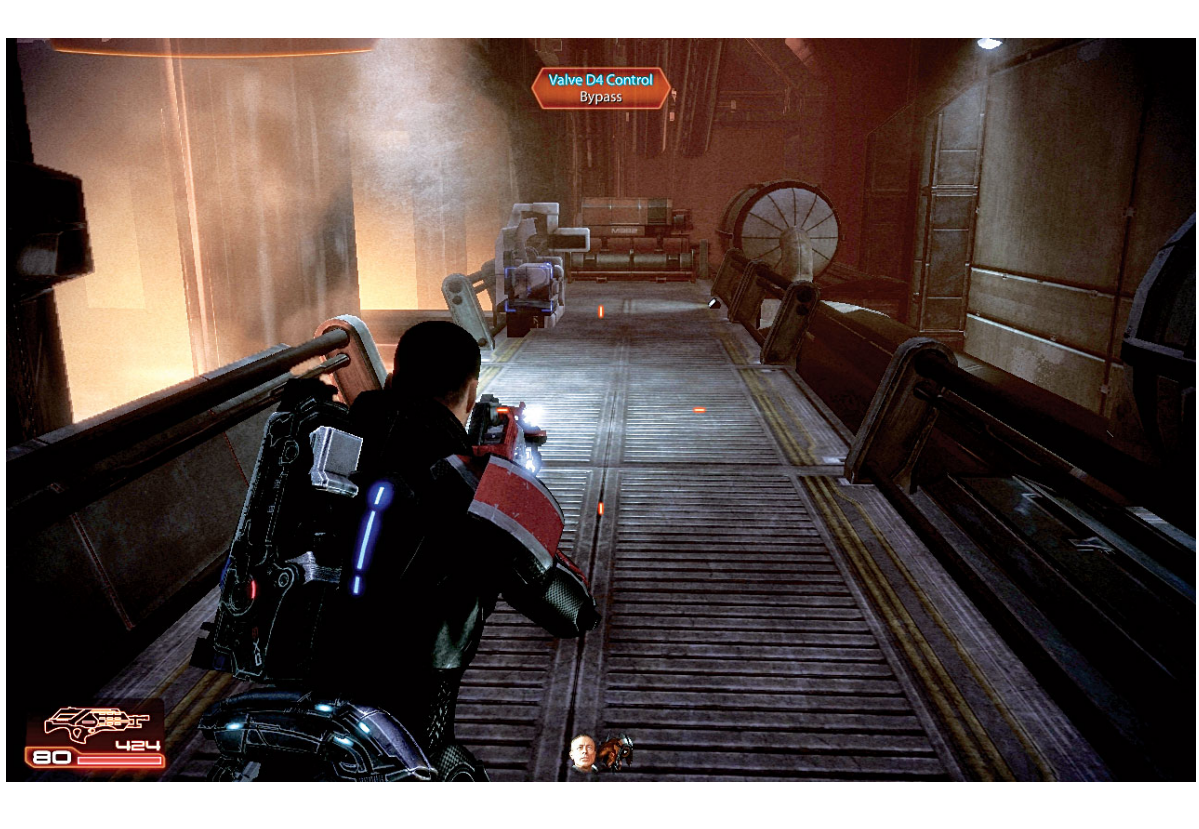
[015]

Although you can boost off the top of the plateau cliff, a safer option is to drop down to the edge of the next lava river and use the debris as stepping stones one more time **[015]** .

Bounce diagonally across to the right side. You are now at the foot of Vulcan Station. Disembark when prompted.

Part 5: Vulcan Station Interior

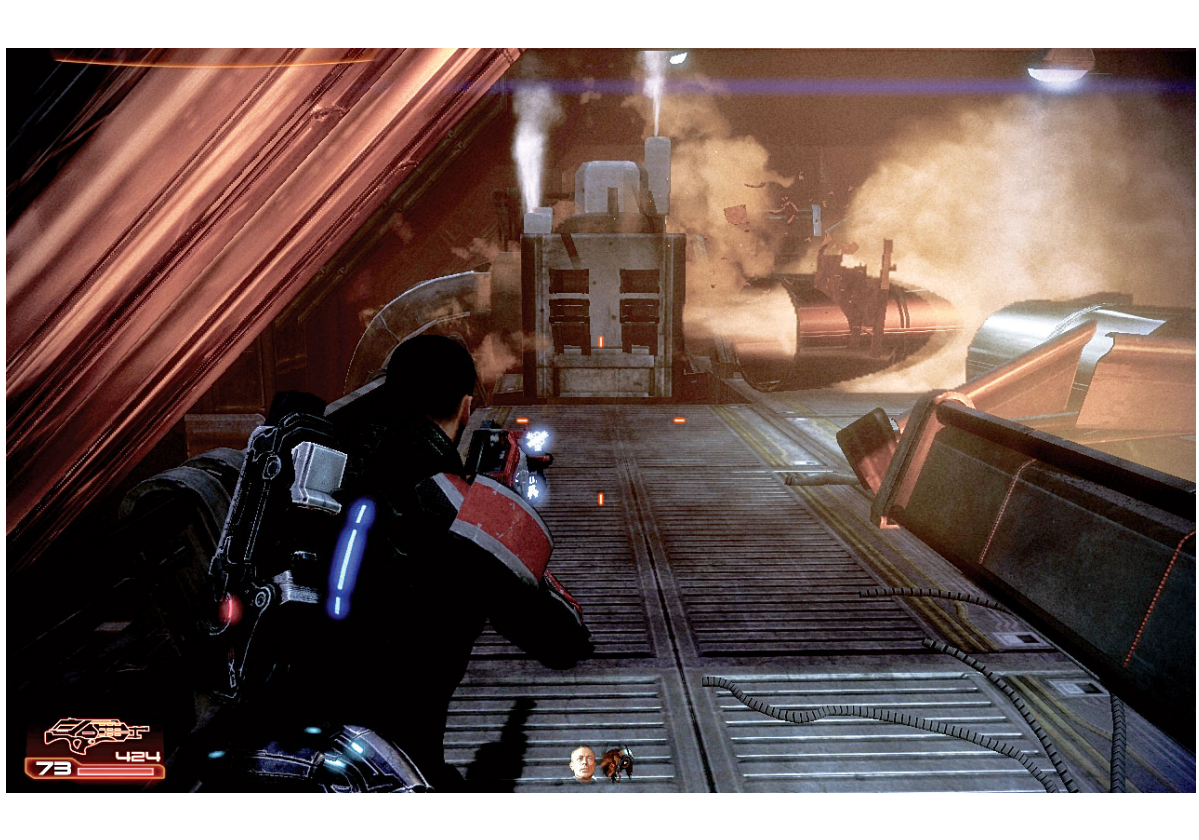
Searching for the Switch



[016]

Head up the garage steps, into the small connecting corridor, and out into the first valve room **[016]** . The computer systems inform you that pressure levels in valve D4 have exceeded maximum threshold.

This is correct; there's a gout of steam too toxic to head through, down the steps to the left of the control. Remove this obstacle with a bypass of the valve D4 control. The rogue VI isn't happy.

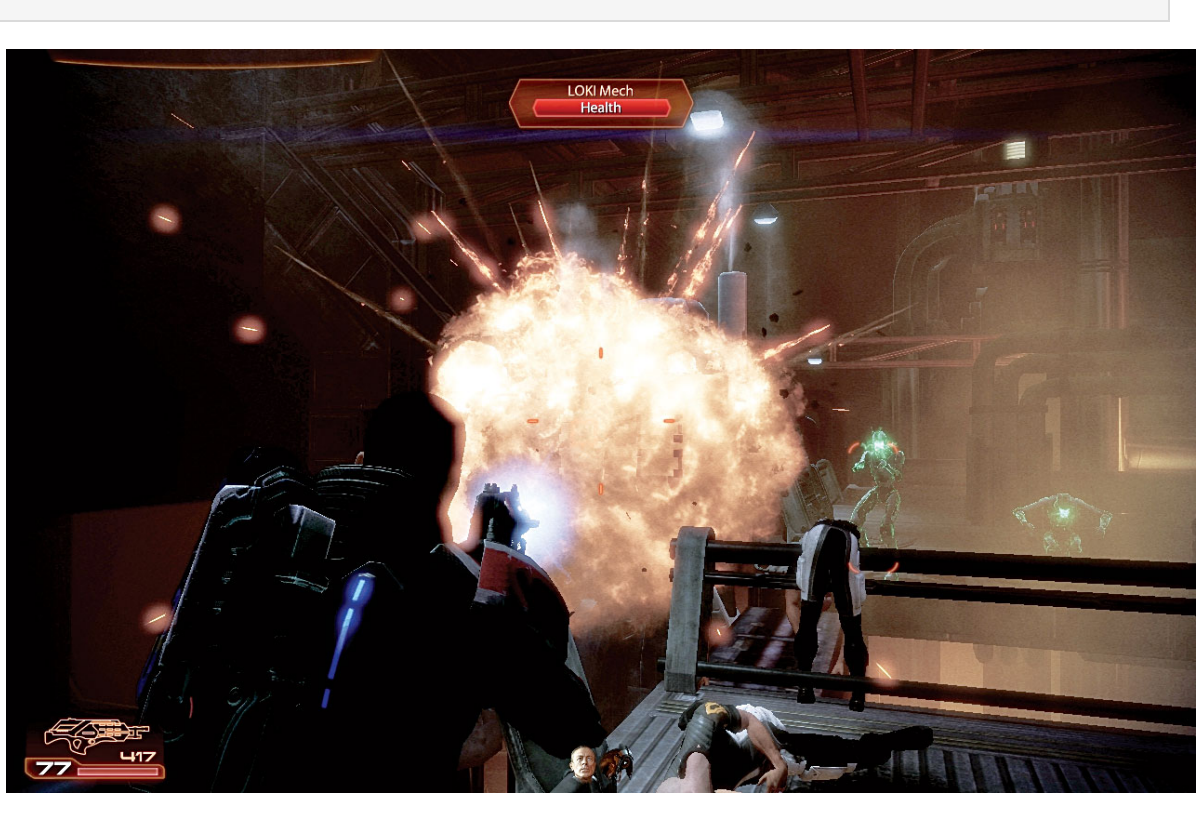


[017]

Head down the steps and access the datapad from the corpse for some credits. As you reach for the datapad, the walkway in front buckles as debris crashes through it.

After inspecting the valve, target the explosive container, removing the obstacle from the upper stairs **[017]** . Head up there, pausing to take medi-gel near the slumped corpse.

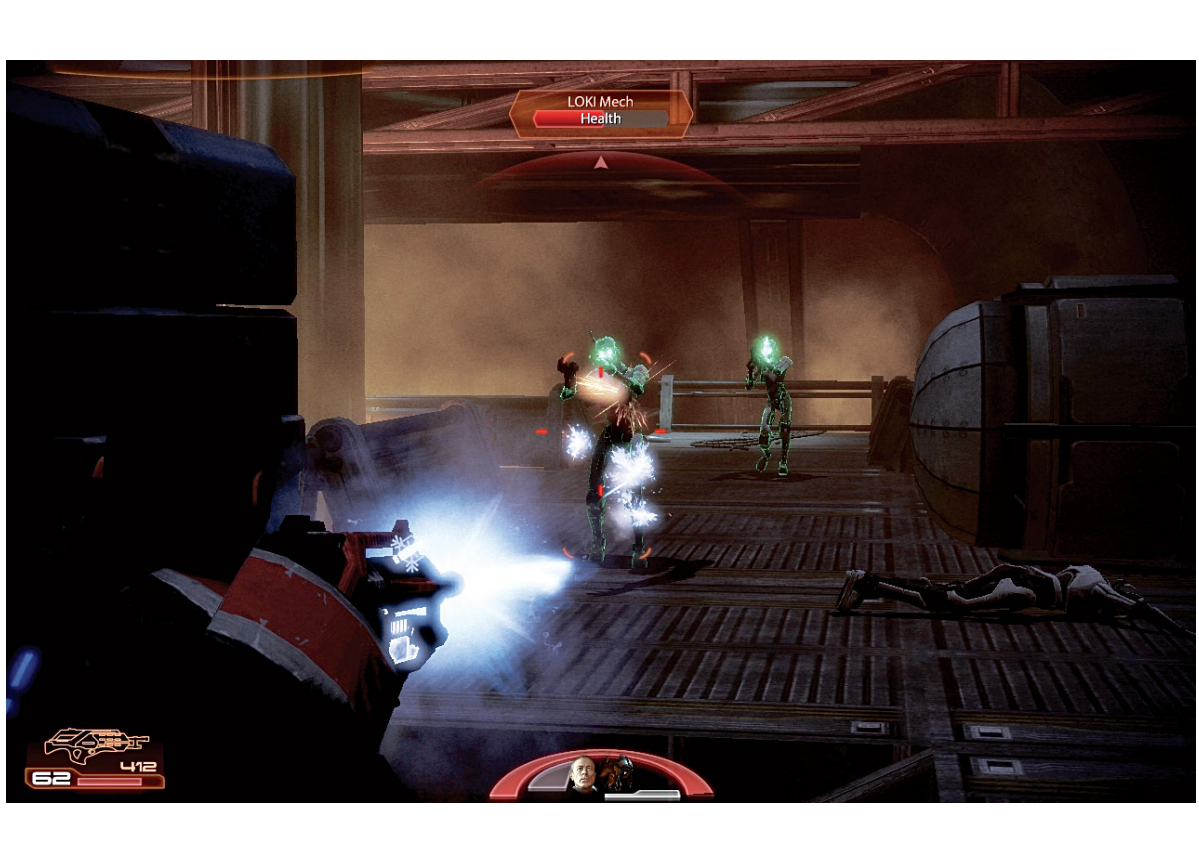
Spoils of War > Datapad > Access > 1,125 Credits
Med Kit > +1 Medi-gel > 100 Credits



[018]

At the top of the steps, the rogue VI activates a squad of LOKI mechs, with assault drones dropping onto the girders above you, at the opposite side of the walkway.

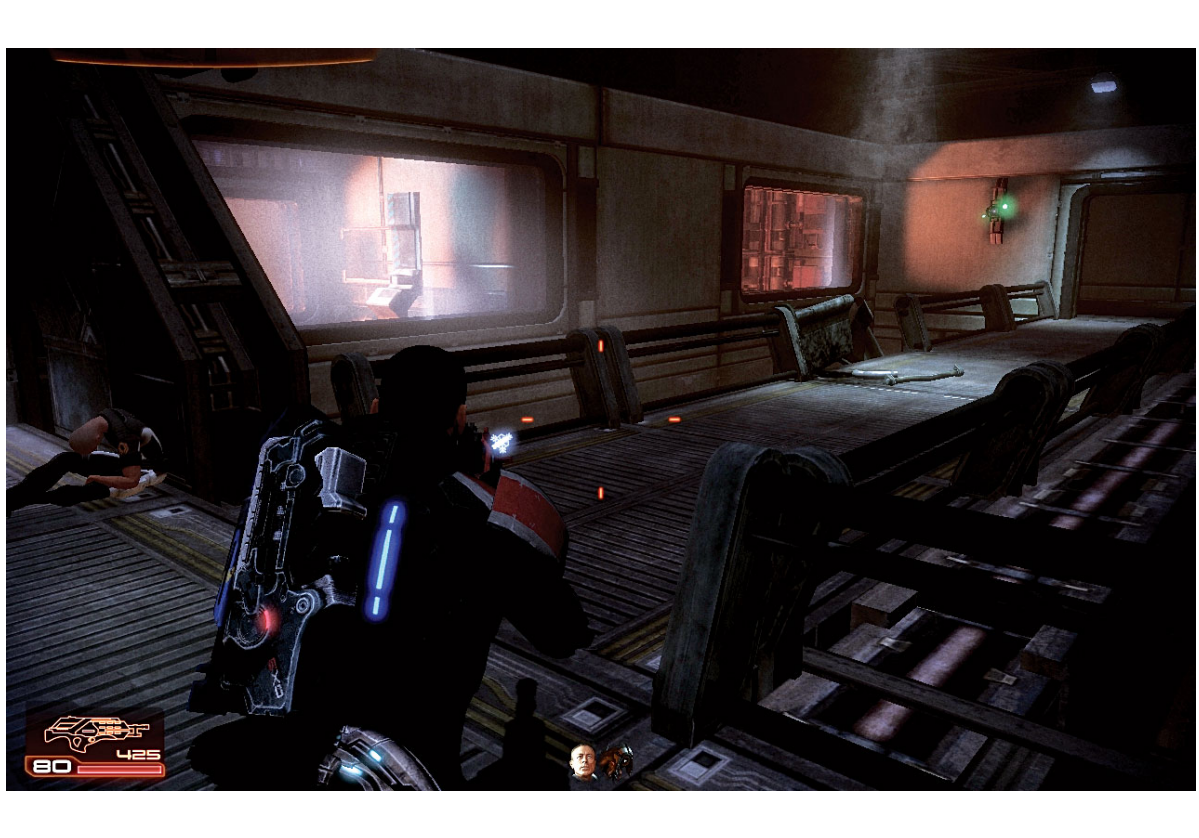
Although you can strafe the mechs while they activate, a better use of ammunition is to shoot the explosive container **[018]** .



[019]

There is a second explosive container on the right side of the upper girders that takes out a few assault drones when shot at. For the remaining foes **[019]** , stay behind cover, placing your squad members behind separate pipes or containers, and drop the automated threats easily (but not quickly).

After combat, move to the far walkway, work around, and head up the double pipes to the top walkway.

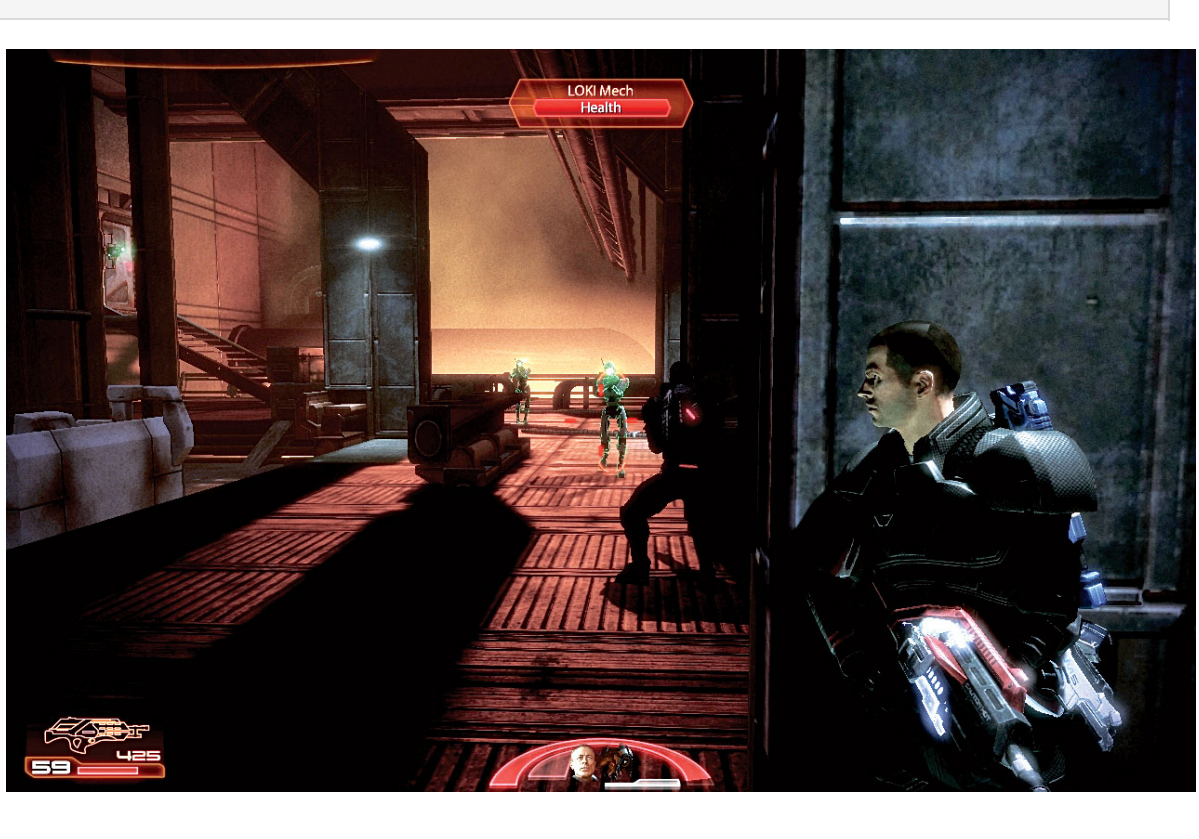


[020]

You reach a walkway with three directions to choose from. Head right and collect a thermal clip. Next, move left and open the door leading to a monitoring room **[020]**. The wall safe is easily ransacked for credits, and the research log informs you that the engineers in this station received an emergency signal from Atlas Station.

Now cross the walkway, listening for the VI's digital roar. The connecting room has a medical station to pillage from.

Spoils of War > Wall Safe > Access > 1,500 Credits
Medical Station > Open > Med Kit > 100 Credits

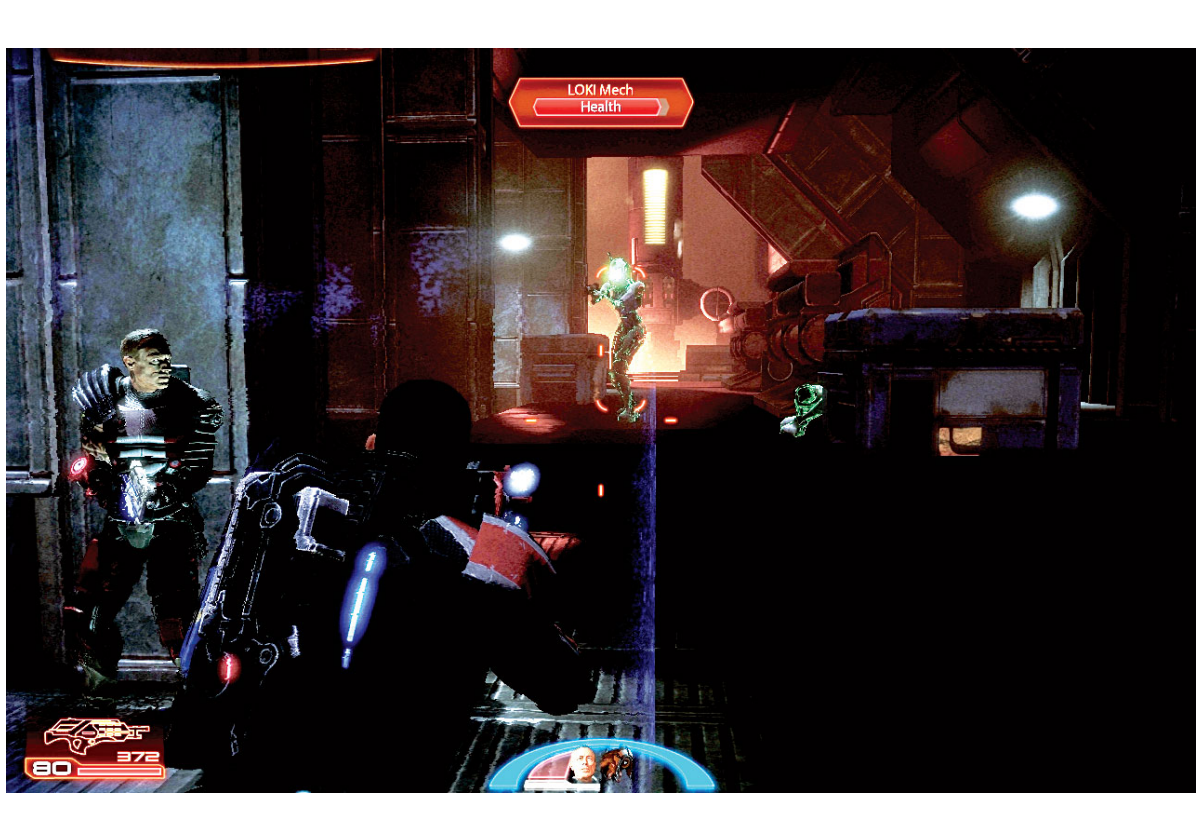


[021]

The main mech forces in this facility are contained in this chamber, and the threats cannot be understated. As soon as you enter the room, sidle up to the support pillar in front of you, to the right of the main walkway **[021]** .

Position a squad member against the other pillar. Running forward tends you get you killed and outflanked by a number of LOKI mechs in front and on your right. Behind them are assault drones, and a YMIR mech.

There's no way out (the door opposite is sealed until the fight is over), so concentrate on taking down the foes.



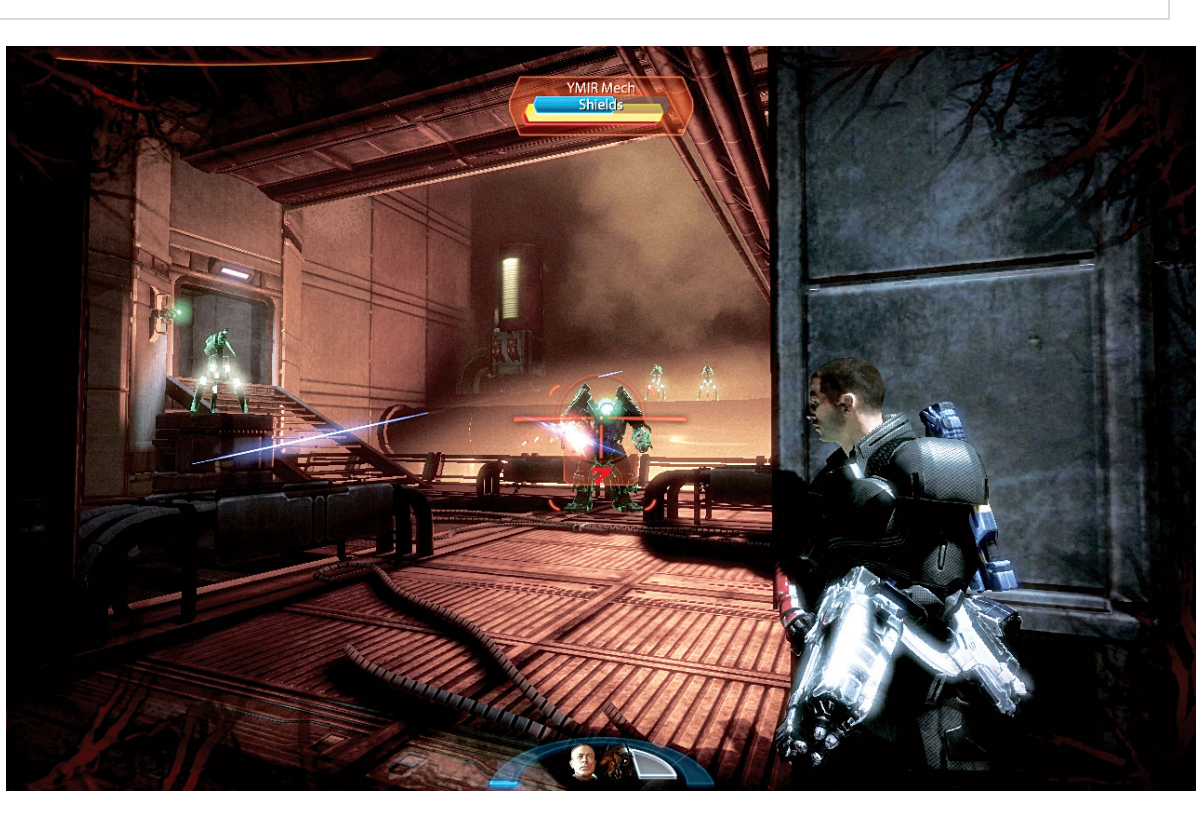
[022]

Begin by concentrating your firepower on the LOKI mechs. The pillar you're standing behind allows you to target foes on the walkway to the right, as well as in the middle, and easily remove the threats without being outflanked.

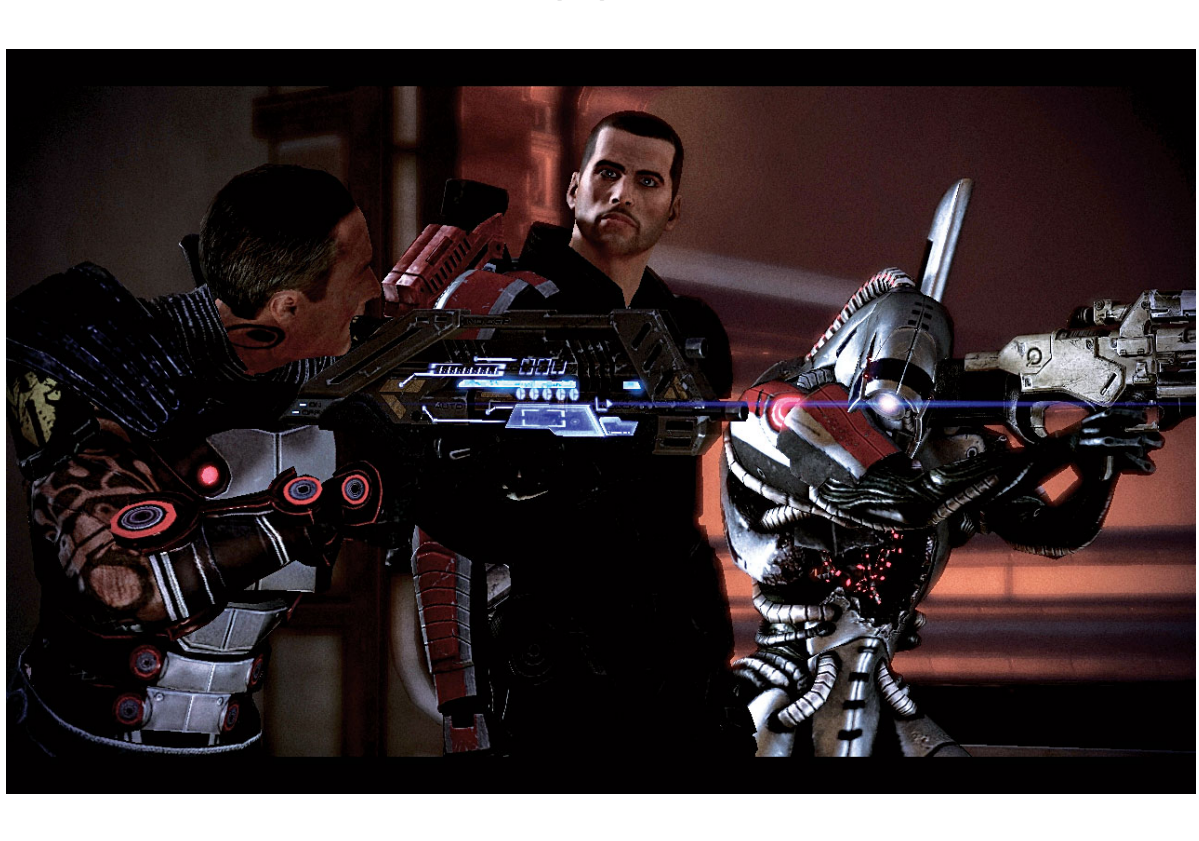
Then edge forward and aim a long-range shot at the explosive containers on the smelting wall at the far end (these are on the left and the right sides); the explosion removes some of the assault drones. Then tackle the YMIR mech **[022]** ; there is plenty of cover as long as most of the drones are dealt with first.

Otherwise, stay at range. Remember; you can retreat back into the connecting corridor if need be. With enemy forces defeated, check the computer near the bookcases before leaving the room and bypassing the door at the top of the stairs.

Spoils of War > Computer > Access > 2,625 Credits



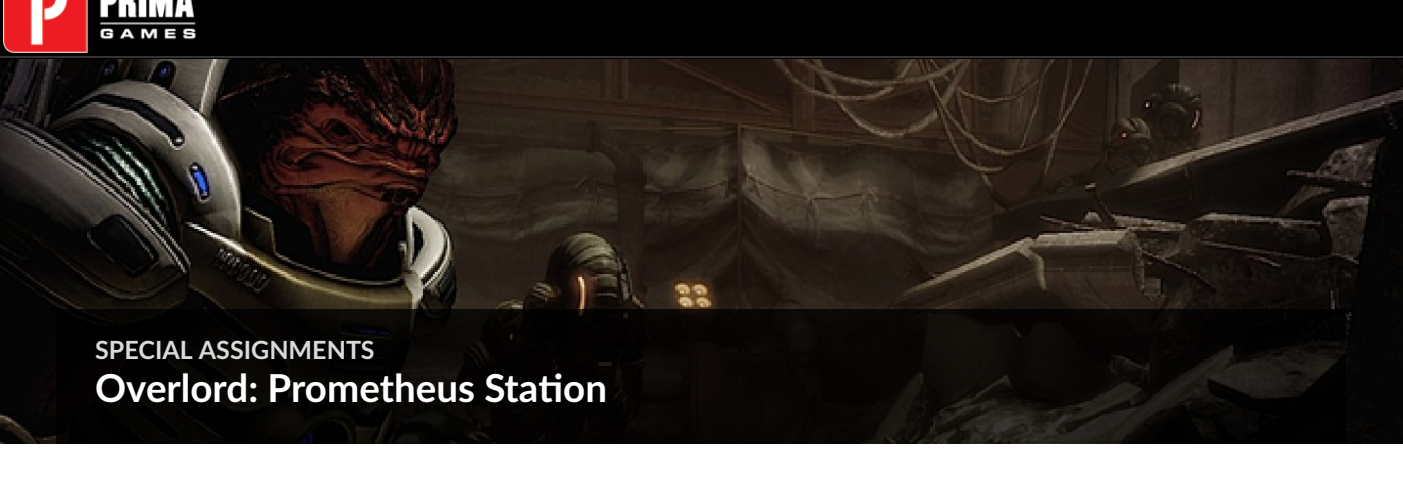
[023]



[024]

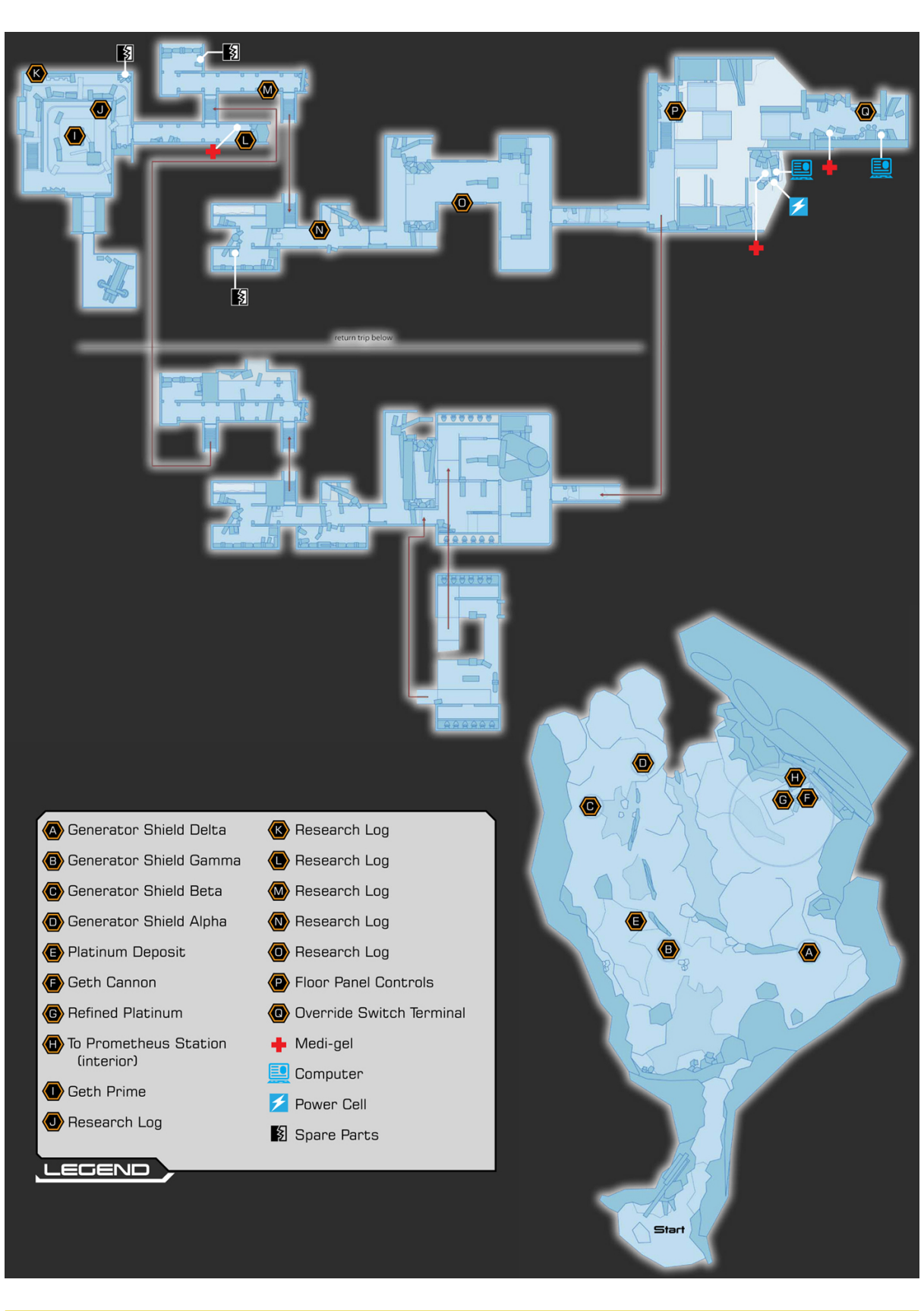
A LOKI mech is attempting brute force techniques to destroy the override console. Preoccupied, it only notices Shepard after the squad draws its weapons **[023]** . Both of its arms are shot off, and the VI retreats from controlling the mech, which is now mostly armless.

Activating the override **[024]** , Archer comes in briefly over the communications terminal, which crackles with the VI's insane fury. The station has been secured, and Shepard has a Renegade interrupt in which the LOKI mech is executed. Otherwise, a squad member does that job. The Hammerhead sets off, back onto the exterior of the planet's surface.



SPECIAL ASSIGNMENTS

Overlord: Prometheus Station



Mission Data

Experience Available: 250/312

Entities Encountered > Enemies

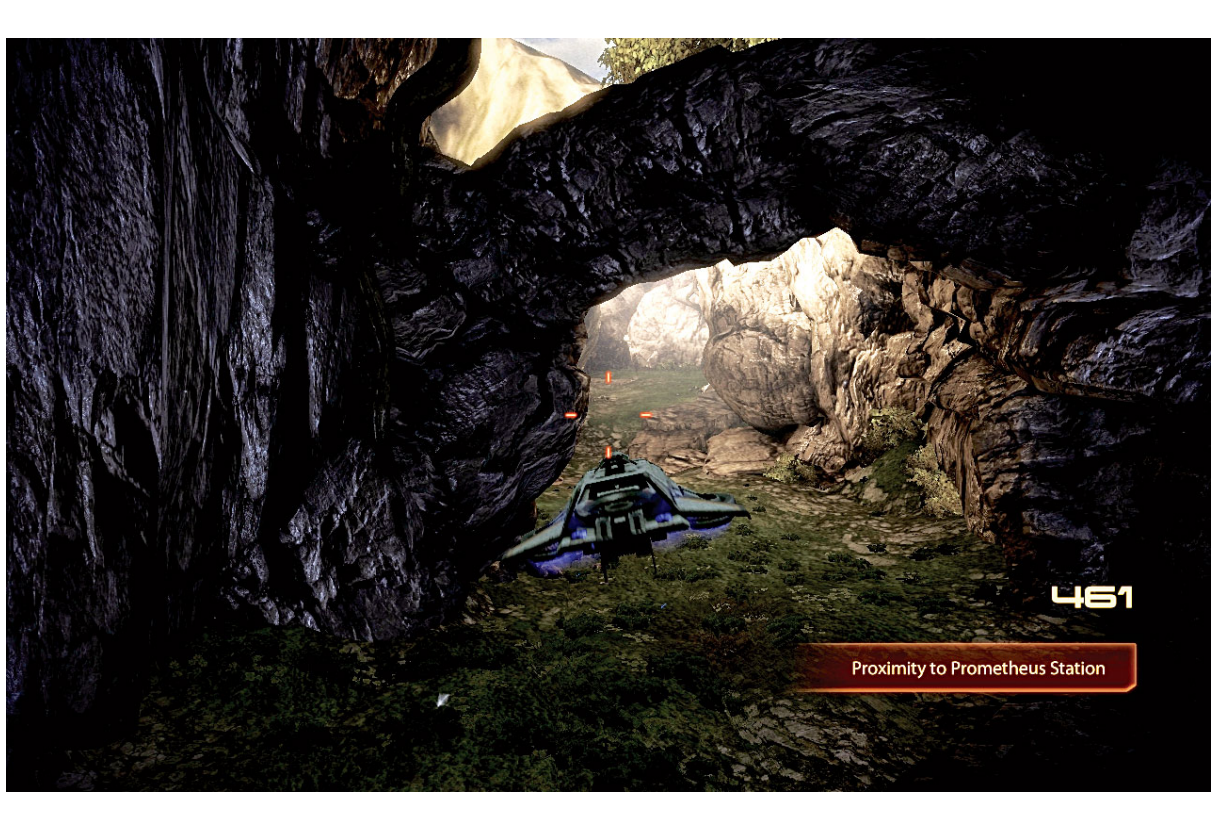
- Cerberus > Turret
- Geth > Cannon
- Geth > Destroyer
- Geth > Hunter
- Geth > Prime
- Geth > Rocket Trooper
- Geth > Trooper

Spoils of War > **Total Credits:** 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > **Platinum:** 2,000

Part 6: Locating Prometheus Station

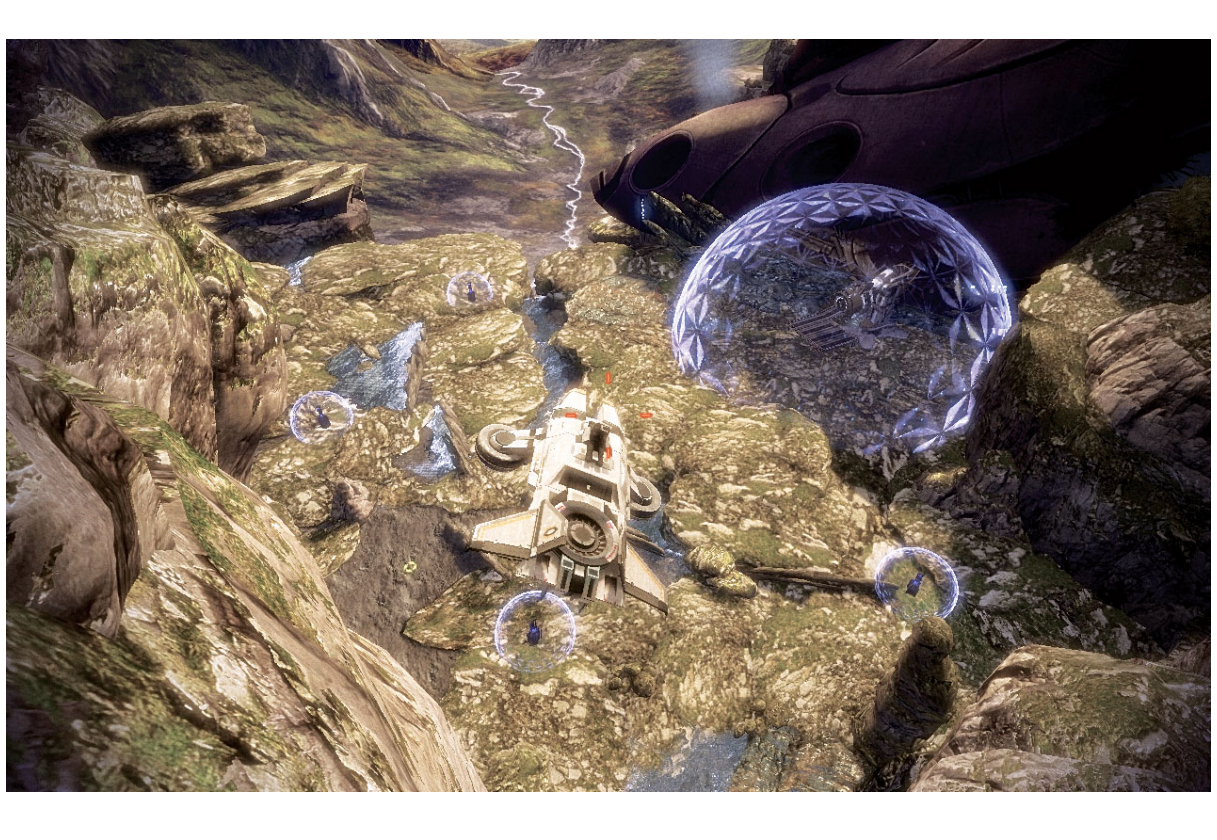


[001]

Beginning at the entrance to Vulcan Station, follow the proximity sensor and onscreen arrow prompts, keeping the long cliff wall on your left, and jet onward and slightly downhill, past data package #4 and the entrance to Atlas Station (which isn't registering at the moment).

Pass the outpost with data package #6 on your right, and look for the natural arch above the valley **[001]** . The entrance to Prometheus Station is just through it. As you arrive, choose two squad members to accompany you. Bring your best geth removal specialists!

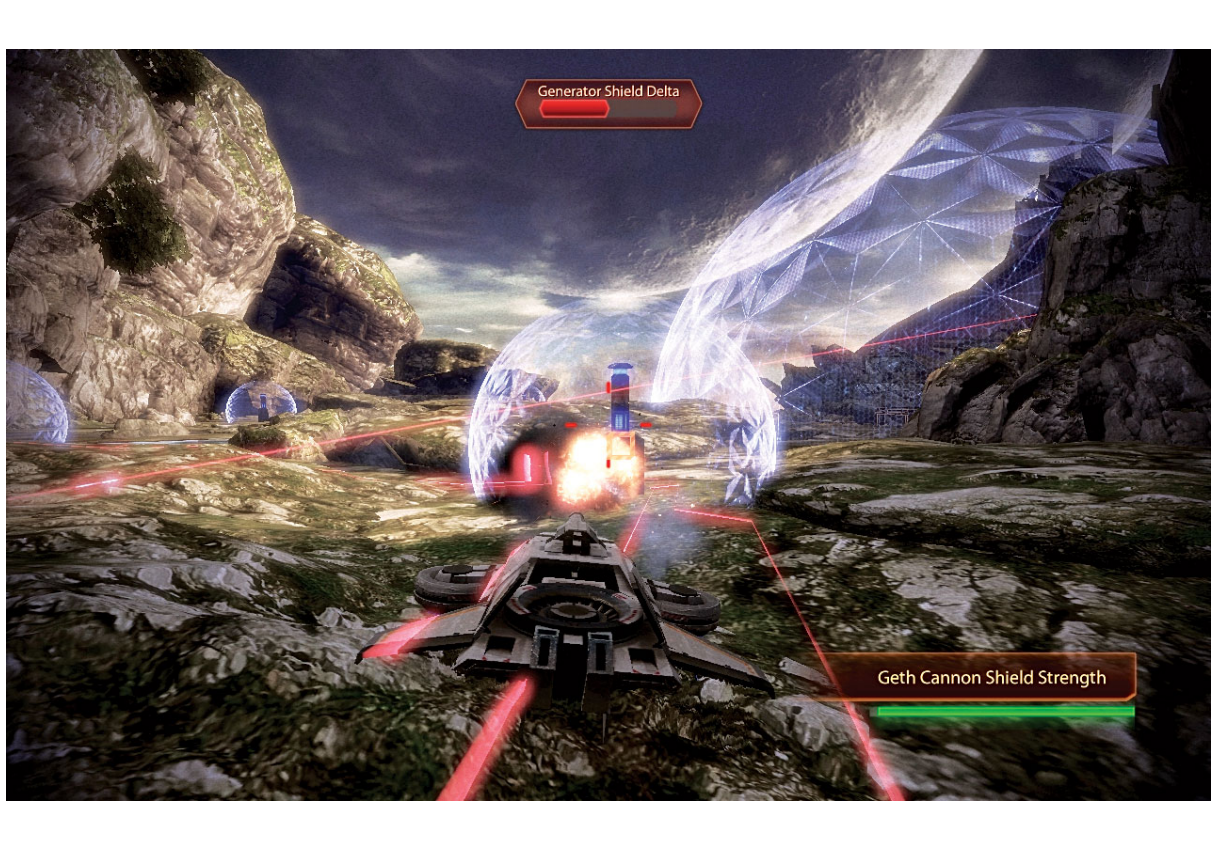
Disabling the Generators



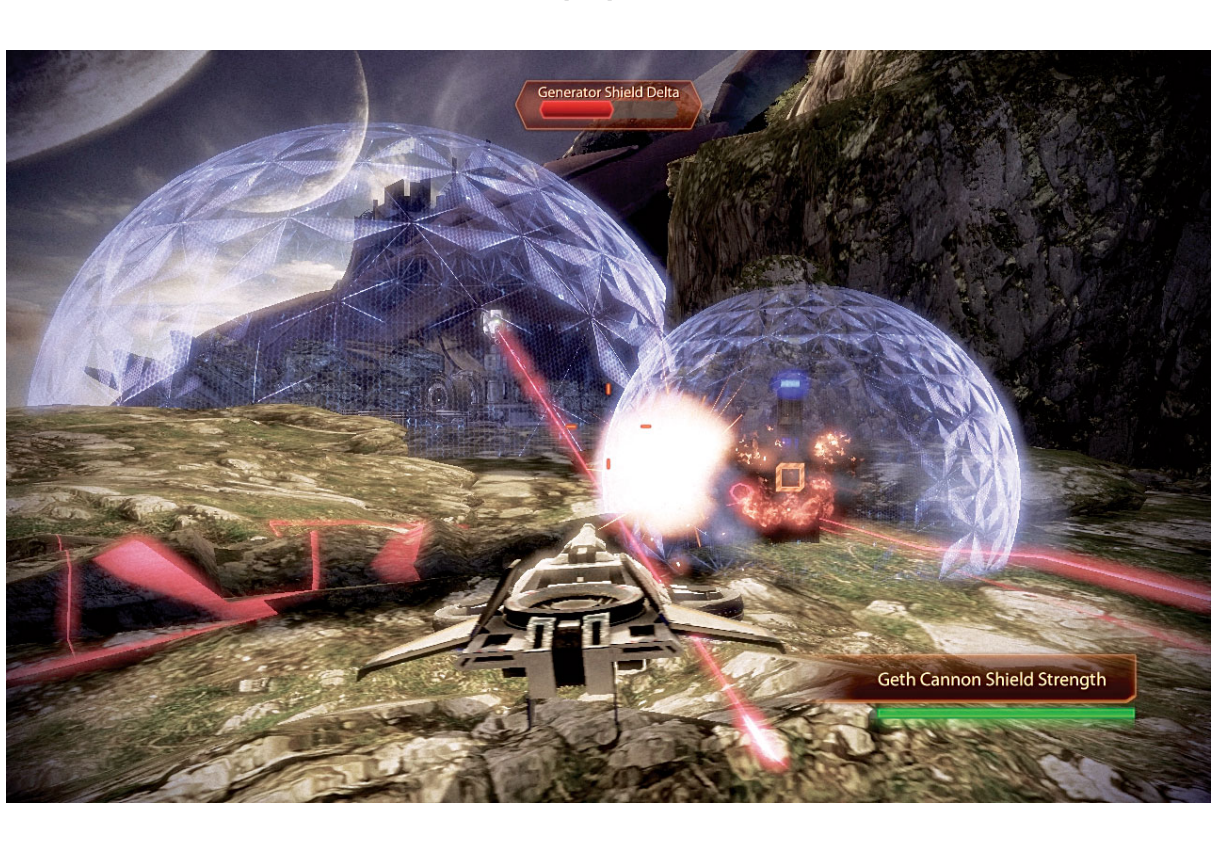
[002]

Dr. Archer attempts contact as you move the Hammerhead down the treacherous precipice. Apparently, someone thought it a good idea to appropriate a crashed geth ship full of dormant machines to utilize at Prometheus Station. As you arrive at the cliff edge **[002]** , study the rocky plateau below for the locations of all shielded structures.

Your onboard computer postulates that the rogue VI has control of the large geth cannon. Four generators, each with its own generator shield (Alpha, Beta, Delta, and Gamma), are powering the geth cannon's main shield. You must remove the shields from each of the four generators and then destroy the cannon.



[003]



[004]

This is straightforward in theory, but slightly trickier in reality. Make sure you learn the "correct" way **[003]** to remove the generator shields, and the "incorrect" way **[004]** . The former is to turn the Hammerhead away from directly facing the main cannon and, while you're shooting at the generator, position the craft with an escape route.

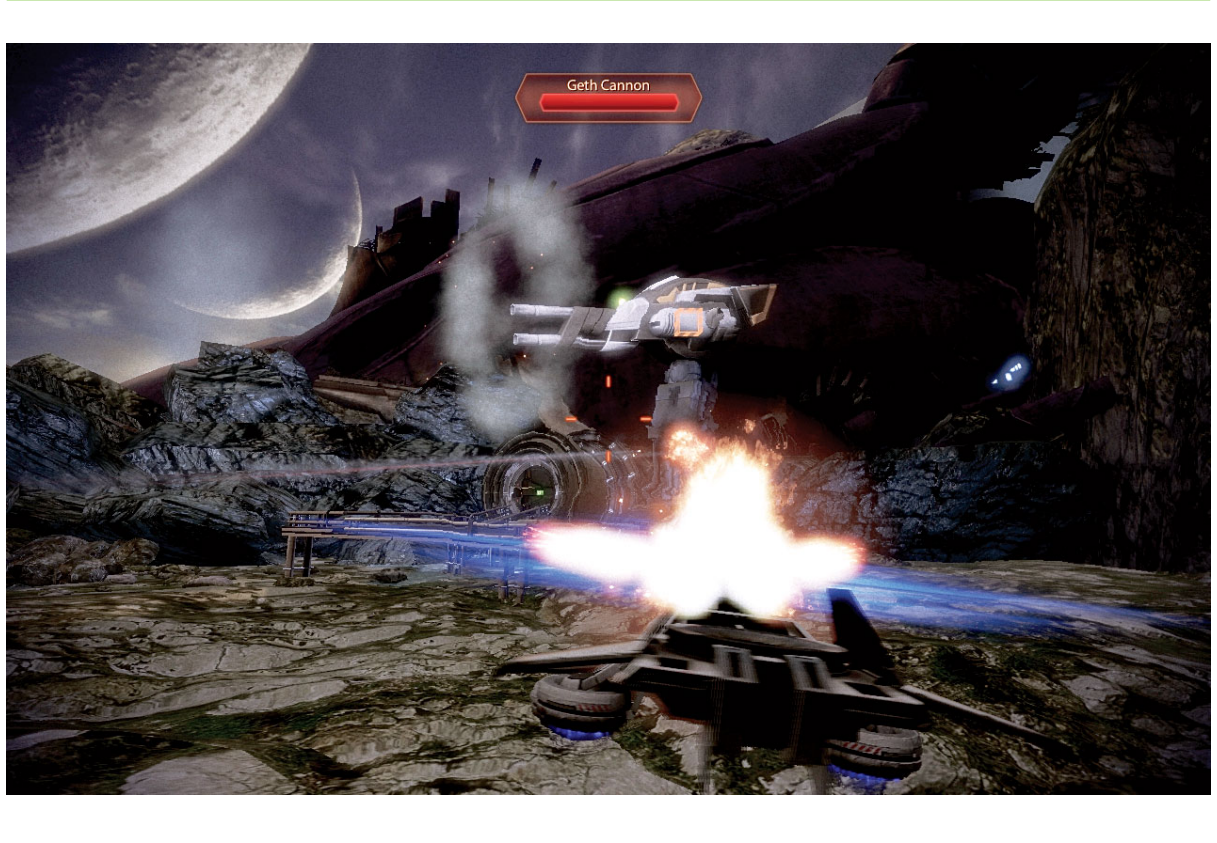
The latter provides good strikes against the shielded generator, but there's nowhere to dash when the main cannon fires.

When you spot the pink targeting ground lights in your general area, immediately boost and escape the incoming blast, or your craft explodes. Boost immediately, and you'll be safe; then target the nearest new generator shield and remove some of it while positioning yourself for another escape.

Continue with this pattern until all of the generator shields are down and you've destroyed the generators as well.

Tip

You can let the cannon do some of the work; if you're near to the generator when the cannon targets you, the area-of-effect catches the generator too, helping you out.



[005]

With all shields and generators removed, you can target the cannon itself. Moving closer is the preferred plan, as you can drive under the cannon's aiming mechanism **[005]** and rake it with rocket fire until it explodes.

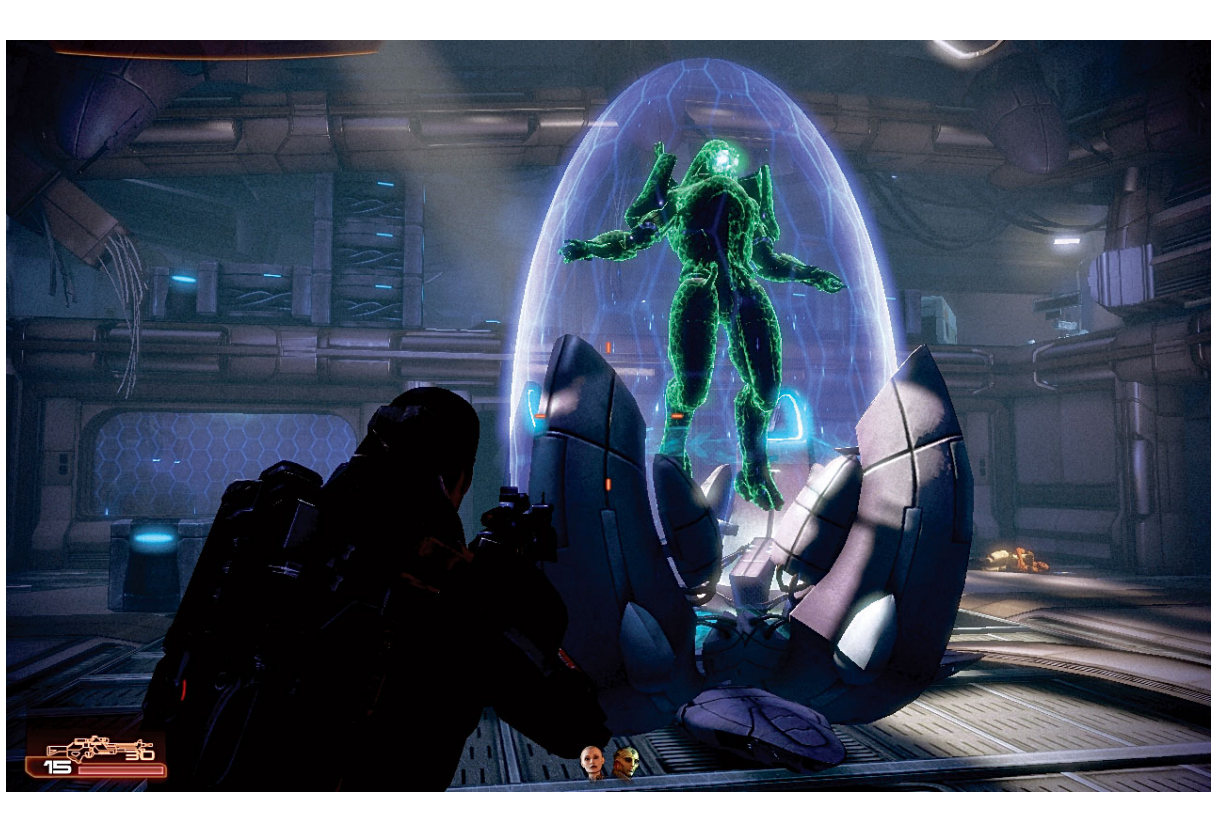
With no further threats, you should locate all the available platinum. Do not disembark yet! At the rear of the plateau, between generators Beta and Delta, is a mining spot to remove platinum from. Then park, disembark, and locate more platinum, this time inside a crate close to the entrance door.

Caution

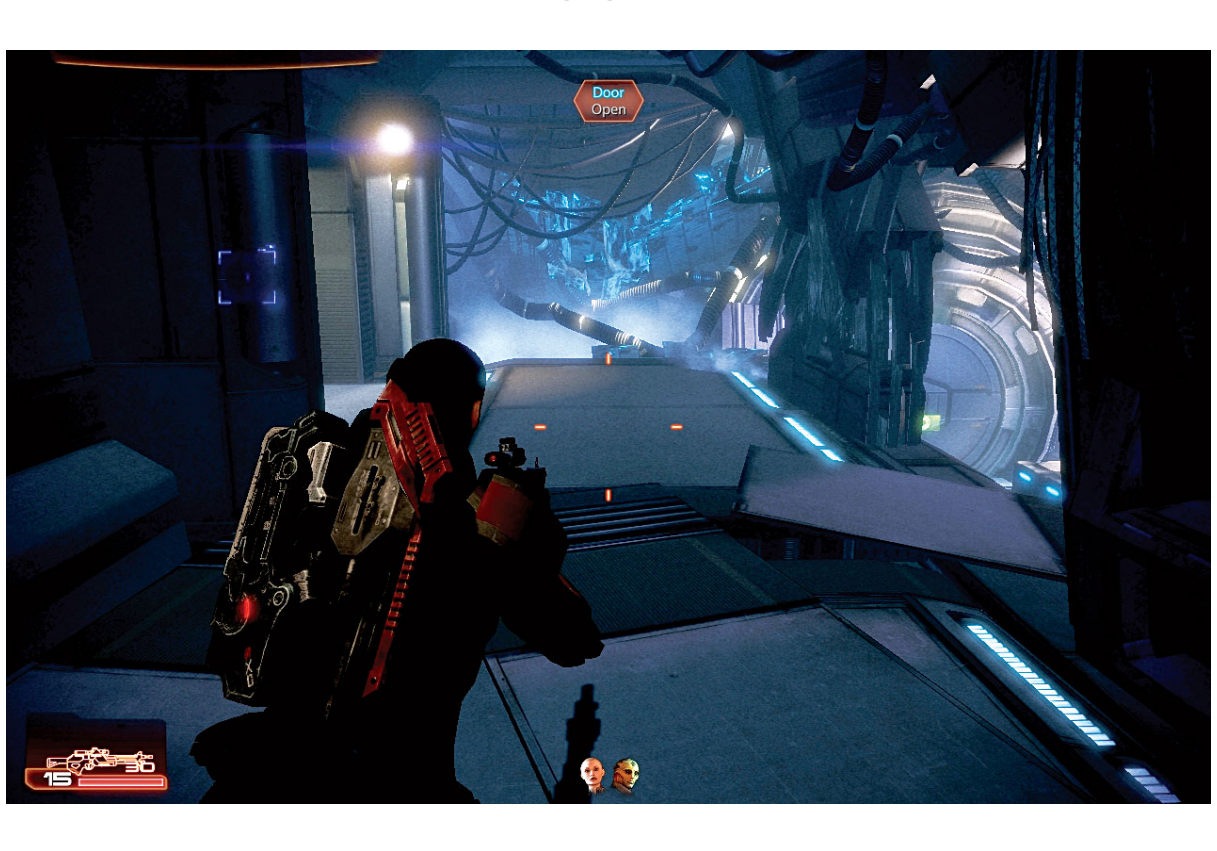
If you don't collect both deposits of platinum now, there's no chance later!

	Spoils of War > Resources > Refined Platinum > Mine > 1,200 Platinum
	Spoils of War > Resources > Refined Platinum . Open > 800 Platinum

Locating the Override Switch



[006]



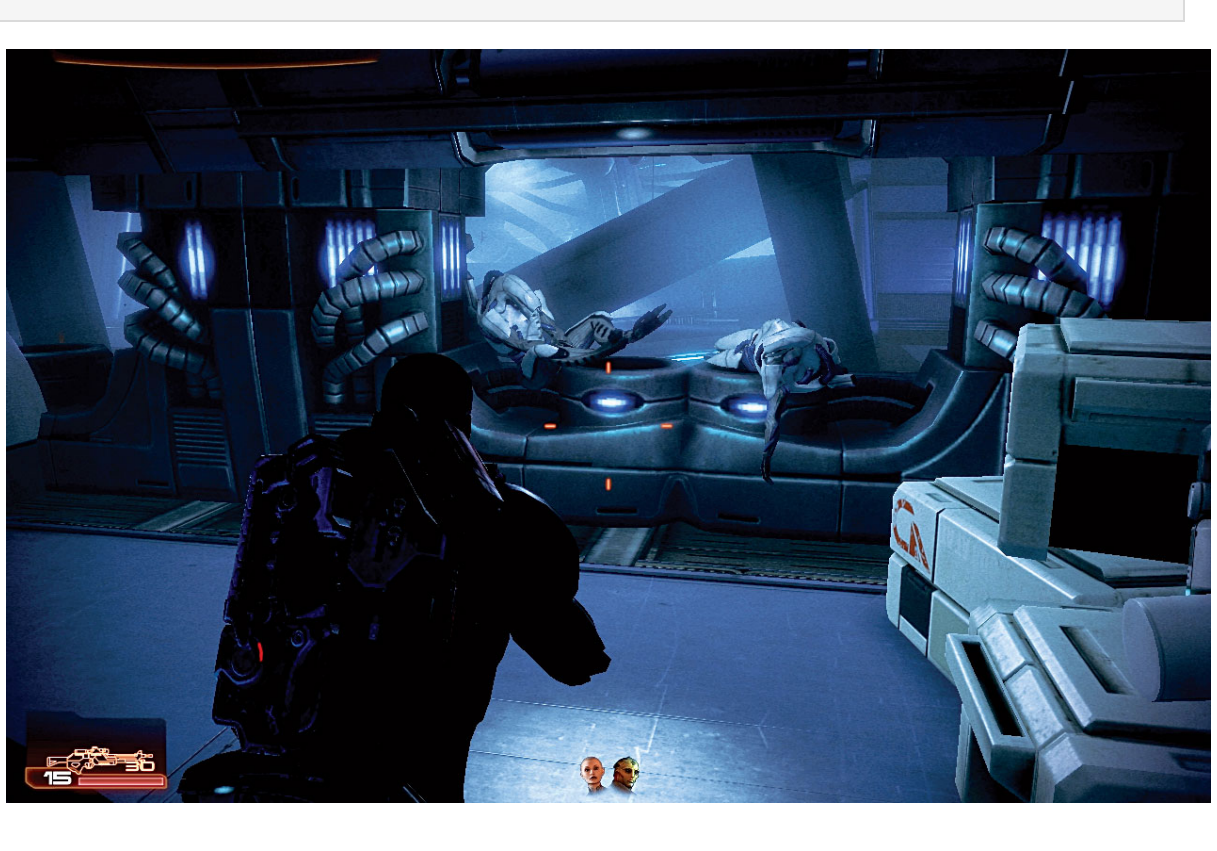
[007]

Walk down the entrance tunnel as the computer informs you of the dangerous AI housed in this facility. Inside the first chamber, a stasis pod houses a geth prime (fortunately inactive) **[006]** . Search the room for a research log near a fallen worker; apparently, Altas Station was requesting a dozen more geth for an experiment.

Head up the ramp to the left, where another research log categories the dormant geth as "creepy." As you move around, salvage some lab equipment, but prepare for a digital growl from the VI, which is creating a face more human-like by the minute.

Exit via the door at the end of the upper walkway **[007].** This leads to a corridor where the VI makes its presence felt, and the ship shudders. Check the far end of the corridor for a med kit, and listen to another research log, with grim findings. Open the only accessible door

	Spoils of War > Lab Equipment > Salvage > 375 Credits
	Med Kit > +1 Medi-gel > 100 Credits



[008]

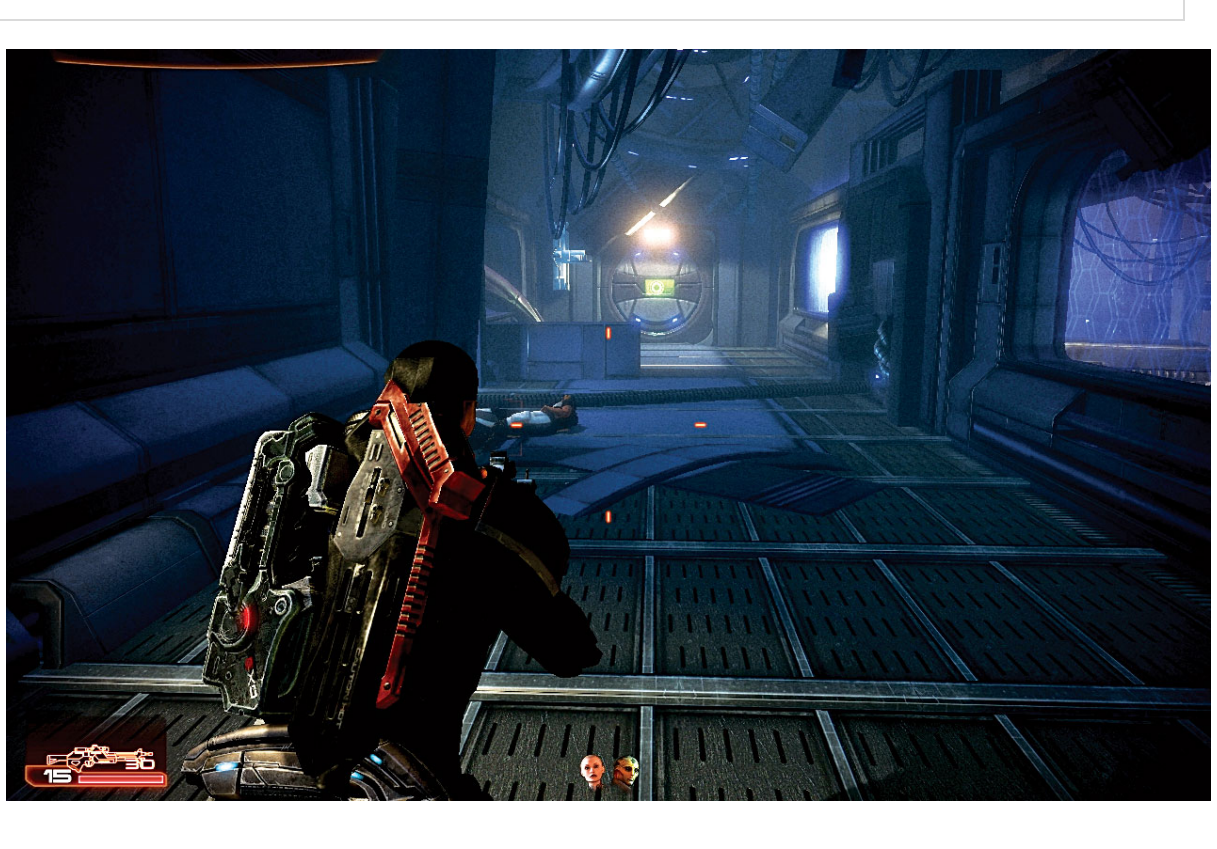
This leads down a steep set of stairs to a lower corridor area. Check to the left, and head around the corner into a storage room. Salvage some lab equipment, and view the dormant geth **[008]** .

Back in the corridor, head to the far end, stopping to listen to another research log detailing happenings on Halloween. The door at the far end on the right side leads down more steep stairs.

Tip

Make a mental note of where you are, and what you've passed, as you return via the same route.

	Spoils of War > Lab Equipment > Salvage > 525 Credits



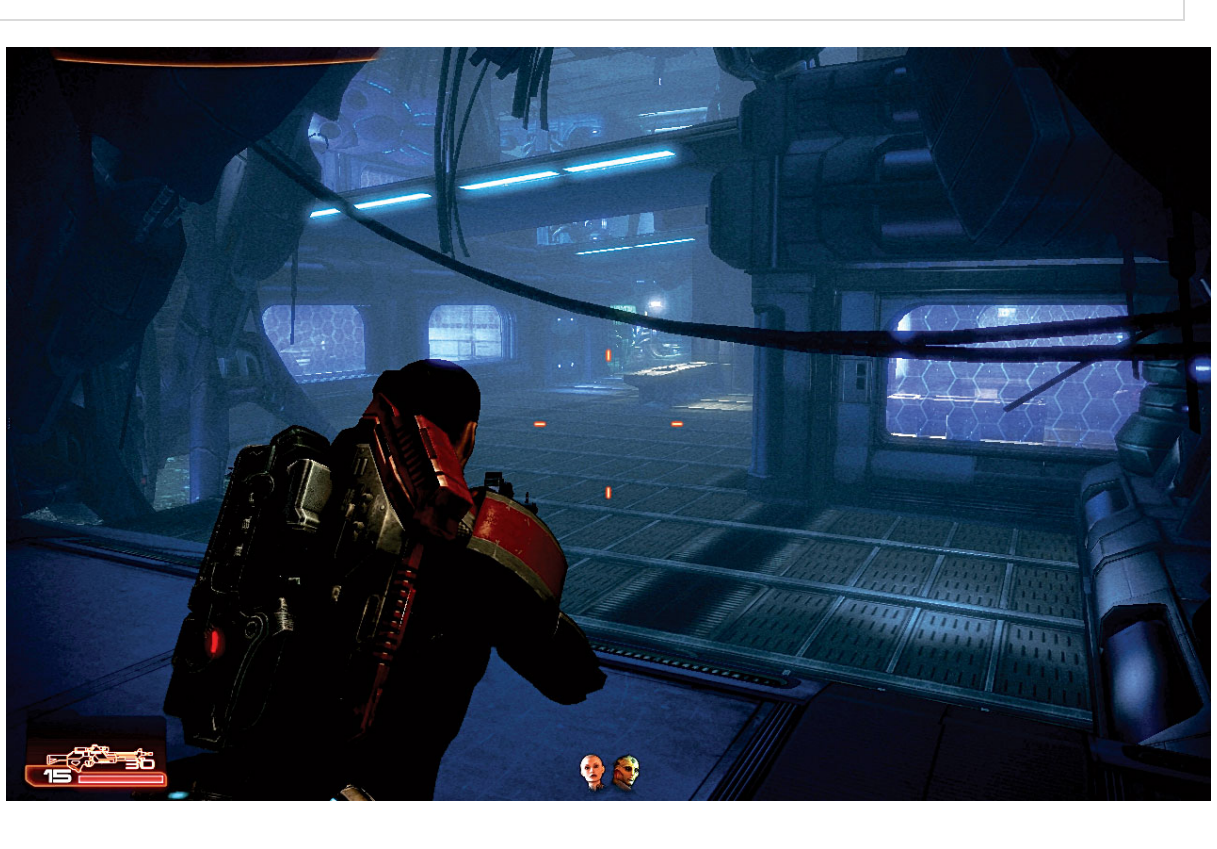
[009]

Open the door onto the lowest-level corridor and check to the right. Vault over the storage bench and inspect what appears to be the main location of the impact where the ship collided with the planet's surface. There is lab equipment to salvage here.

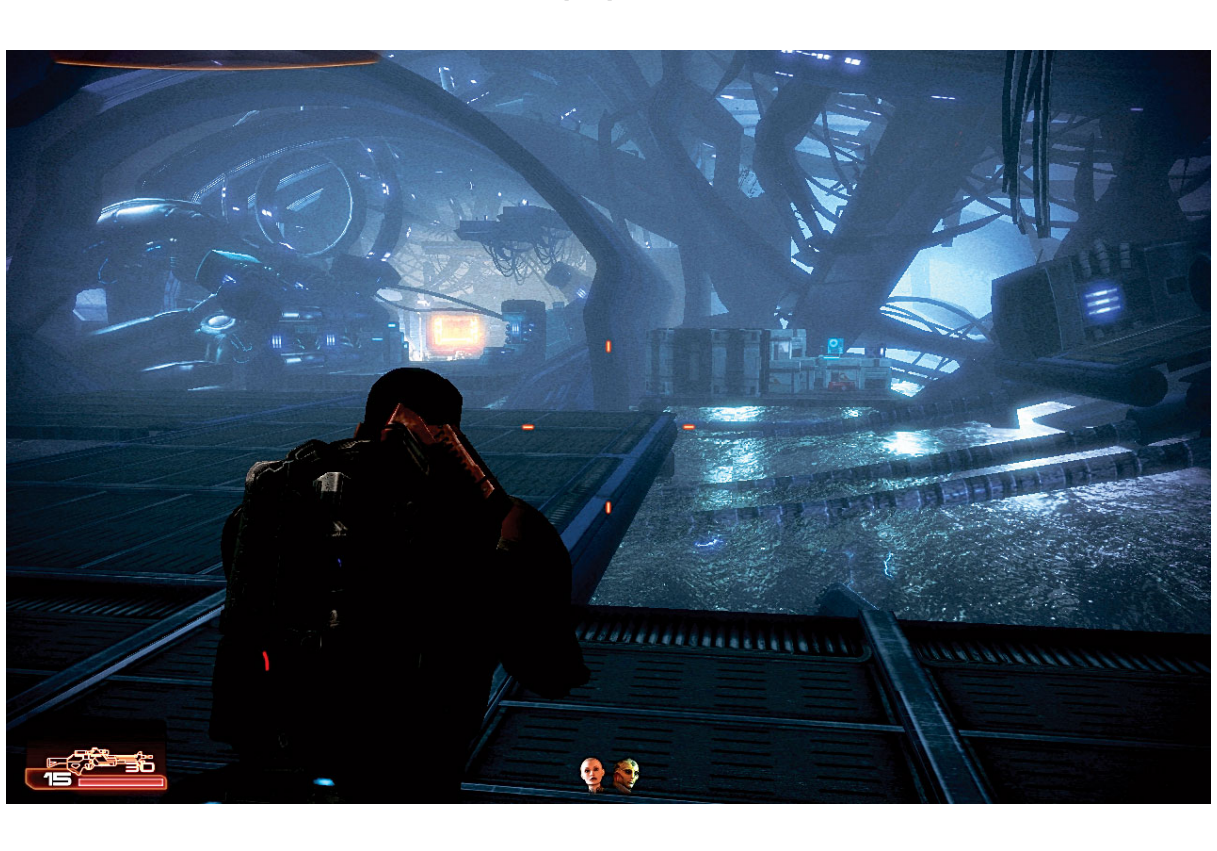
There's some ominous creaking as you head back and down the long corridor **[009]** , past the door you came through, and inspect a lab worker's corpse to play another research log.

Archer recently declared a lockdown, and everything went offline, but the worker's station was already infected. The ship shudders again as you reach (and open) the door at the end of the corridor.

	Spoils of War > Lab Equipment > Salvage > 375 Credits



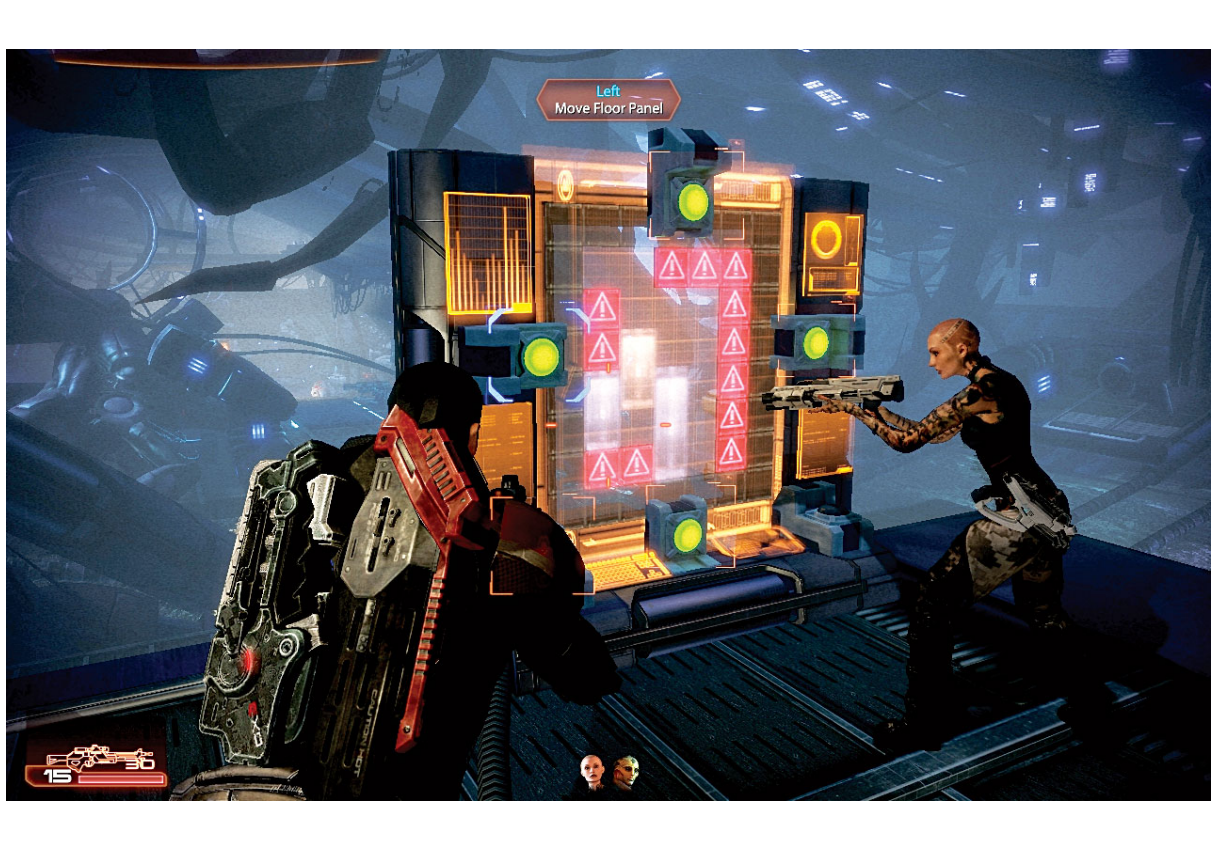
[010]



[011]

This appears to be a two-level open laboratory **[010]** , with chambers ahead and to either side of you. It is in partial decay. A research log describes the VI as "herding" the scientists. The digital roar of the VI beast echoes through the chamber as you reach the door at the far end.

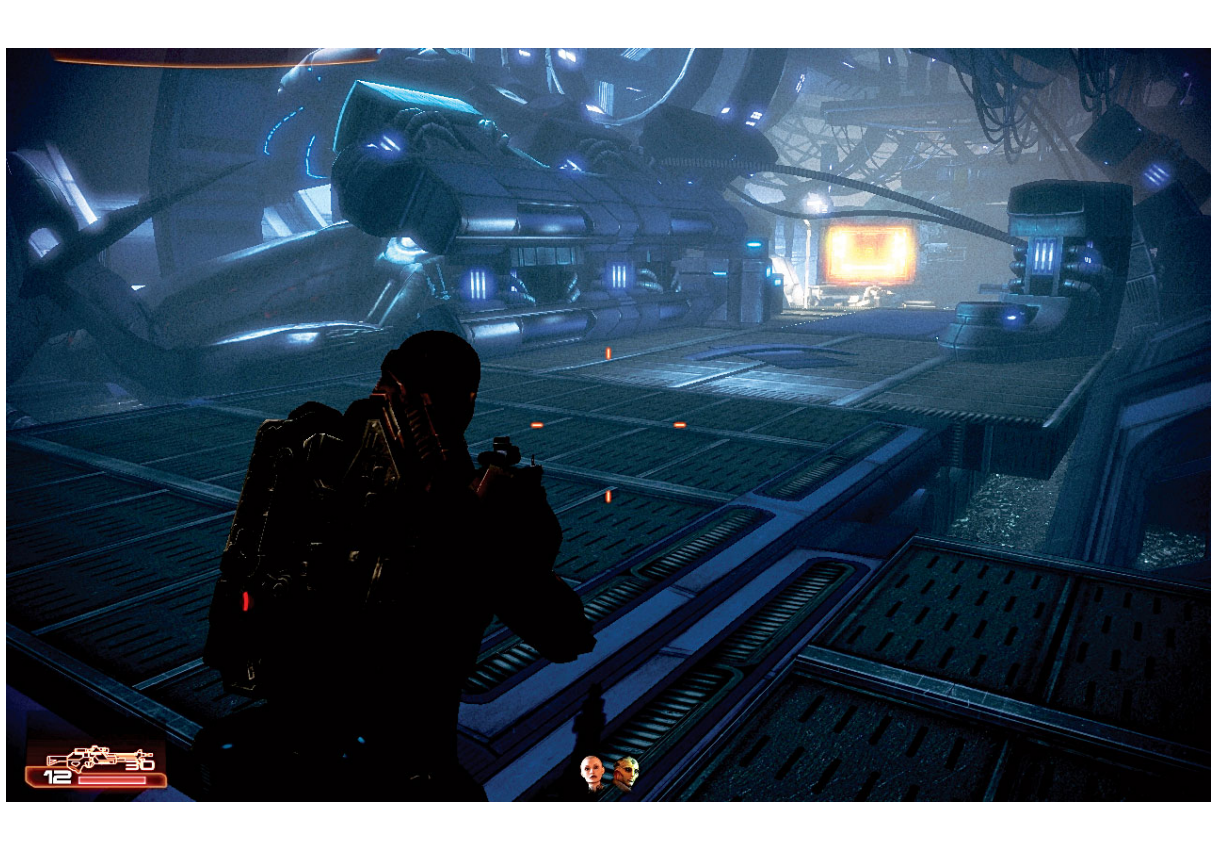
Open it, and enter a short, ruined and waterlogged corridor. You've reached the belly of the ship, where mangled sections of superstructure creak and mingle with the core, and a series of movable platforms **[011]** . The Hammerhead computer chimes in; the objective is located on the far side of the impasse.



[012]

At the top of the steps on your left is a floor-panel diagram **[012]** . On the diagram, each floor section (two are two "squares" in size, and one is three "squares" in size) has a transparent sheen to it. Every gap between sections has no detail at all.

Dangerous areas are color-coded red, with an alert icon. Use the horizontal cycle to switch between the three floor sections. Then use the four directional buttons to move each piece around the floor.



[013]

First, you may wish to access a small "island" in the far right area of the room with a number of items to pick up. Move the middle platform up once and right twice, into the top right corner of the diagram.

Then descend and run across the three-square and then two-square panel (that you just moved) **[013]** to reach a med kit and laptop, as well as power cells.

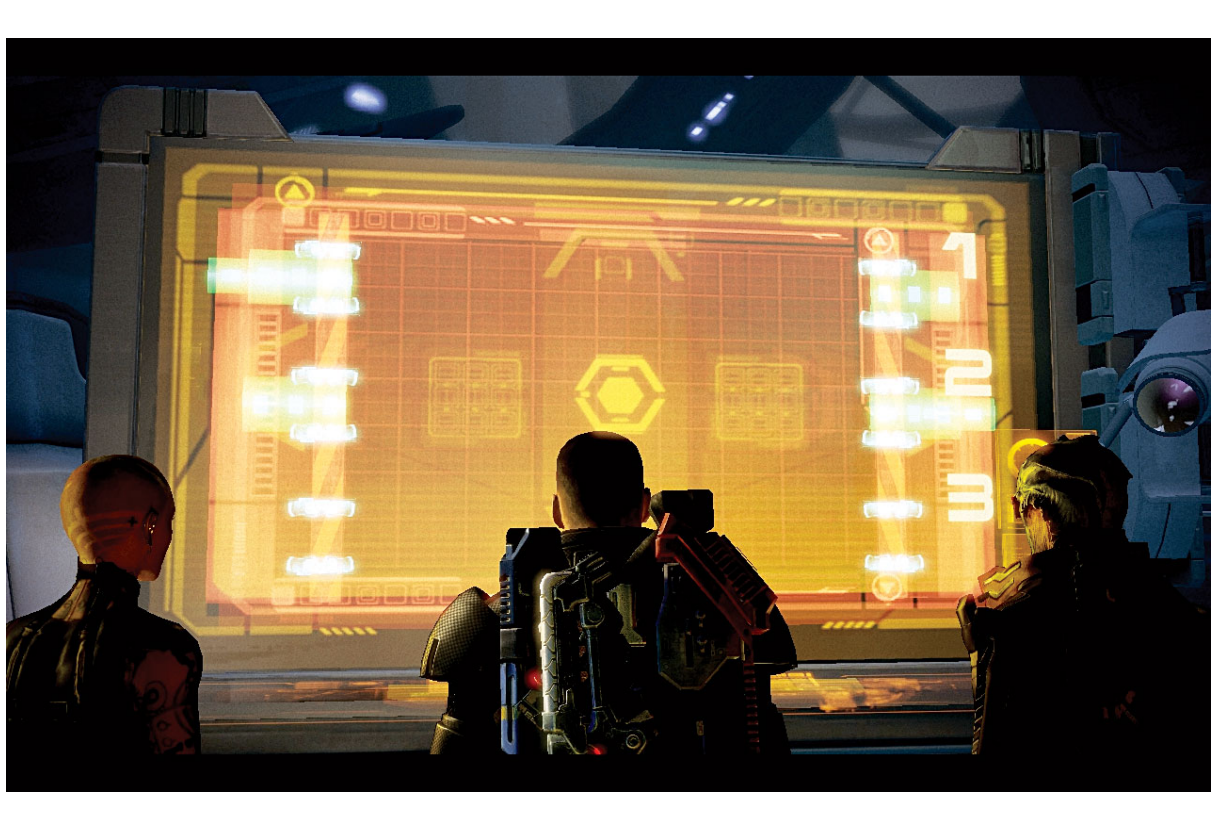
	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Laptop > Access > 600 Credits
	Ammunition > Power Cells > 2 Heavy Weapon Ammo

Secondly, move the far left panel right once and up three times, as far as it can go. Then move the top right panel left just the once. This creates a path.

You don't need to move the three-square panel at all. Cross the panels and enter a large storage area, where a med kit and a hackable laptop are available. Now use the override switch.

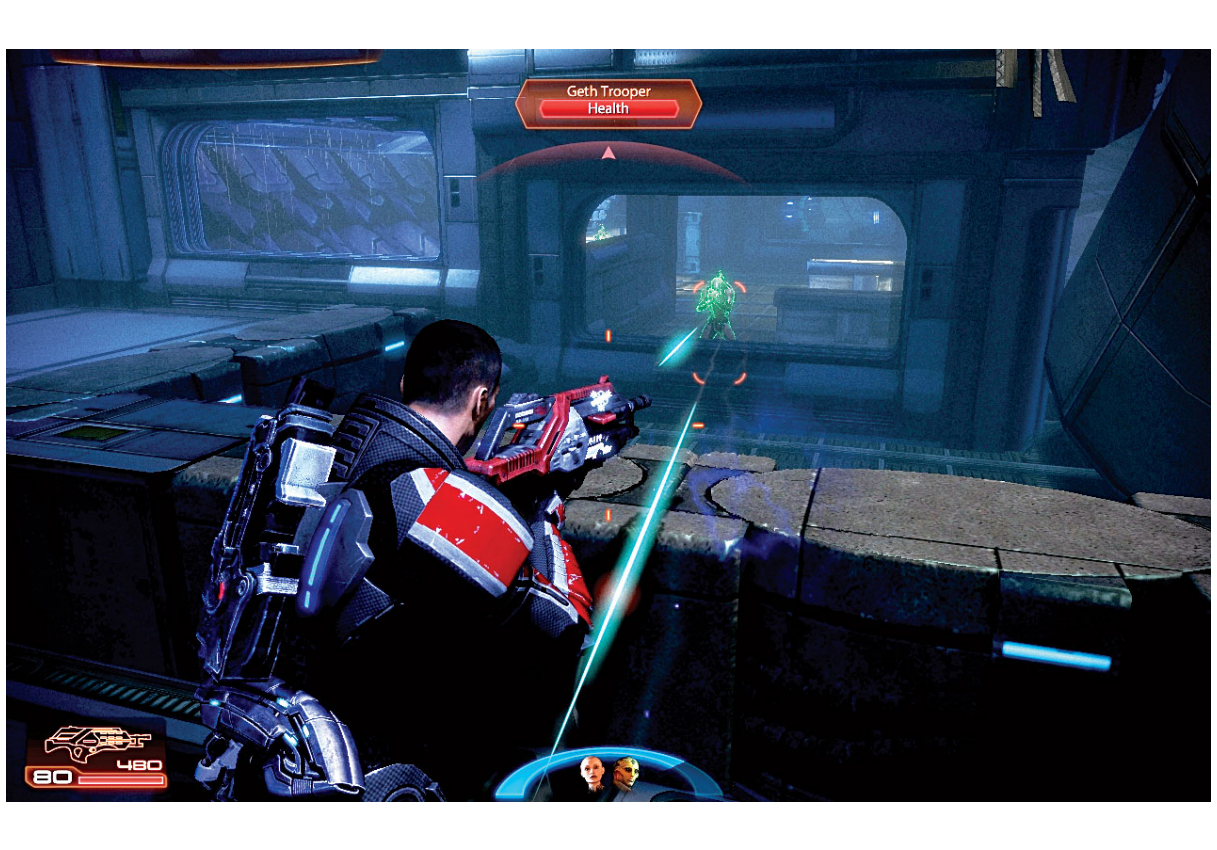
	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Laptop > Hack > 1,875 Credits

Part 7: Escaping the Ship

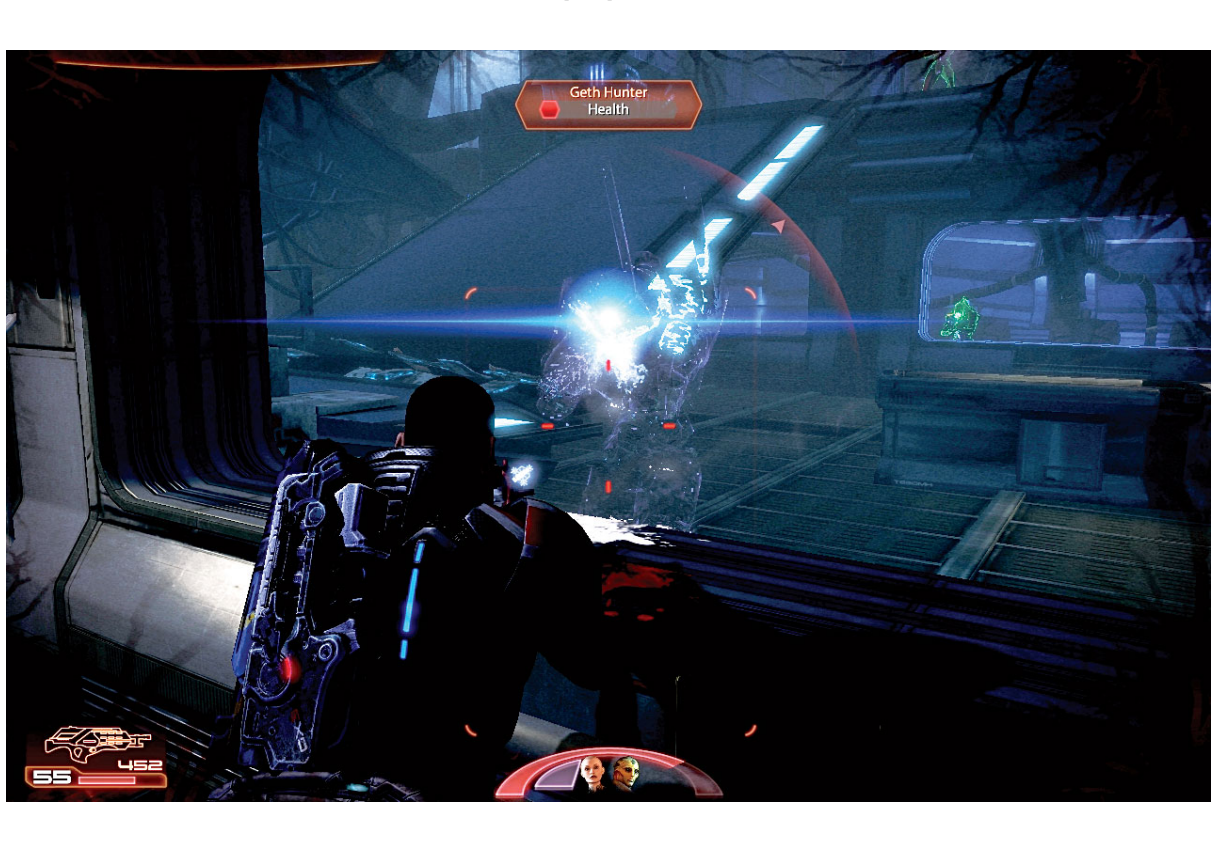


[014]

Shepard overrides the lockdown on Atlas Station (if you've already overridden the VI at Vulcan Station), and the computer wall crackles into life **[014]** . And there's the catch; the dormant geth begin to stir...



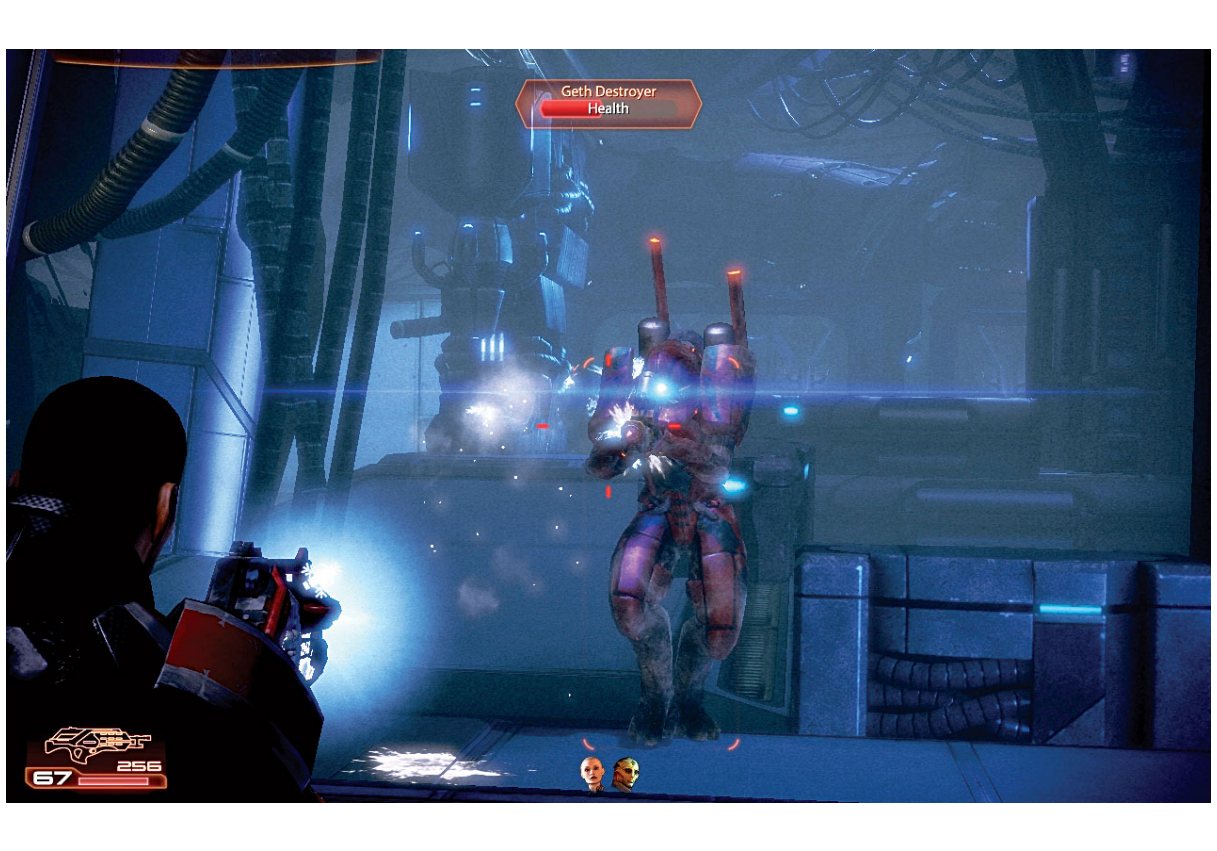
[015]



[016]

After dropping the geth just as it rises, make a dash across the panels. The Cerberus computer notes hostile geth have been detected aboard this vessel. They don't make an appearance until you've crossed the waterlogged corridor and opened the door to the two-level open laboratory **[015]** .

Slide behind cover and remove the trooper threats behind the windows in front of you. Then move to the left window and strafe anything moving inside **[016]** .

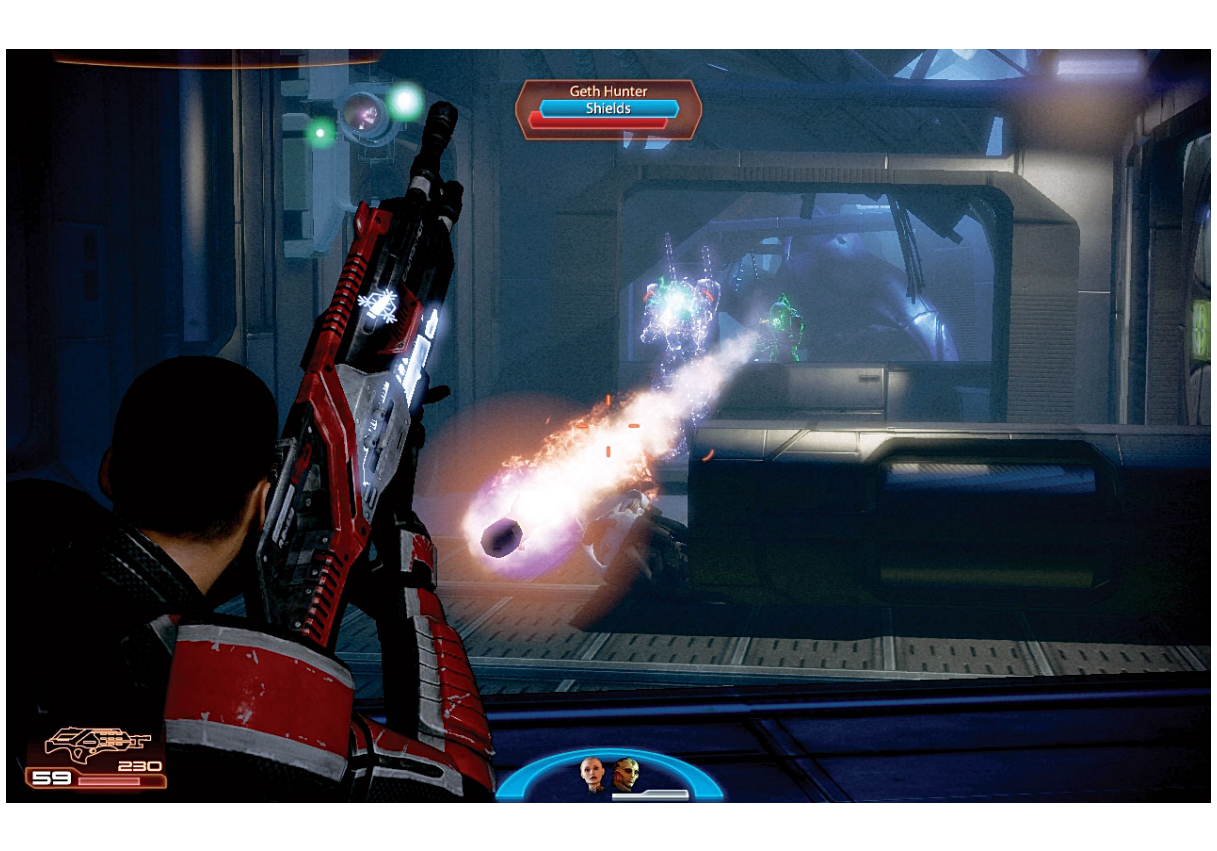


[017]

Vault across into the lab and take cover behind a low wall, as a geth hunter and rocket troopers attack. Fight back, then move into the ramped area of the room and ascend the ramp. You may catch a trooper straggler as you reach the balcony.

Order your team behind cover (the open windows to the left are a good idea) before swinging round and seeing more geth incoming from the second level **[017]** , at the top of another linked ramp.

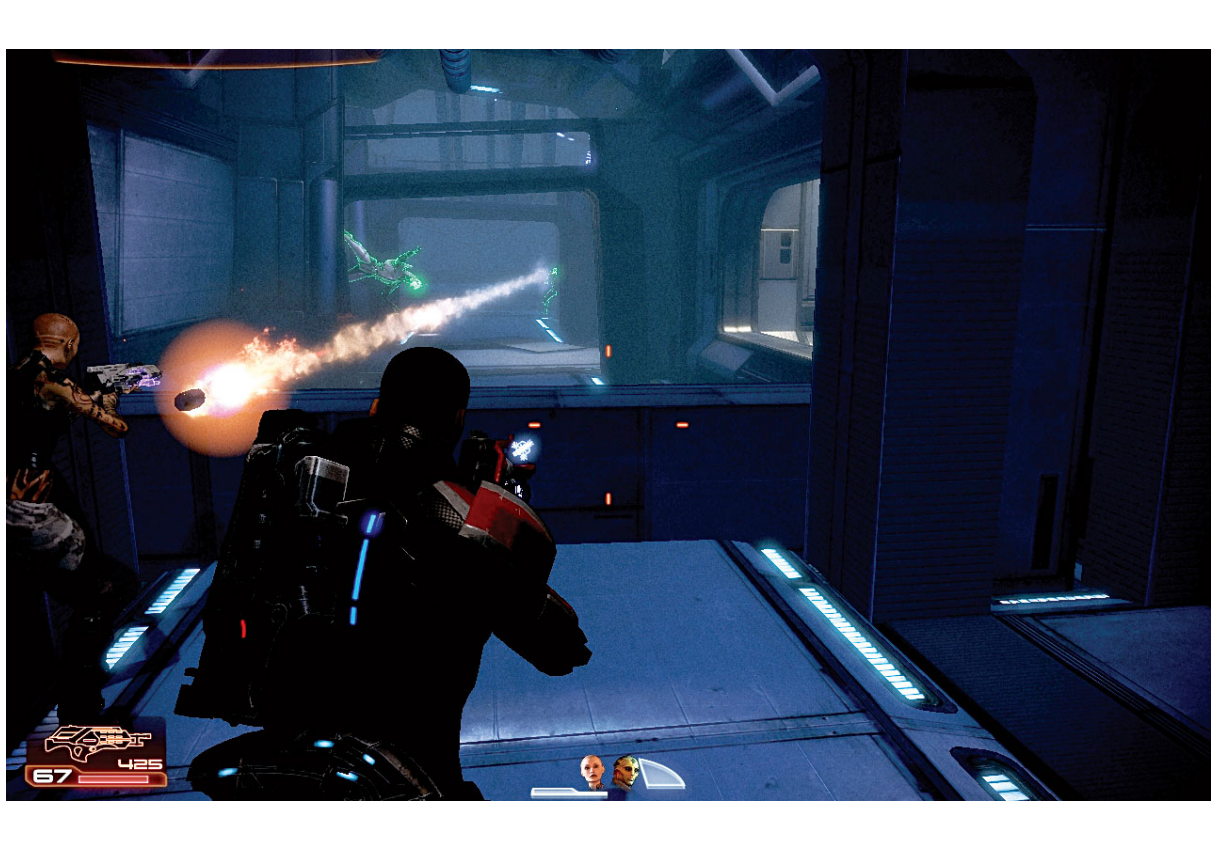
Dispatch the hunter, troopers, and a rocket trooper, and be very wary of the geth destroyer atop the ramp. Coax the bigger foes down the ramp, and catch them in crossfire.



[018]

The ground floor of this laboratory is blocked, forcing you to drop down from the balcony and locate the unlocked door opposite the one you entered. In the corridor, seek cover to the left or right, especially doorways, and bring down further troopers, and a couple of hunters as you slowly press forward **[018]** .

Watch for rocket troopers at the far end; utilizing biotics to remove them from their dug-in spot is always an option.



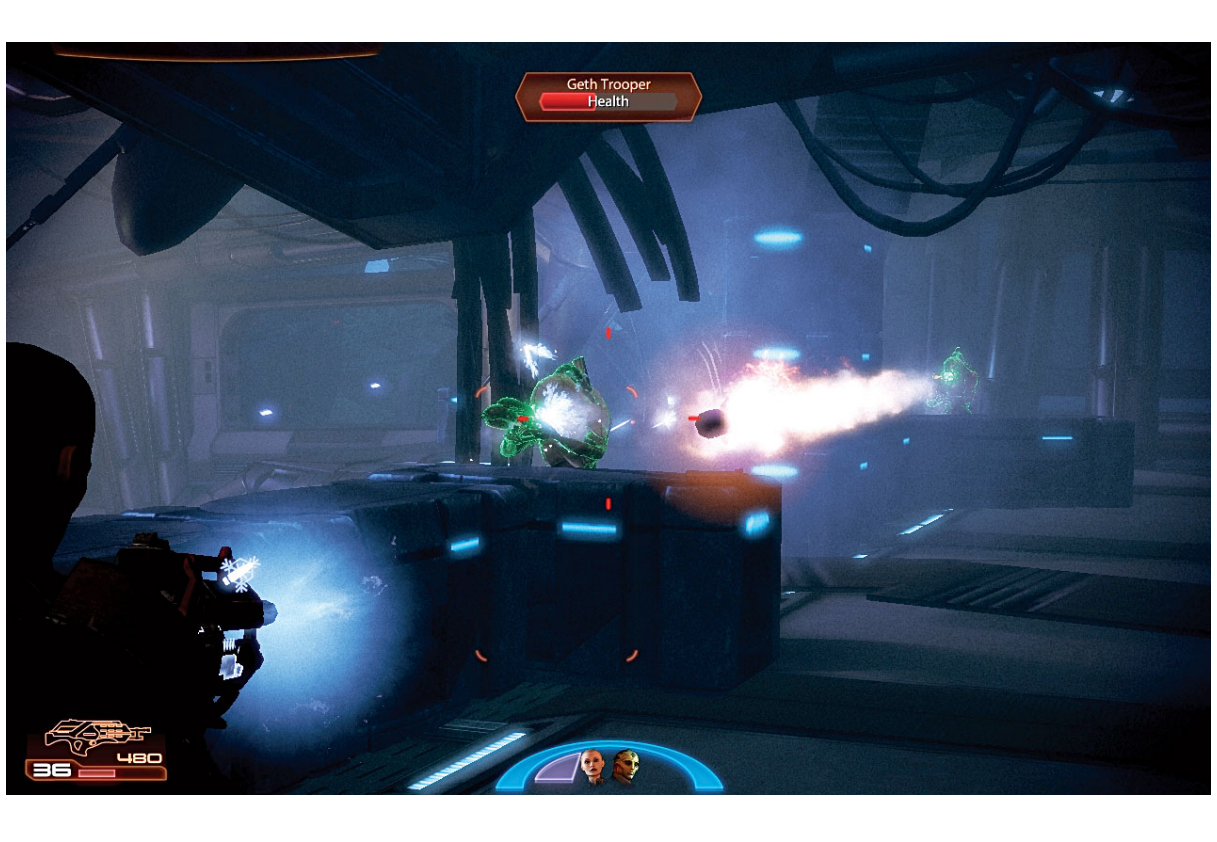
[019]

Head up the stairs and face a similar set of foes; troopers, two hunters, and a rocket trooper in the corridor to your left. You can flank them by moving into the adjoining corridor to the right (which also has thermal clips to pick up). Or, stay in cover and blast the geth as they come to you **[019]** .

Locate the door in the left wall, climb more stairs, and enter the entrance chamber with the geth prime in the stasis pod. Alas, the pod has opened.... Save your game before continuing.

Caution

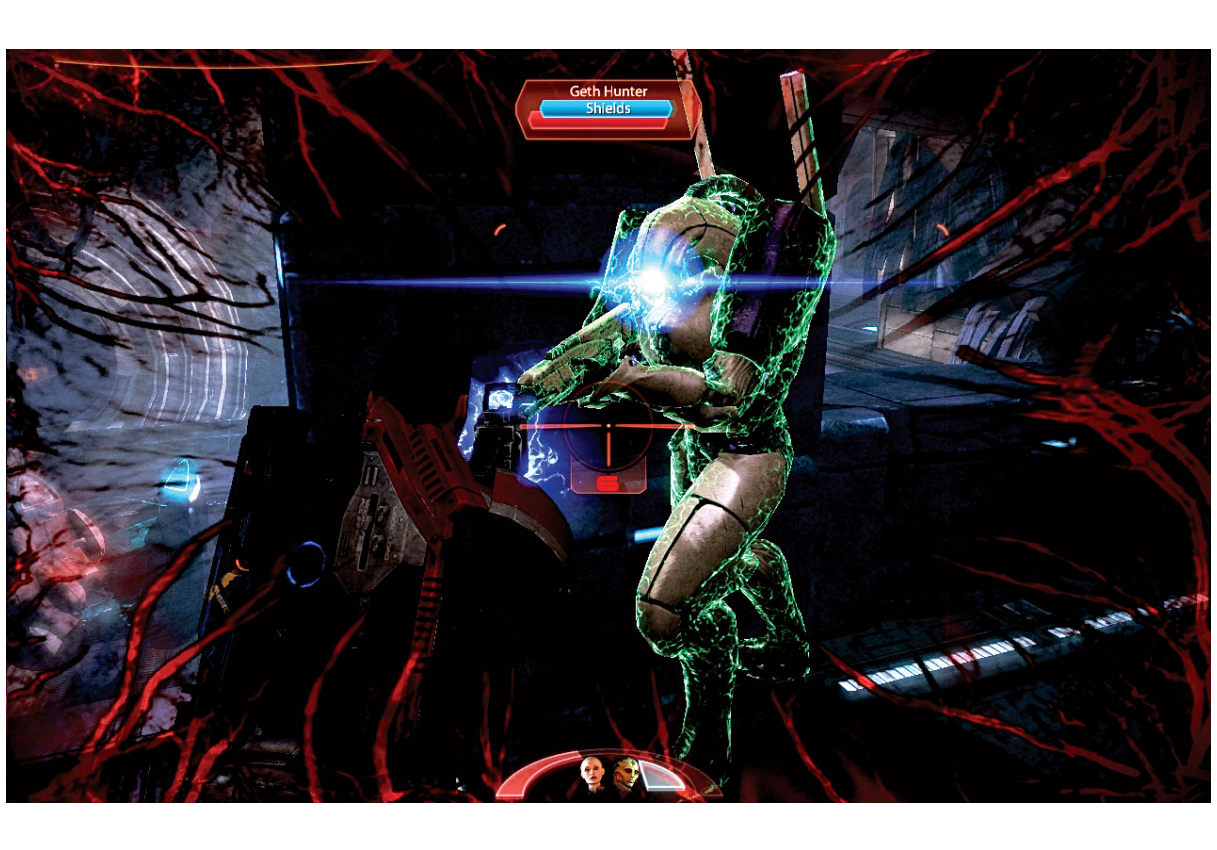
Don't try to drop down and flee using the exit door; the rogue VI has locked it until all geth are defeated!



[020]

A fraught battle begins as you enter via the balcony, so immediately seek cover (away from an exposed balcony edge), and let the geth come to you. There's a limited number of them, so bring down the rocket trooper and regular troopers on the balcony **[020]** .

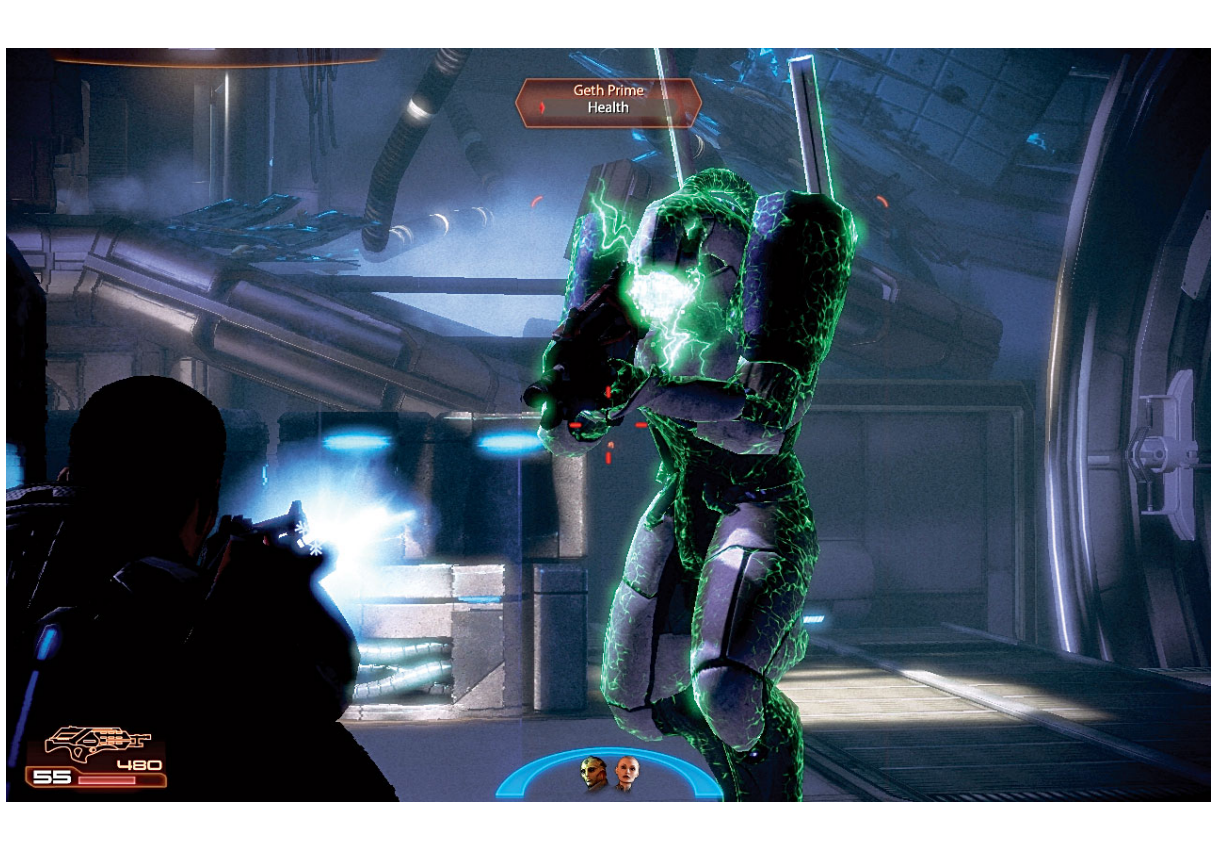
Shoot any combat drones that are summoned, but don't advance too quickly, as you'll be attacked from all directions.



[021]

Instead, focus on the troopers, rocket troopers, and then the hunter **[021]** ; change your target to the nearest geth if any encroach your team. Be patient, and seek the lesser geth on the ground floor from the balcony if none are coming straight for you.

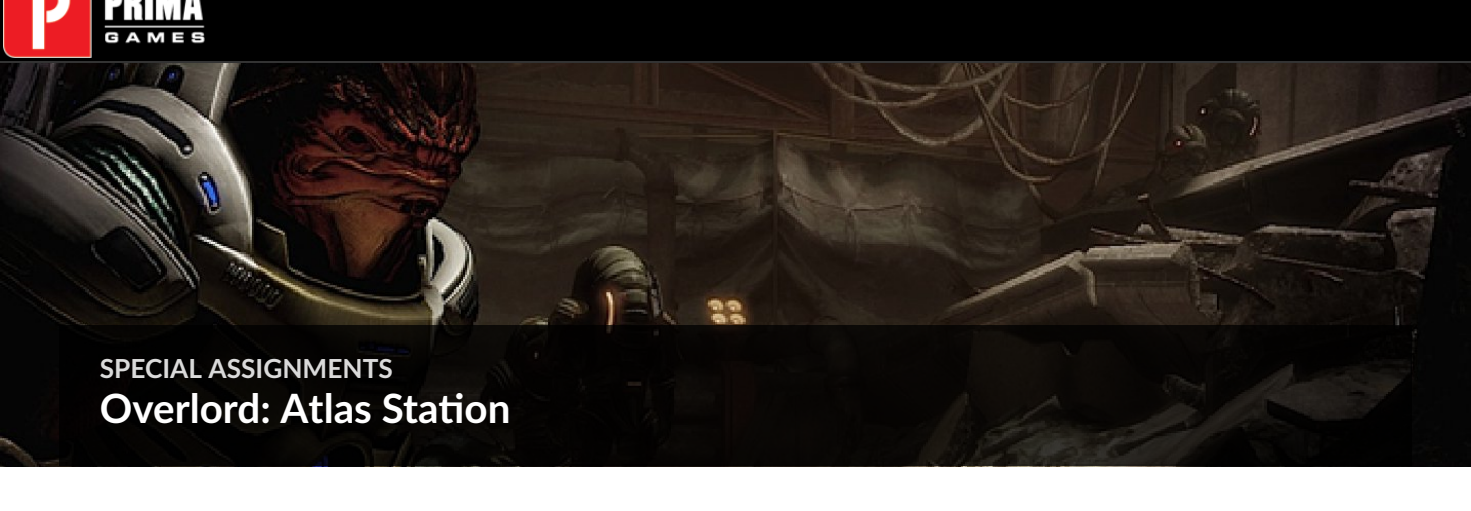
Spread your squad members out, moving them to cover in front of you, so you're all attacking from three different angles, making it more difficult for the geth to tag all of you at once.



[022]

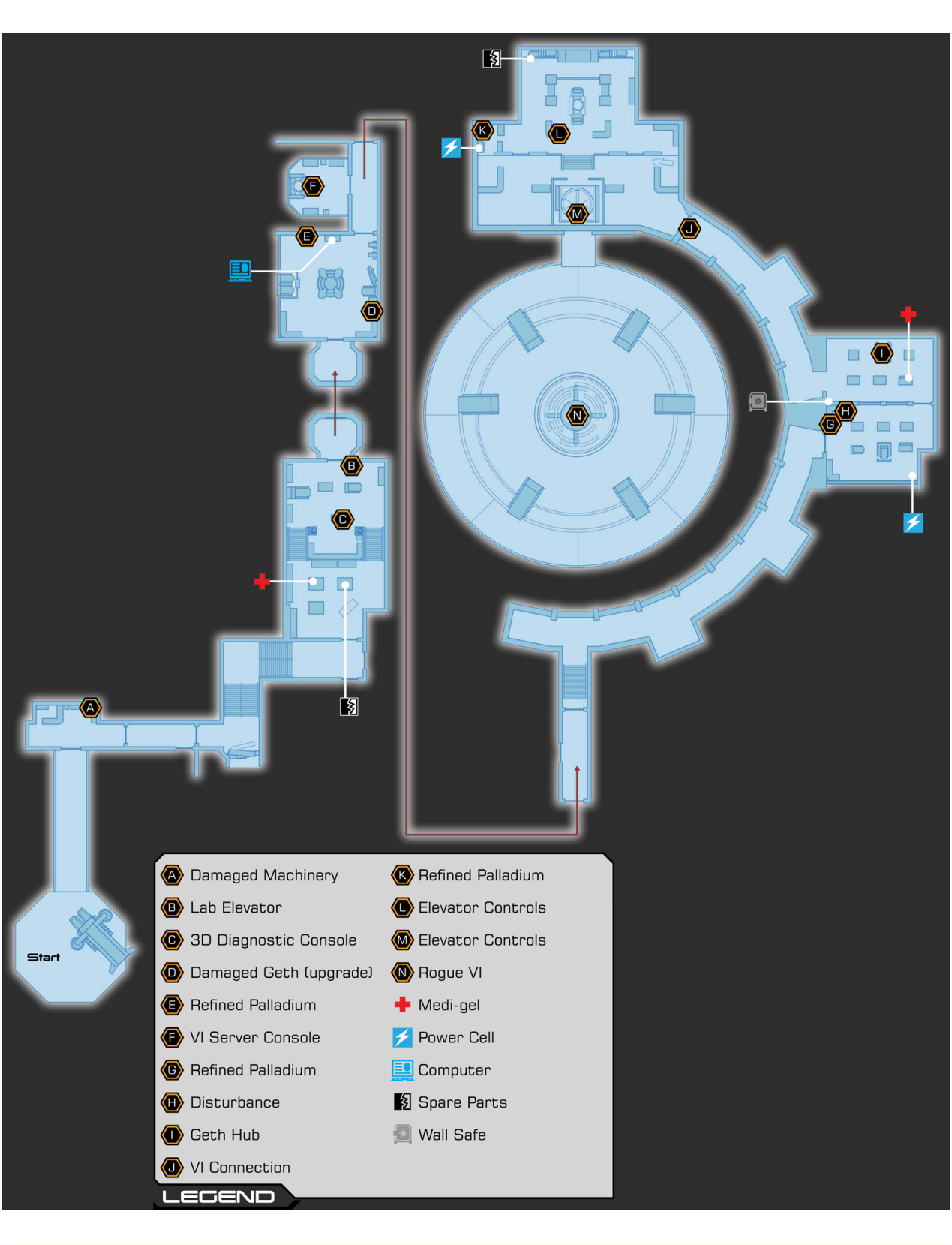
All your weapons are beneficial here, from the sniper rifle to tag foes down on the floor to the shotgun if enemies are getting too close. Mainly though, rip through enemies using your heavy pistol or assault rifle fire, backing this up with favored biotics (using Pull to rip foes dug in behind cover, for example), and don't forget to add a power to your weapons, such as cryo.

Only after all other geth are defeated should you attack the geth prime **[022]** . Attack from three different angles and stay in cover; there's no need to rush it. After it falls, exit the station: Atlas is your final destination.



SPECIAL ASSIGNMENTS

Overlord: Atlas Station



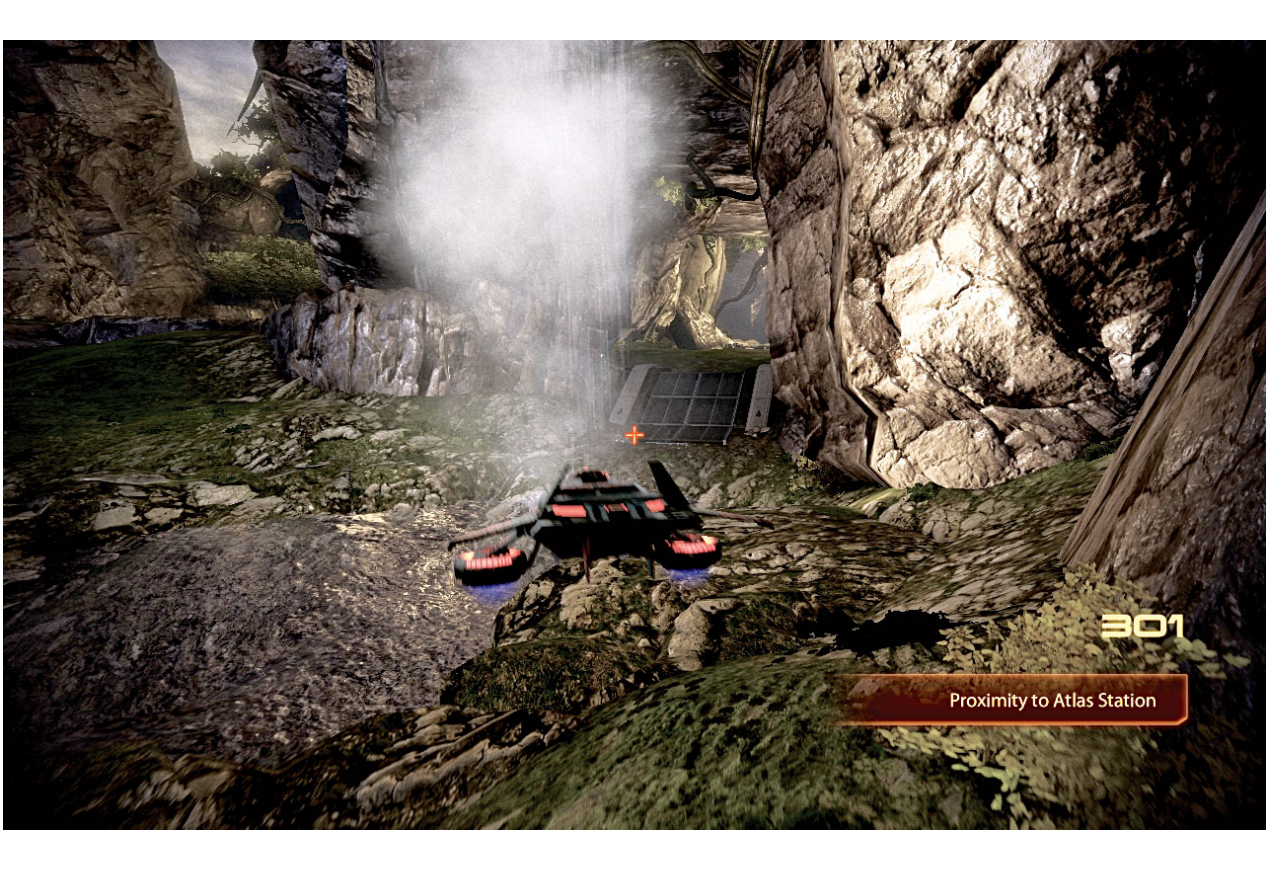
Mission Data

Experience Available: 250/312

Entities Encountered > Enemies

- Cerberus > Turret
- Geth > Hunter
- Geth > Prime
- Geth > Rocket Trooper
- Geth > Trooper
- Rogue VI (David)

Part 8: Locating Atlas Station

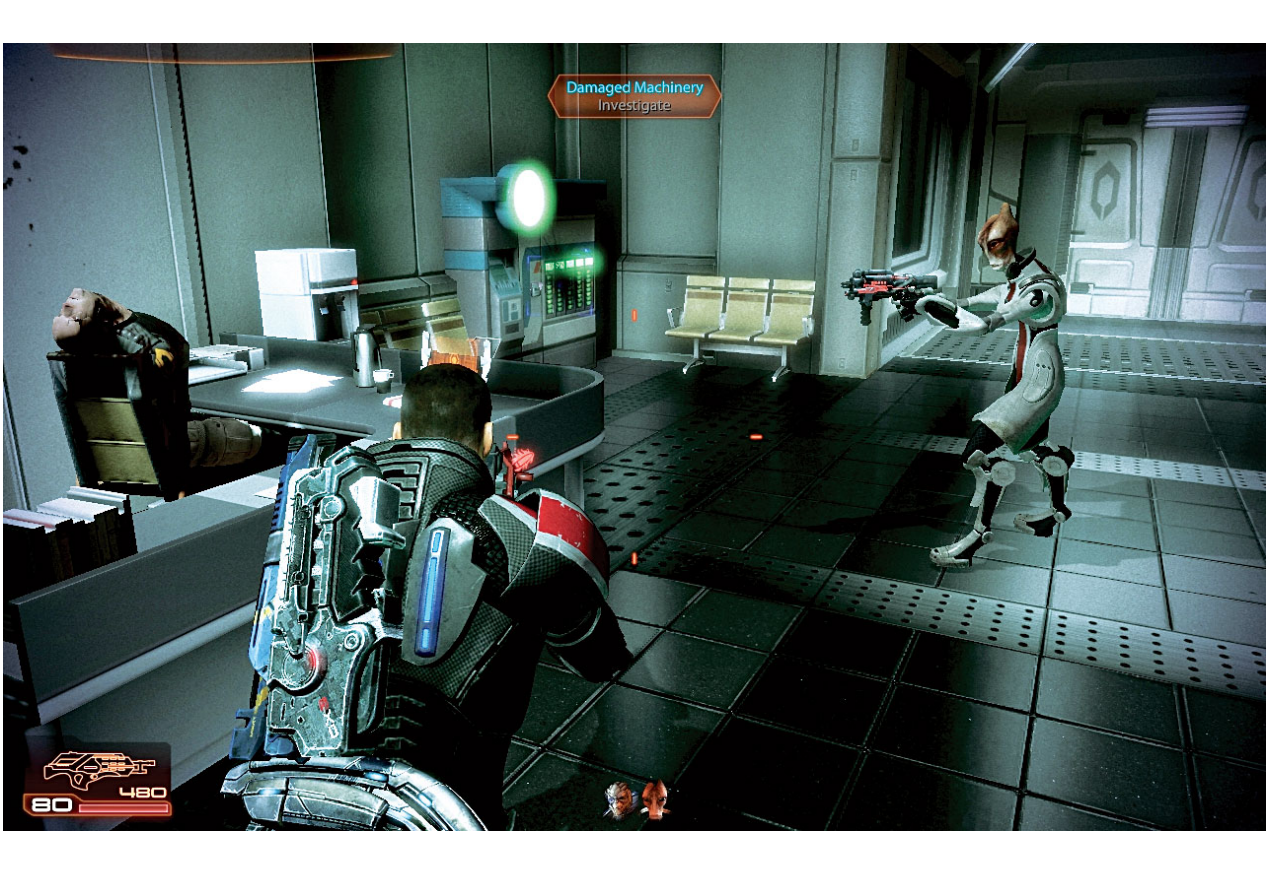


[001]

Atlas Station is encased in a giant cavern; head back toward the plains and vista, but stay with the cliff wall to your right. At the waterfall, swing right, up to the entrance embedded in the rocks to your right **[001]** , and enter the final facility.

Data packet #5 can be found here. Choose your squad members with geth-culling in mind. The Hammerhead touches down on the Cerberus landing pad, and Shepard's team disembarks.

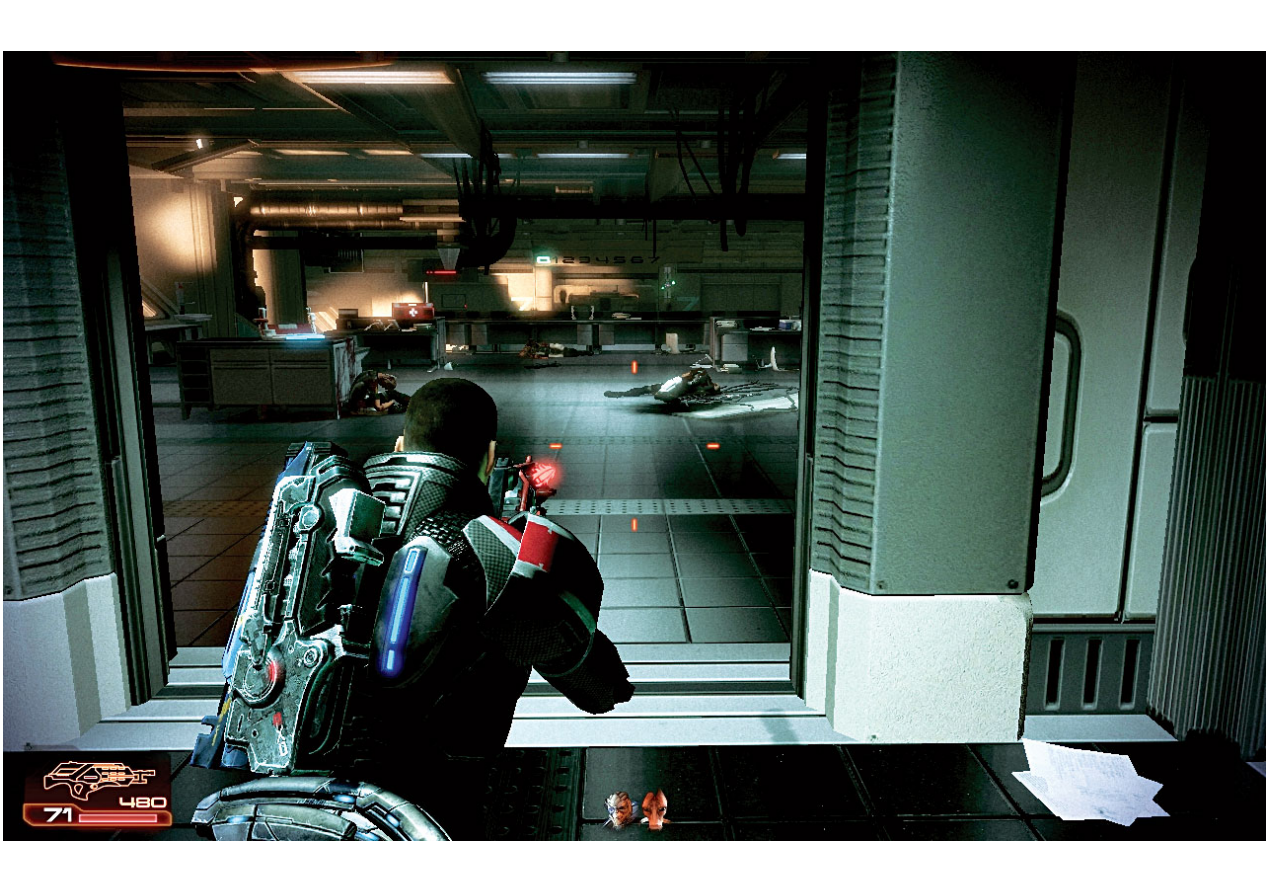
Finding the Server Room



[002]

Archer radios in to let you know the VI is trying to upload directly from Shepard's location; shutting down the core is the only option. Head for the door, which unlocks as you arrive and opens, which is troubling. Inside, investigate the damaged machinery, and the facility's lights come on **[002]** .

Archer can be heard, possibly a recording, speaking about David's autistic mind—the breakthrough the doctor needed. There's little time for a medical malpractice suit, so follow the locked (and then opening) doors, past a laboratory with a door that slams open and shut.

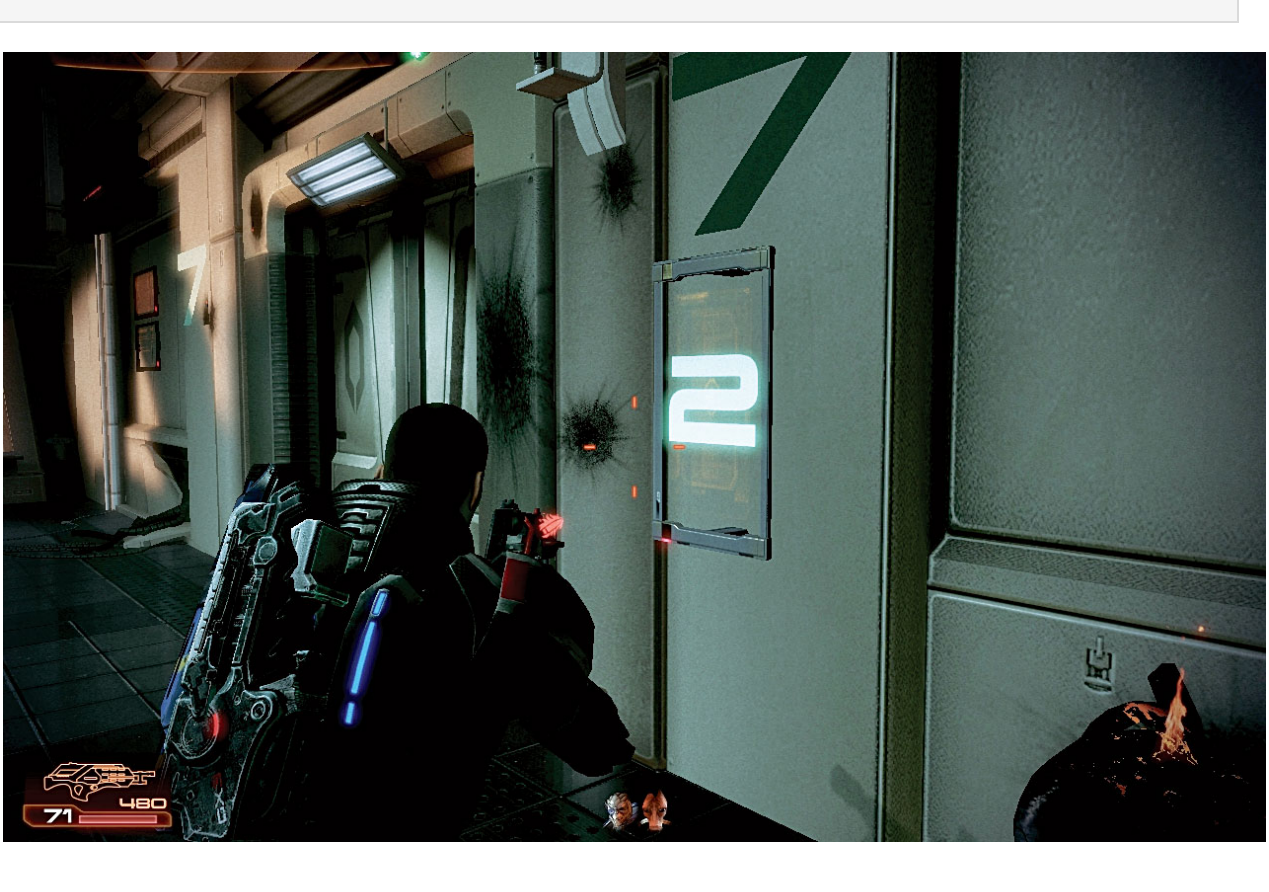


[003]

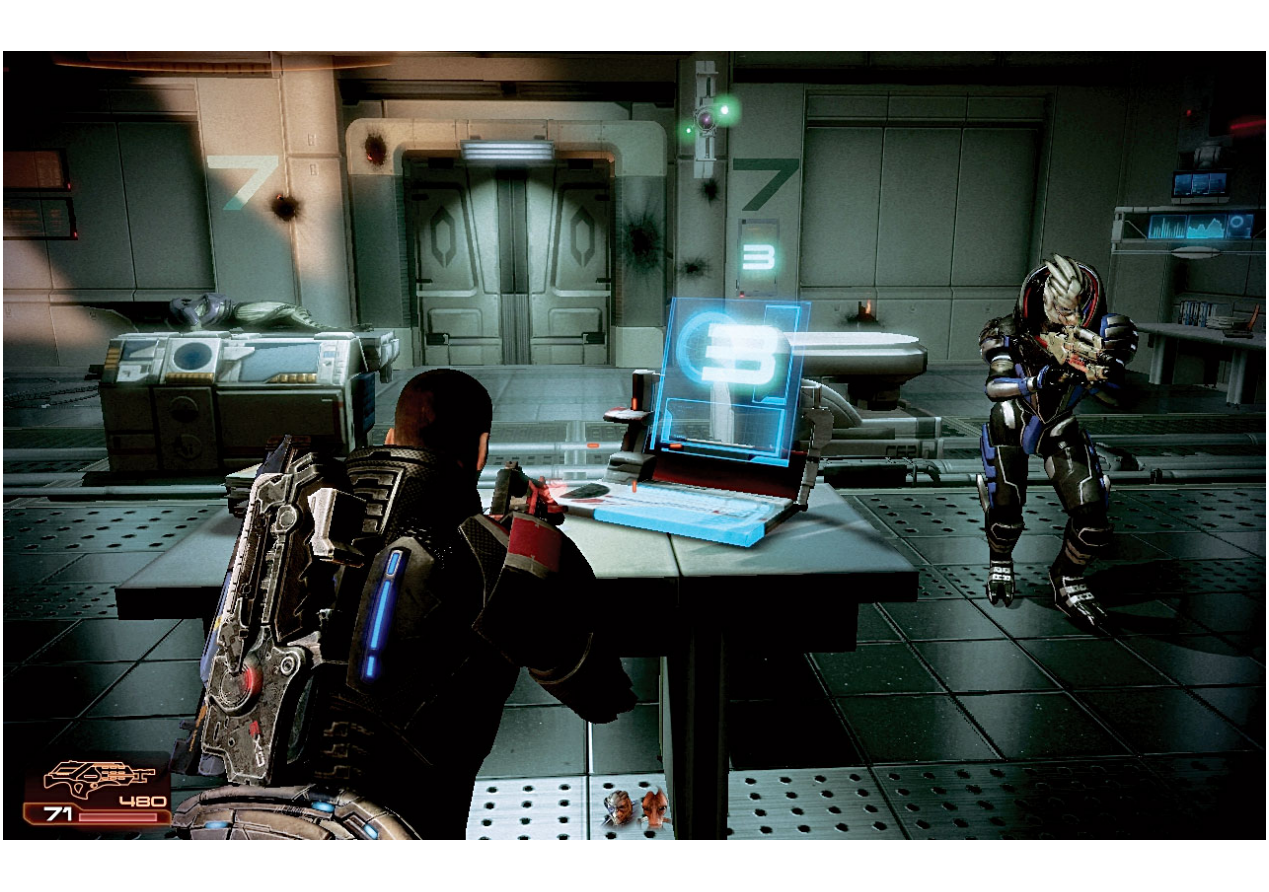
Passing the corpses of scientists and security personnel, reach the bottom of the steps. The rogue VI slams the doors shut in front of you, leaving a door to your left accessible. This leads to a laboratory **[003]** with an elevator on the far wall.

Before you inspect it, check a desk for computer hardware to salvage for credits and a med kit. Search for a thermal clip before checking the lab elevator.

	Spoils of War > Computer Hardware > Salvage > 1,500 Credits
	Med Kit > +1 Medi-gel > 100 Credits



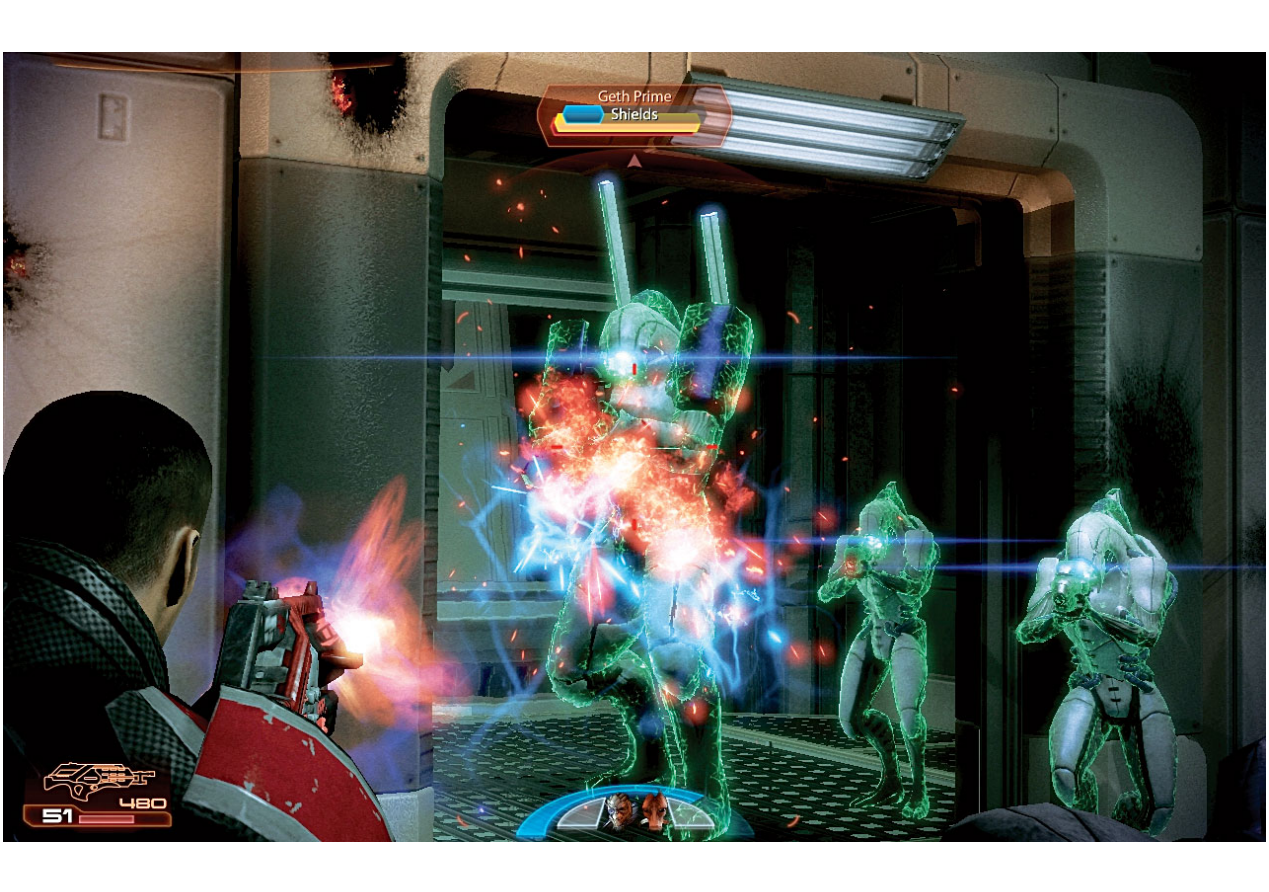
[004]



[005]

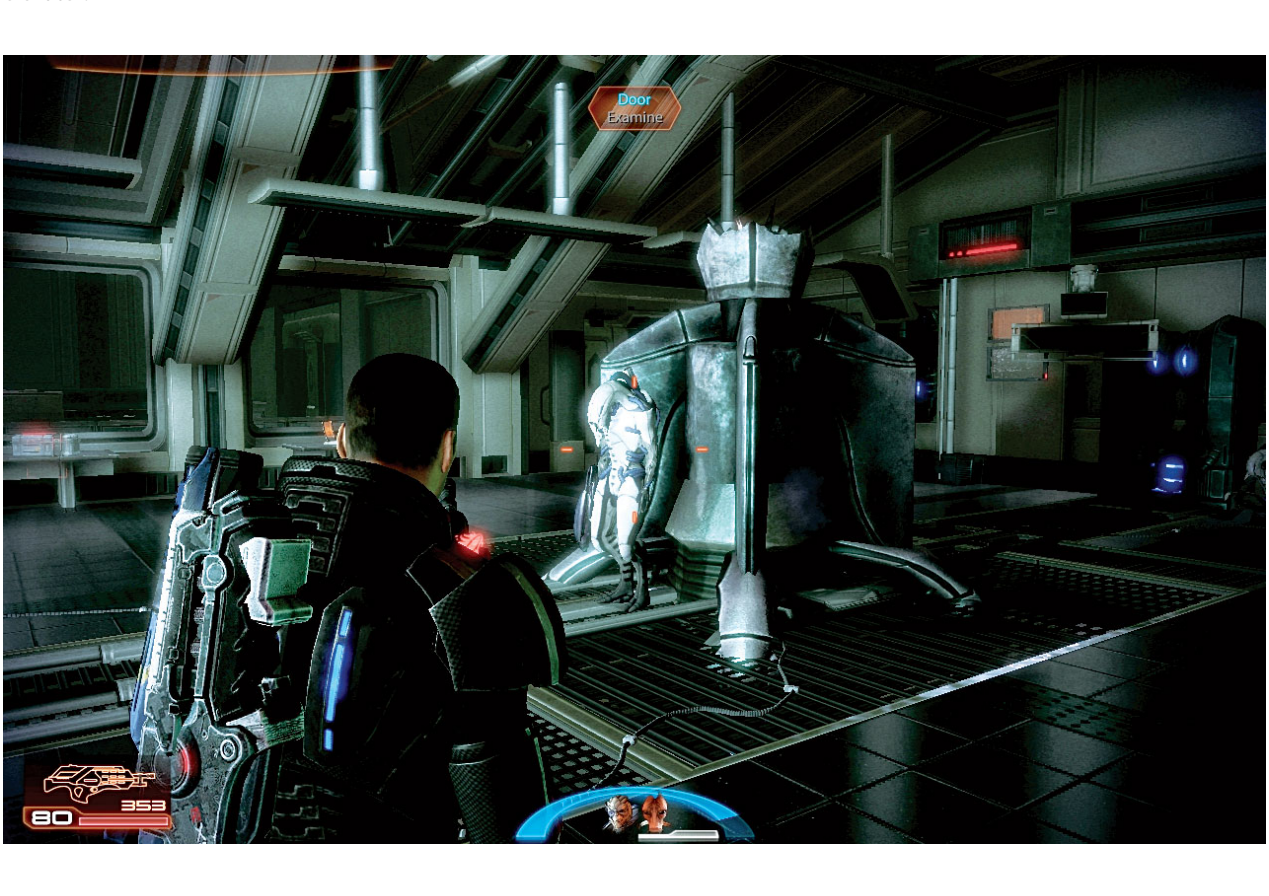
Chancing that the elevator will work correctly under current conditions, you can summon it up to level 7 (your current floor). However, as the elevator moves up two floors at a time, this proves to be a problem. The trick is to summon the elevator **[004]** from level 0 to 2, then 4, and then turn around.

There's a 3D diagnostic console behind you [005]. Click to begin a decomposition simulation, and the computer drops the elevator back down three floors to level 1. Return to the elevator bank and summon the elevator again; now it moves up to level 3, 5, and finally 7.



[006]

Waiting to enter the elevator is not a wise plan, as a geth prime and two troopers move out of the elevator when it is cut open **[006]** . Before the doors open, move your squad members behind cover on either side, while you hide behind the 3D diagnostic console or on the upper part of the room. Focus on the prime, then mop up the others before stepping onto the elevator.

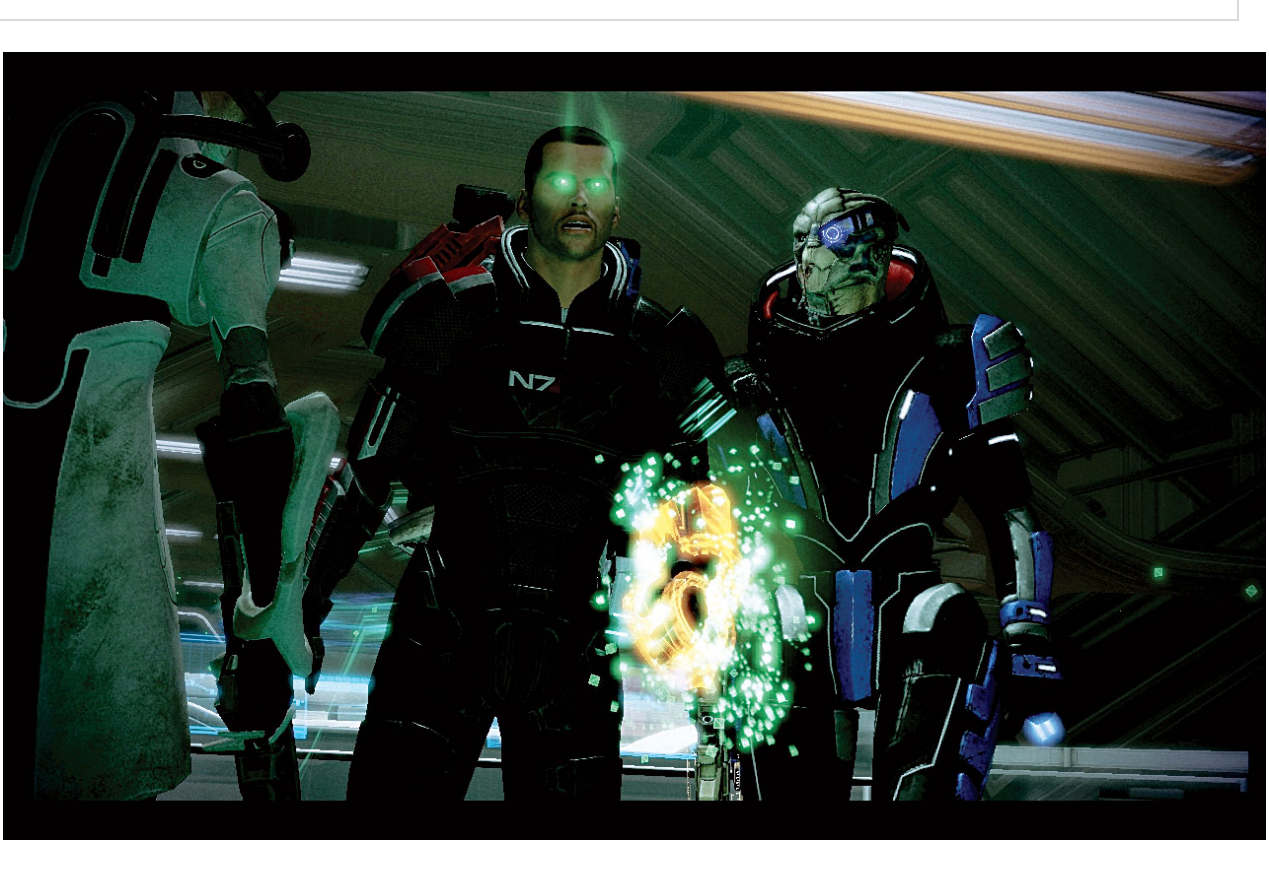


[007]

After an extremely bumpy ride and shrieking from the VI, the elevator opens at level 1. Step out into the main laboratory area, listening to Archer, and scan a nearby damaged geth **[007]** . Check the tables around the laboratory; there are thermal clips and refined palladium to take.

Hack an adjacent computer for credits. Save your game at this point if you wish. Move into the adjoining corridor and approach the unlocked door. The omni-lock begins to move, sliding across to the previously inaccessible door on your left. It opens, allowing access into a small server room.

	Upgrade > Damaged Geth > Scan > Heavy Skin Weave
	Spoils of War > Resources > Refined Palladium > Open > 1,000 Palladium
	Spoils of War > Computer > Hack > 2,250 Credits



[008]

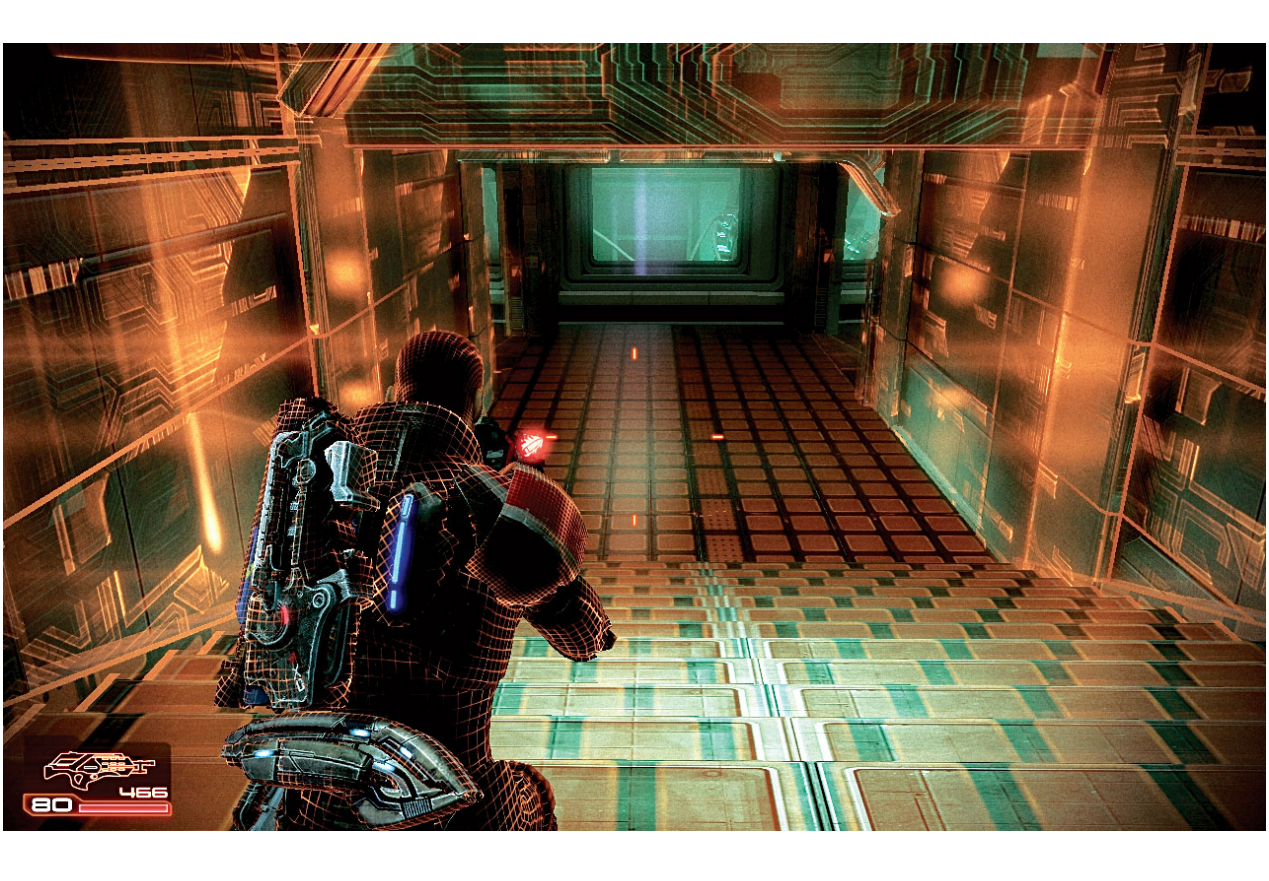
[009]

Shepard presses the VI server console, half-expecting a Reaper to be summoned. Instead, the rogue VI writhes and connects into Shepard's omni-tool, possessing it **[008]** .

Perhaps because of the methods Cerberus used in the Lazarus experiment, Shepard becomes dazed, viewing a world both digital and organic, with ghosts from the present and the past.

Stumbling back from the console and out into the corridor **[009]** , the commander witnesses a man being dragged. The VI traps the squad members in the server room.

Destroying Rogue VI



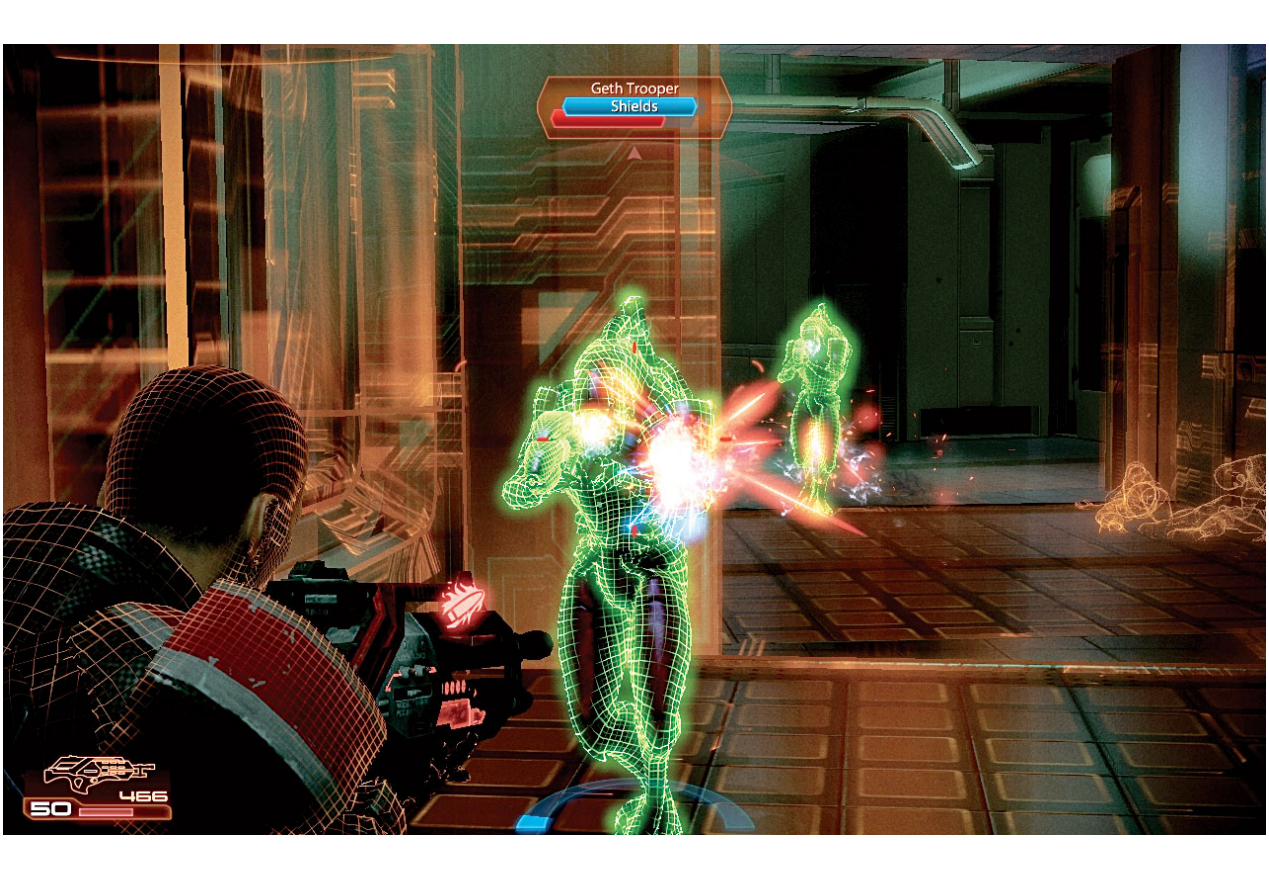
[010]

Shepard is experiencing some kind of hyper-reality, where the rogue VI's more human memories intertwine with projected, ghostly conversations from the past, as Shepard moves through the present in real time.

The effect is quite disorienting **[010]** . With rogue VI embedded inside, Shepard must attempt to escape this virtual environment.

Caution

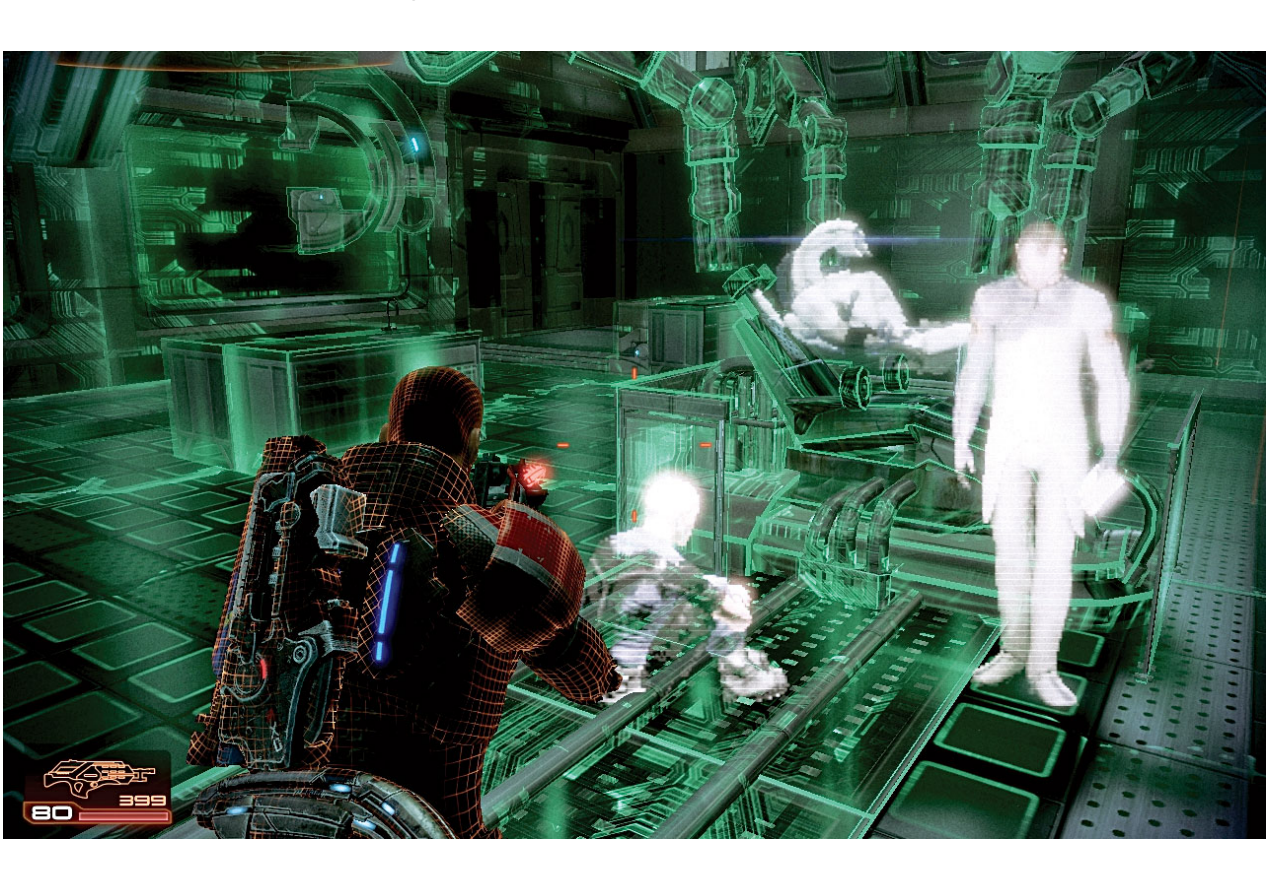
The reality may be virtual, but the deaths are actual; without your two squad members, you can easily be outmaneuvered, so be vigilant and careful in the combat to come.



[011]

Head down the stairs and turn right as you spot David's face in the core chamber beyond. For now, take cover behind the left wall indents, and remove the geth trooper threats **[011]** .

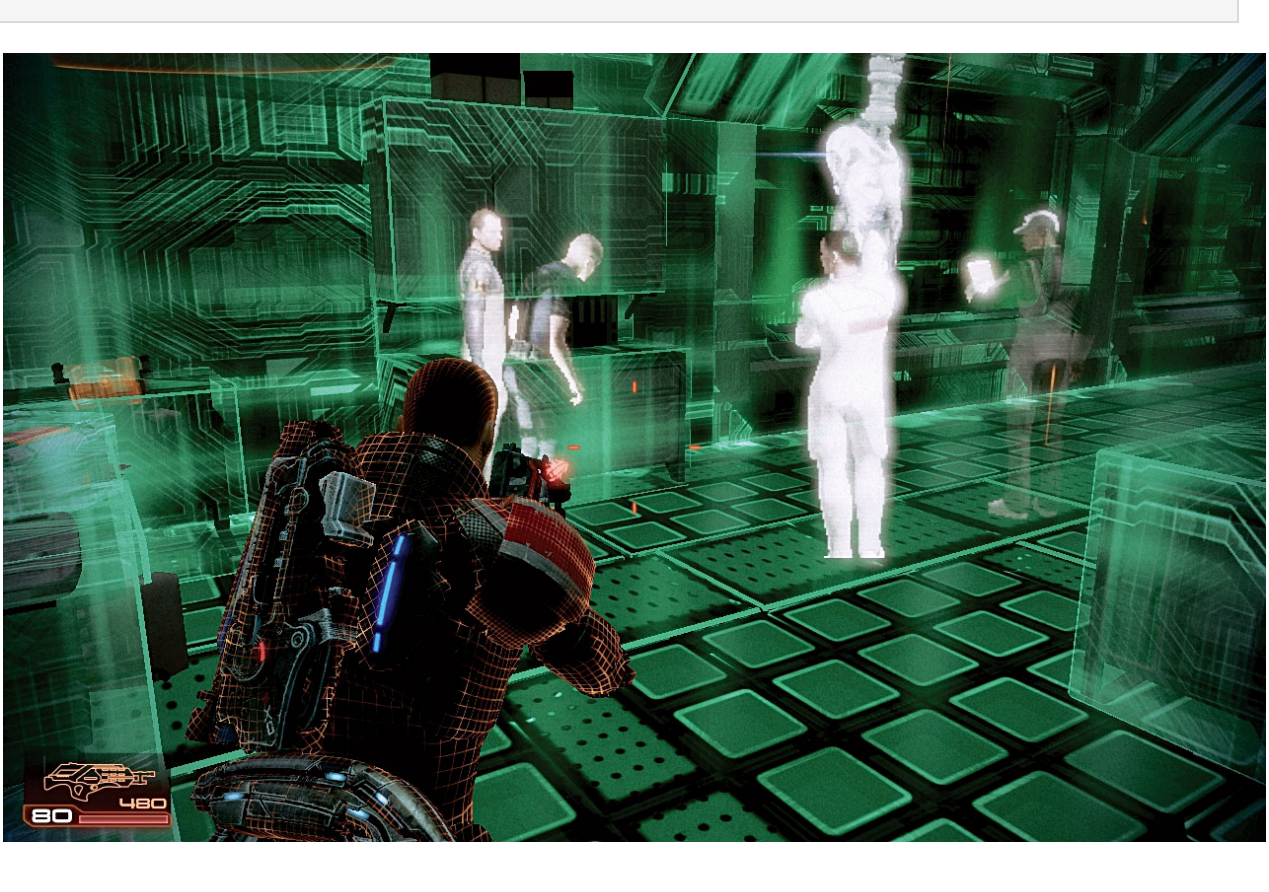
They may be real, or computer programs, but they explode in shards of digital ether. Continue to move around the curved corridor until you reach a door on your right.



[012]

Step inside, and watch a past conversation between David and his brother Gavin **[012]** . With few options left to get the geth's attention, Dr. Archer thinks of a plan most unethical, as David sits, cross-legged, working out impossible sums in his head. Check the room for power cells as you listen to David meld his mind with the geth computers. Search for refined palladium in one corner.

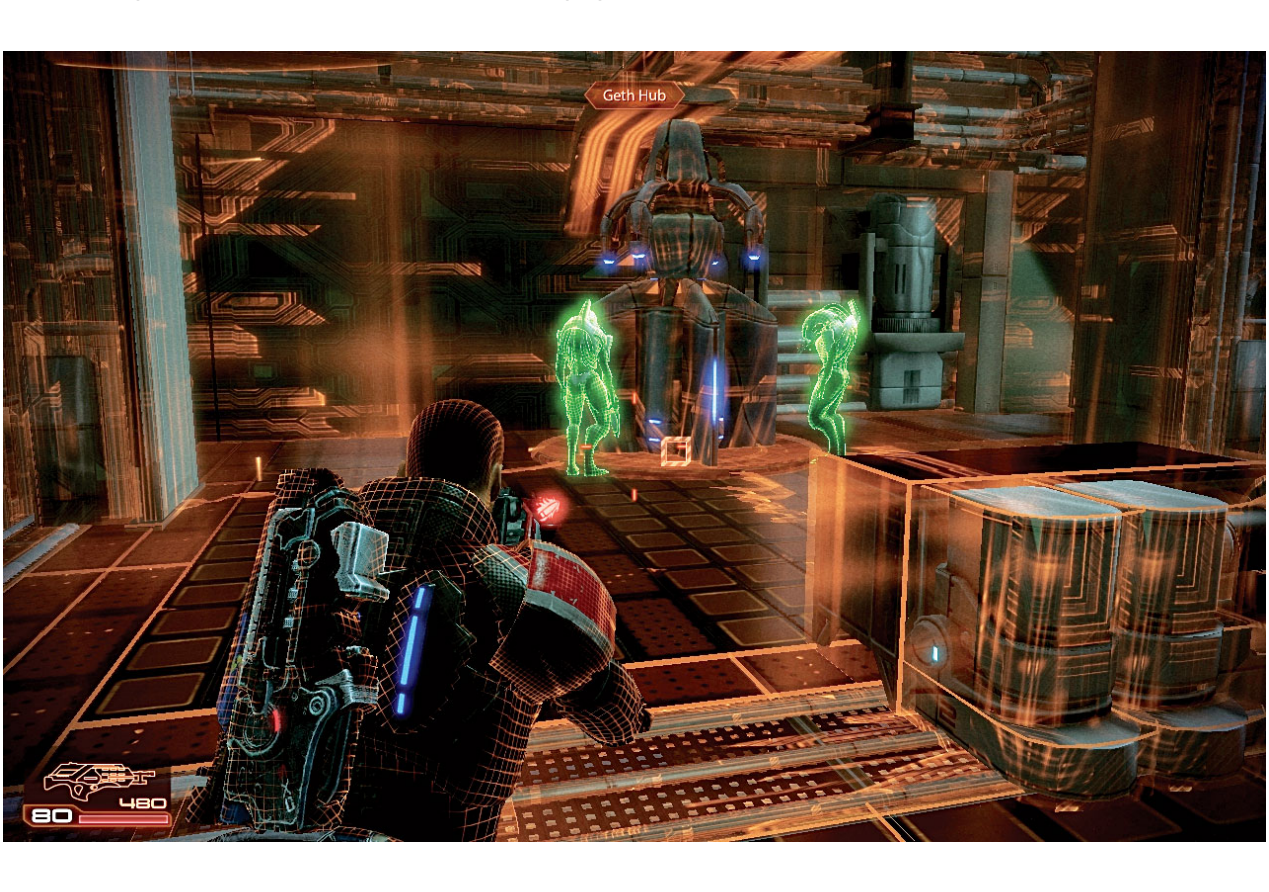
	Ammunition > Power Cells > 2 Heavy Weapon Ammo
	Spoils of War > Resources > Refined Palladium > Open > 500 Palladium



[013]

You uncover a disturbance and examine it. Past experiments, with David's savant mind controlling the geth through pure mathematics, are shown to you. David has literally become a human computer.

Another disturbance in the room is spotted. Examine it. David is becoming unresponsive to his brother's requests **[013]** . David is complaining of a "loudness." The experiment is showing signs of failure.

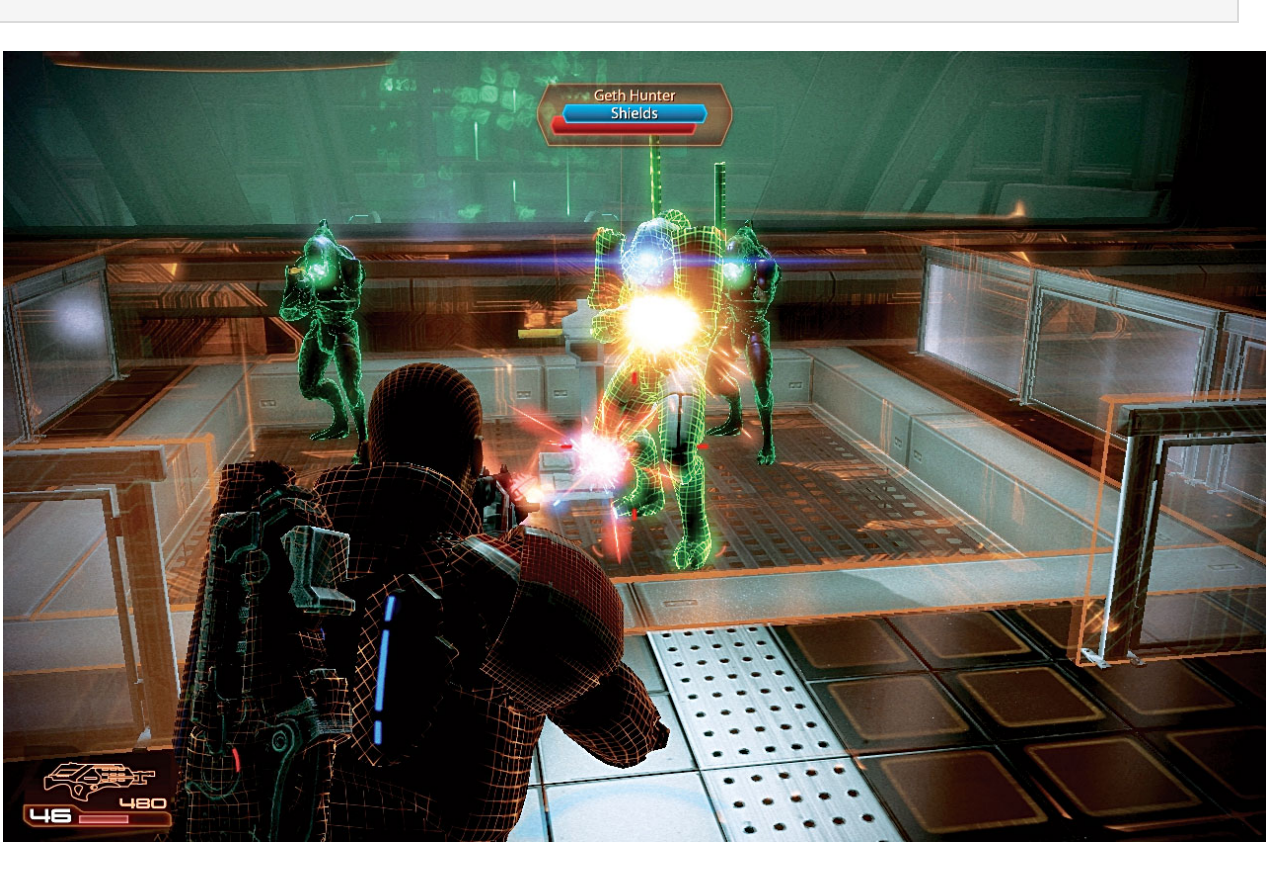


[014]

When the world turns from green to orange, vault over the window, into an adjacent room with a med kit and an easily overlooked wall safe. Then check the geth hub out, blasting it to damage the three troopers hooked onto it. Then finish them off quickly before they can return fire **[014]** .

Head out of the room and along the curved corridor. The rogue VI (David) is shrieking to "make it stop." Ahead is a VI connection snaking close to a locked door. Shoot the connection, following it and firing until you remove the entire shield, and the door opens.

	Med Kit > +1 Medi-gel > 100 Credits
	Spoils of War > Wall Safe > Access > 2,250 Credits



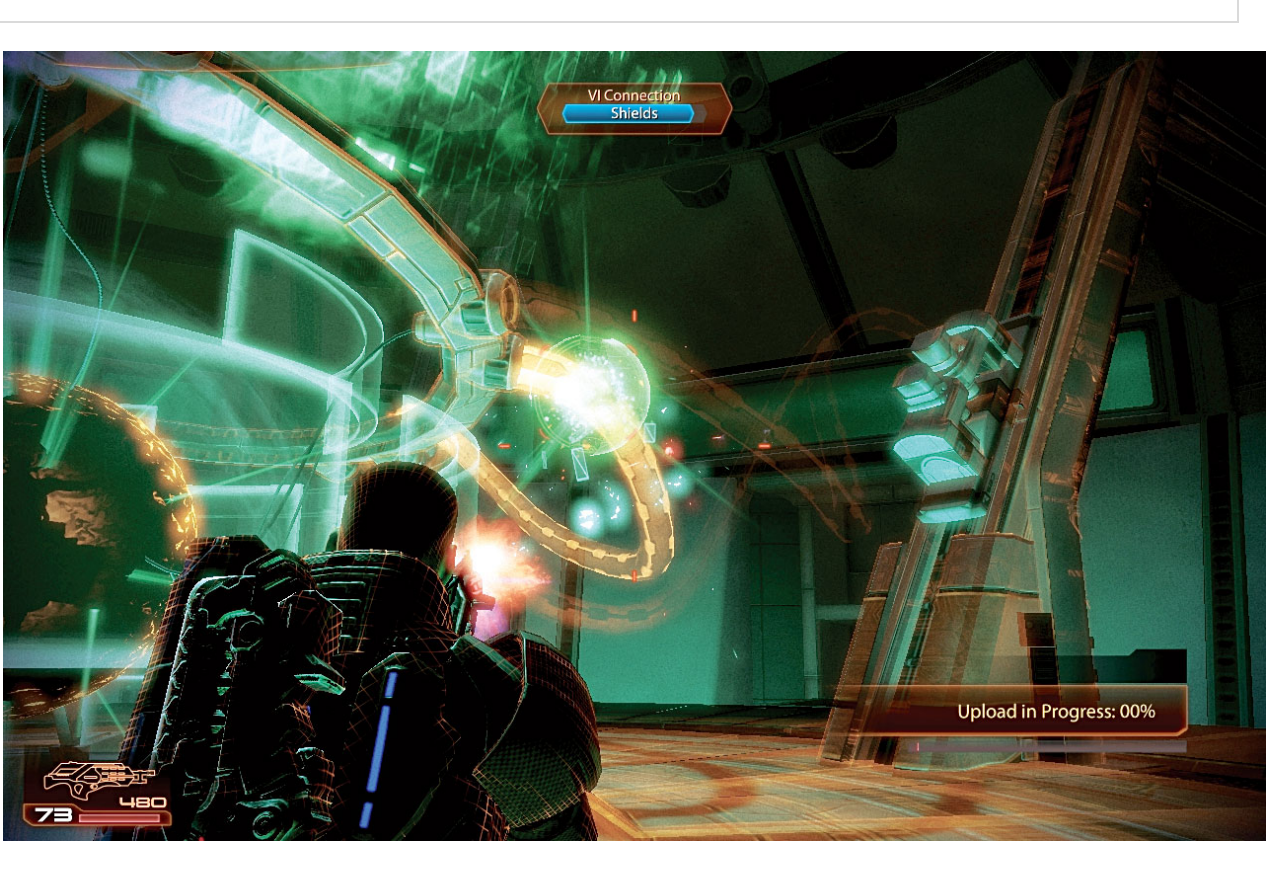
[015]

Conduct a search of this second laboratory with an elevator, taking a thermal clip from the kitchenette and locating hardware to salvage at the far right corner of the chamber. Don't forget the power cells and palladium in the storage area opposite.

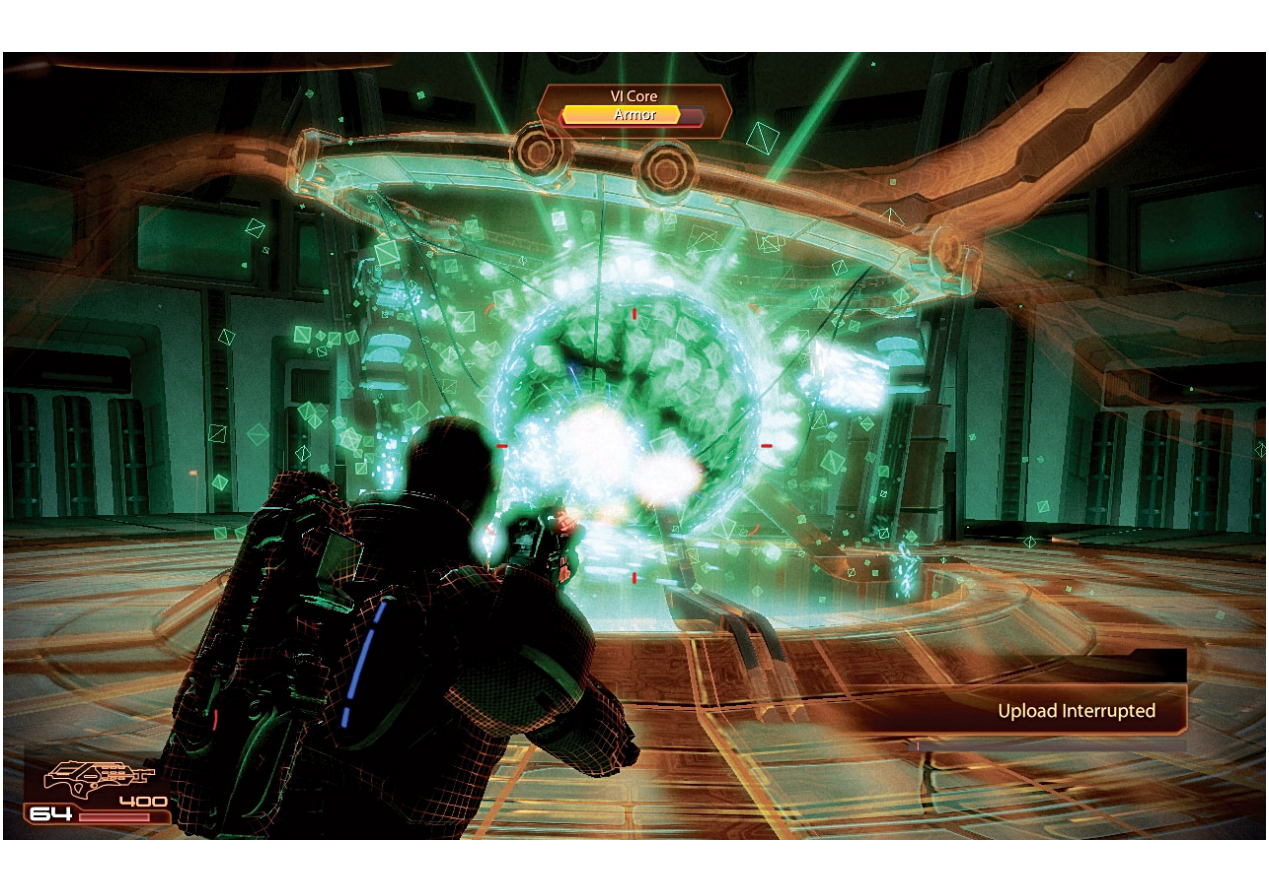
Then move to the elevator controls and activate them, moving immediately to cover and facing the direction of the core chamber with the rogue VI head watching you. Two rocket troopers and a hunter burn their way through the elevator door **[015]** .

You can catch them with an area-of-effect blast before they spread out (using the arc projector, for example), or use the cover and remove the hunter first, ensuring you're on the higher ground. Then press the second set of elevator controls and ride the lift down to the main core.

	Spoils of War > Hardware > Salvage > 1,500 Credits
	Ammunition > Power Cells > 2 Heavy Weapon Ammo
	Spoils of War > Resources > Refined Palladium > Open > 500 Palladium



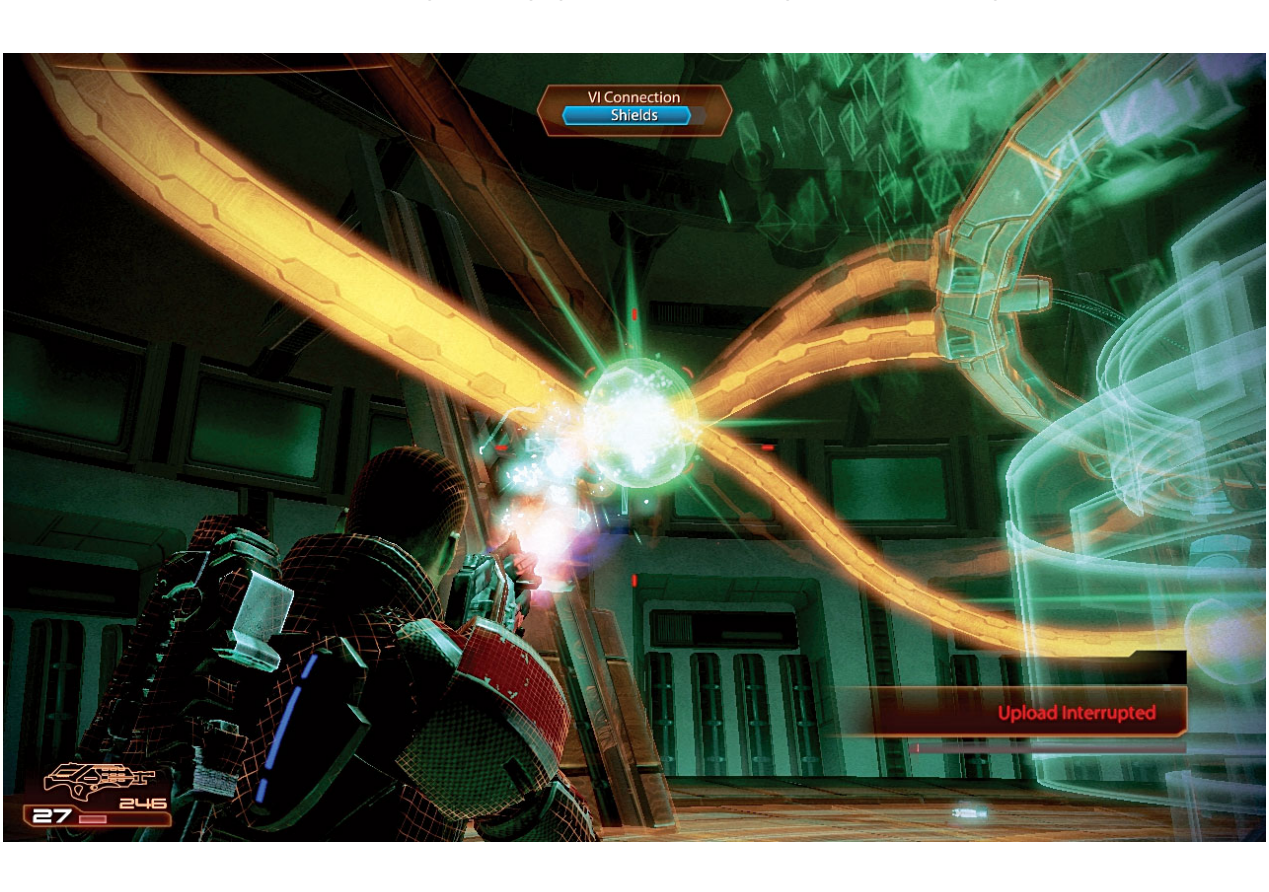
[016]



[017]

Walk toward the center of the circular chamber to watch ghostly images of David being connected into the core, complaining of the pain. Then the VI appears, and combat should begin. Quickly locate the globe-like VI connections **[016]** that are slowly winding along cable-like data strands, and shoot them, following their path until they explode, exposing the core sphere.

The sphere **[017]** should be shot at with highly damaging weapons at close range, such as your shotgun or heavy weapon.



[018]

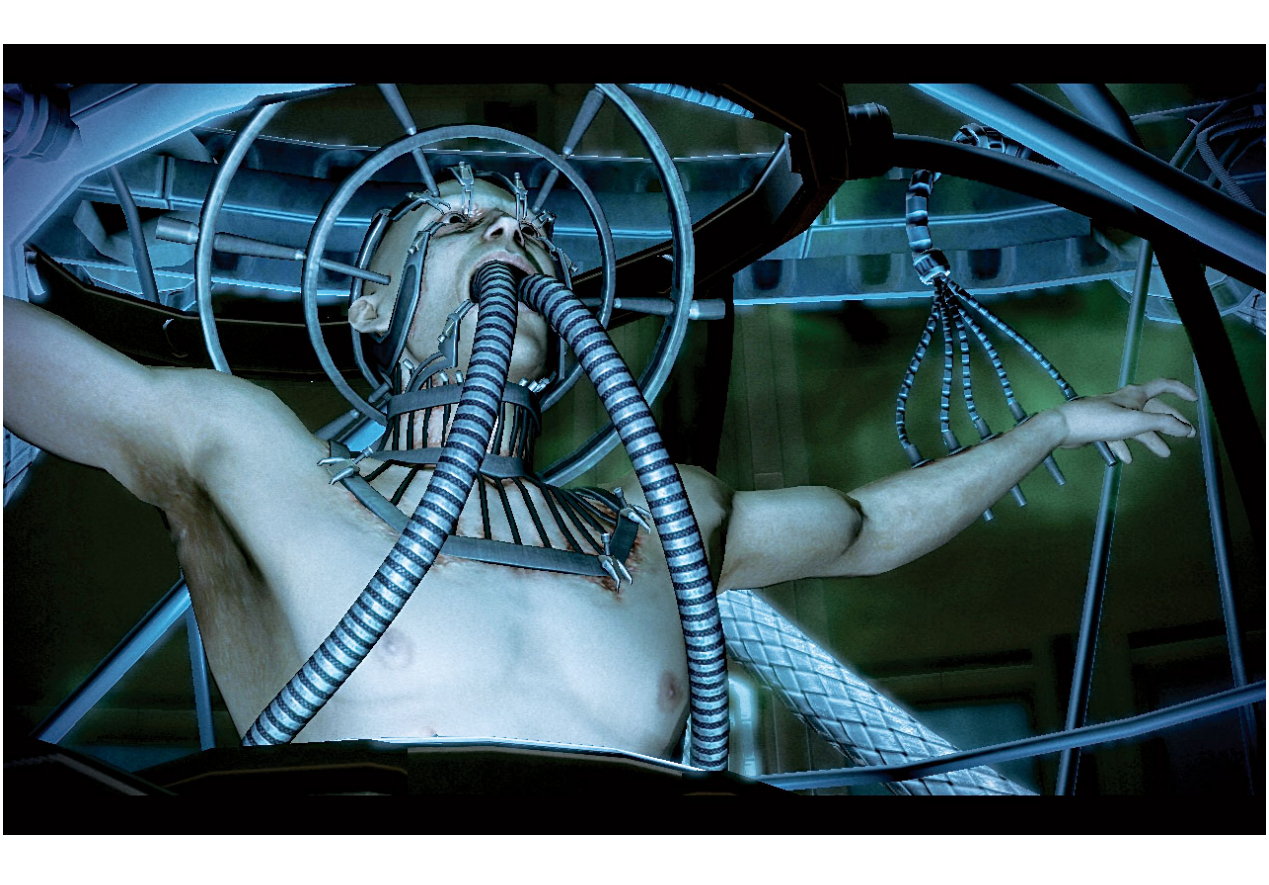
[019]

Continuously strike the core until it glows orange and begins to rebuild its node structure. Target another VI connection, remove it to expose the core, and repeat this process **[018]** .

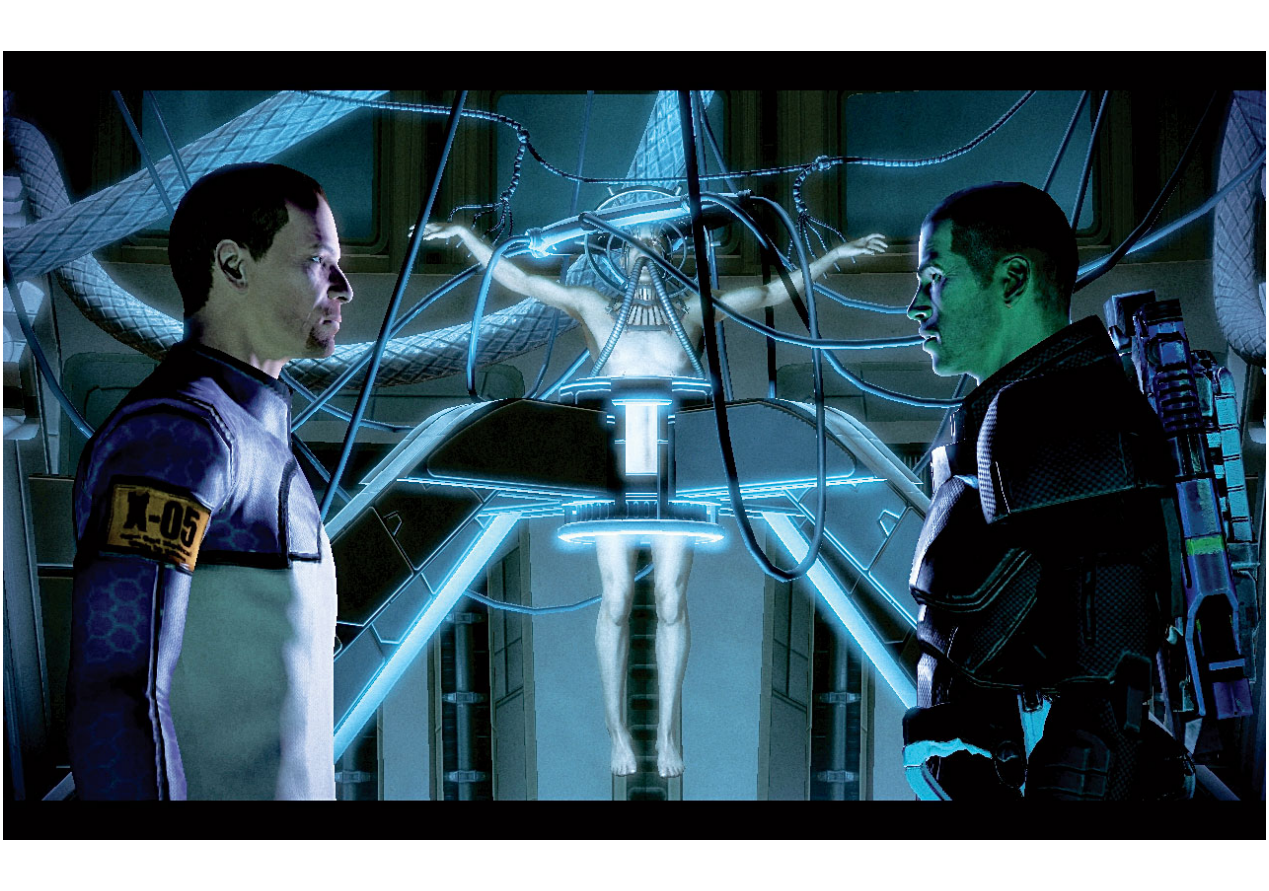
During the second round, there are two VI connections to expunge, then three for the rest of the battle; if you see a data strand turn green, David is uploading critical data to your ship, and if the "upload in progress" bar reaches 100 percent, your mission suffers a catastrophic failure. You must interrupt the upload and destroy the core **[019]** .

Tip

Geth troopers are sometimes summoned to thwart you; quickly take out the VI connections and they disappear.



[020]



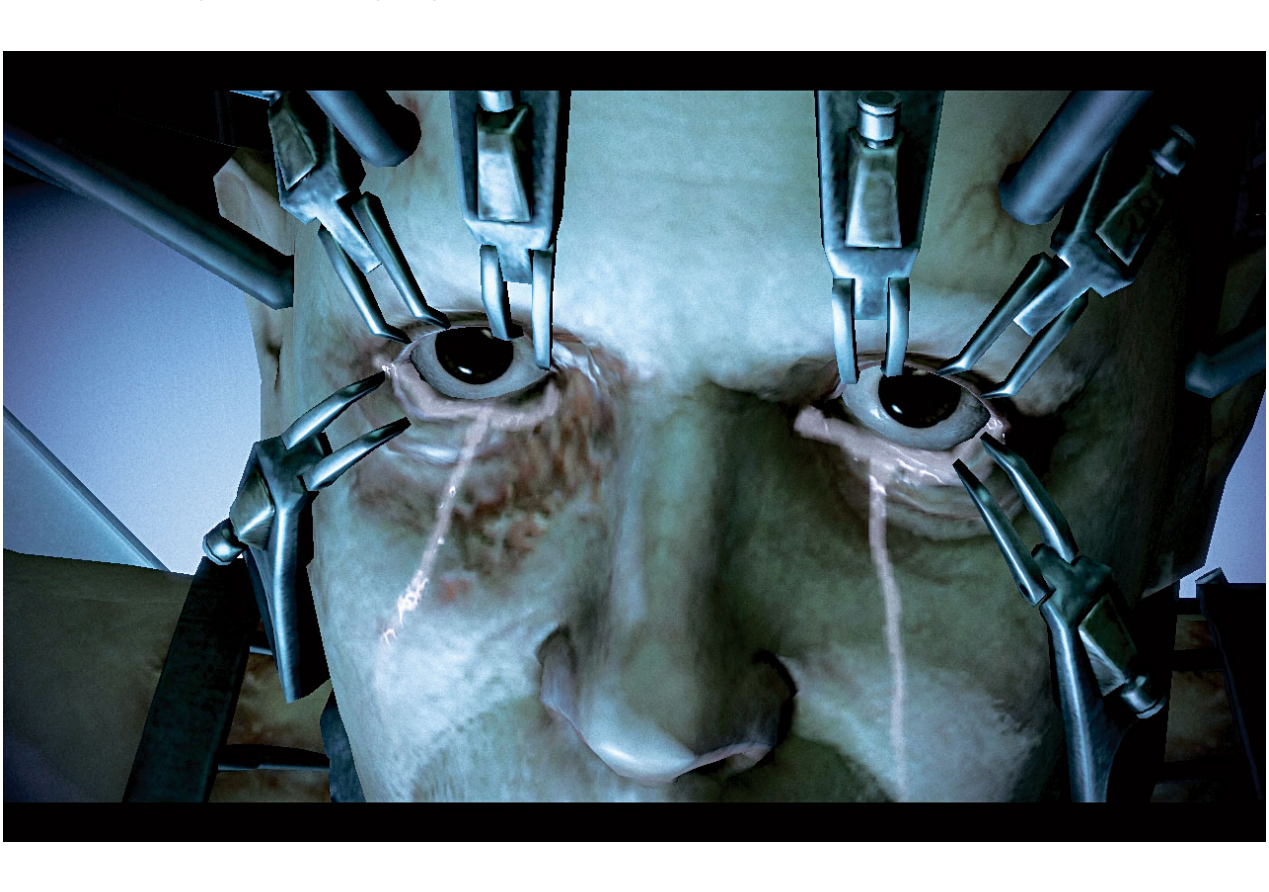
[021]

Virtual reality fades into actual reality as Shepard inspects David **[020]** , who is trussed up with cabling threaded through his mouth and arms as well as ocular pinning; it is an unpleasant sight, and shows the depraved lengths Dr. Archer went to in order to please Cerberus.

David begs Shepard to make it stop, just as Archer appears **[021]** , imploring Shepard not to do anything rash. David's fate rests in your hands. You can:

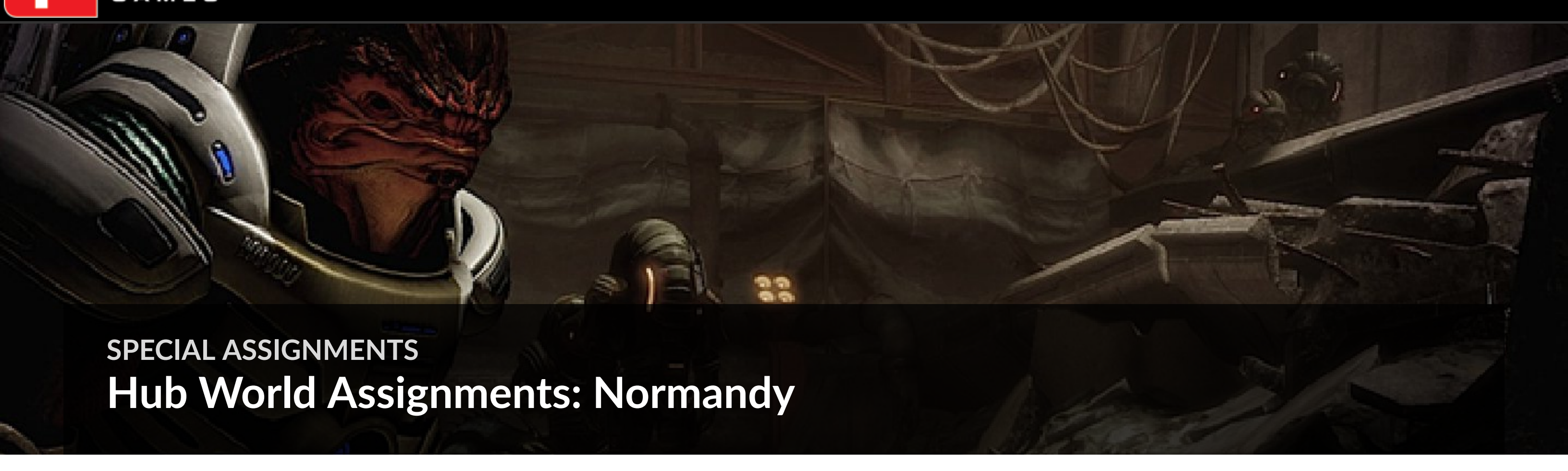
Shut down this hellish operation, which infuriates Archer to the extent of him attempting to kill you. Use the Paragon interrupt to pistol whip Archer, and end the mission by transporting David to the Jon Grissom Academy, where his prodigious math skills and rehabilitation can begin.

Leave David with his brother, after punching Archer and letting him know he's only living because of his research and the benefits it may bring when eradicating the geth.



[022]

Once your decision is made, Overlord is complete **[022]** .



SPECIAL ASSIGNMENTS

Hub World Assignments: Normandy

You receive many assignments while aboard the Normandy or visiting one of the four hub worlds: Citadel, Illium, Omega, and Tuchanka.

Most of these assignments are received simply by talking to people, but a handful begin when you pick up an object, such as the lost locket. Most of these assignments involve you fetching an item or clearing up a misunderstanding.

The rewards for completing these assignments are predominantly experience points and, depending on how you handle the task, morality points.

If you seek an amiable solution for all parties, for example, you earn Paragon points. Just getting the job done typically results in Renegade points.

Each assignment listing includes when the assignment is available upon visiting the location. You will visit some locations multiple times, such as Illium, where more than one loyalty mission takes place, but not every assignment will be available right away.

Certain assignments might not open up until a subsequent visit, so pay attention to your timing as well as to your location. The originator of the assignment is also detailed so you can go straight to the source of the task.

Location

Location: Milky Way > *Normandy* SR-2

FBA Couplings

Experience Available: 40

Availability > Immediately

Entities Encountered > Assignment Started By:

- Kenneth Donnelly or Gabriella Daniels

Spoils of War > Gambling > Skyllian-Five Poker Intersecting Missions

- Special Assignment > Omega > Struggling Quarian

Engineers Donnelly and Daniels down on the engineering deck of the *Normandy* are doing a fine job of keeping the vessel in top shape.

However, if engineering had some FBA couplings, they could run maintenance tests much faster. Offer to find the FBA couplings. Then pick them up during your investigations on Omega.

The FBA couplings are on sale down at Kenn's Salvage on Omega. Speaking to Kenn begins his special assignment.

Take the couplings back to Donnelly on the *Normandy* . The engineers happily accept them. This boosts your relationship with the engineers. They will invite you to play cards with them.

You can either feign being no good or go for the throat in the game. You win credits if you go to either extreme (100 credits, or 500 with charm or intimidation), and your tactics affect what kind of morality points you receive, too.

Serrice Ice Brandy

Experience Available: 40

Availability > Immediately

Entities Encountered > Assignment Started By:

- Dr. Chakwas

Spoils of War > Upgrades > Medi-gel Capacity (Microscanner)

Dr. Chakwas served with you on the original *Normandy* . When that ship was destroyed by the Collectors, the doctor lost a bottle of Serrice Ice Brandy. She had been saving the bottle for a special occasion.

She laments its loss, but you can rectify the situation for her the first time you visit the one of the hub worlds. There are four possible locations (and the cost of the item can be as much as 1,000 credits):

Citadel: At the Dark Star lounge.

Omega: In the small bar on the right side of Afterlife's main floor.

Illium: Once the bartender at the Eternity Bar has been spoken to.

Tuchanka: For sale in Ratch's store.

When you return to the *Normandy* , give the bottle to Dr. Chakwas. She is ecstatic to have the replacement.

You can even sit with the good doctor and share it, drinking toasts to the fallen and to new hopes. Just know that Serrice Ice Brandy is hard stuff.

After getting sloshed with Chakwas, you will stumble around the *Normandy* for the next few minutes, unable to see straight. No harm is done, though.

Upgrade > Special Assignment > Complete > Medi-gel Capacity Increase

Special Ingredients

Experience Available: 40

Availability > Immediately

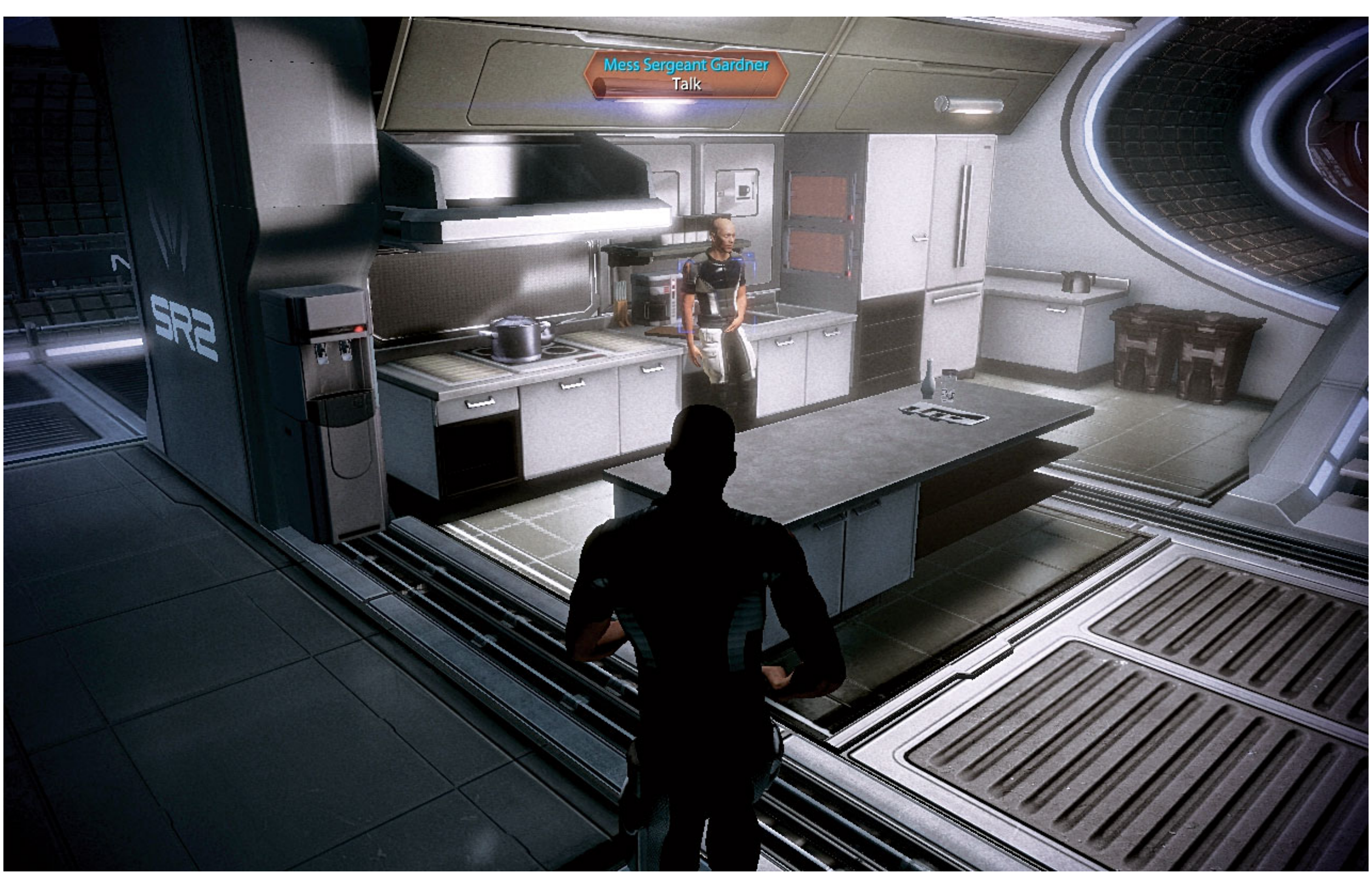
Entities Encountered > Assignment Started By:

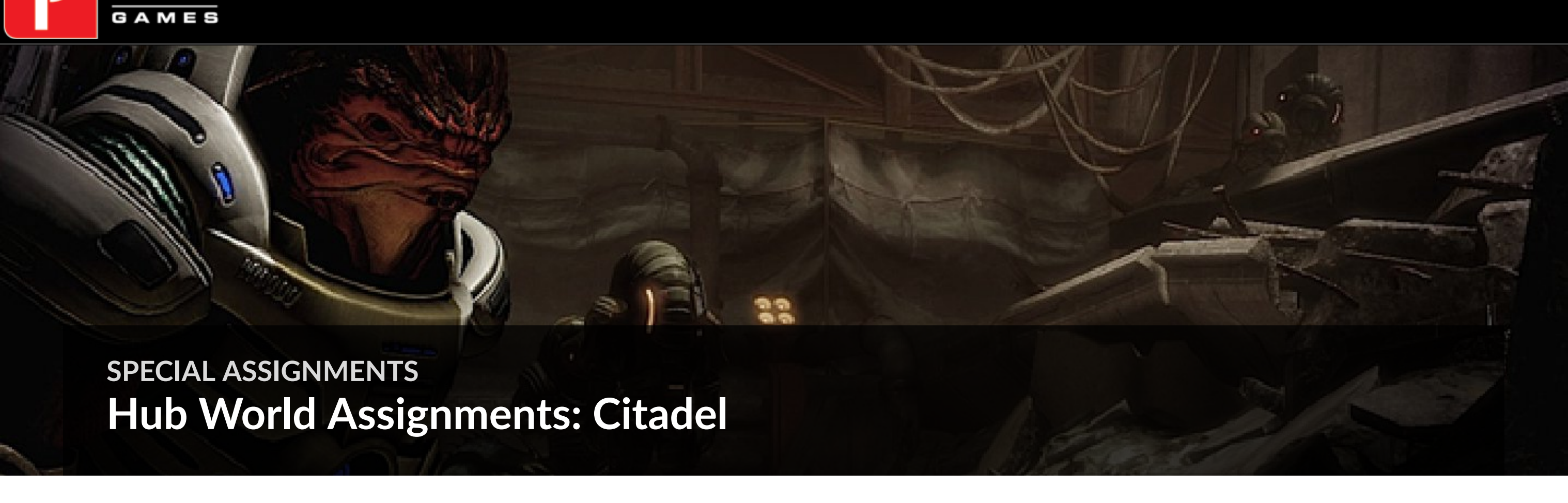
- Sergeant Gardner

Sergeant Gardner is behind the counter in the *Normandy's* mess hall. Speak to the cook about his needs.

Gardner wishes he had better provisions to give the crew since it is likely that many of them will meet their end on this voyage. Gardner mentions that there are great provisions on sale at the Citadel.

The next time you visit the Citadel, go to the cafe on the 27th floor of Zakera Ward and buy the requested provisions for 500 credits. Take them back to Gardner to complete the assignment.





SPECIAL ASSIGNMENTS

Hub World Assignments: Citadel

Location

Location: > Milky Way > Serpent Nebula > Widow > Citadel

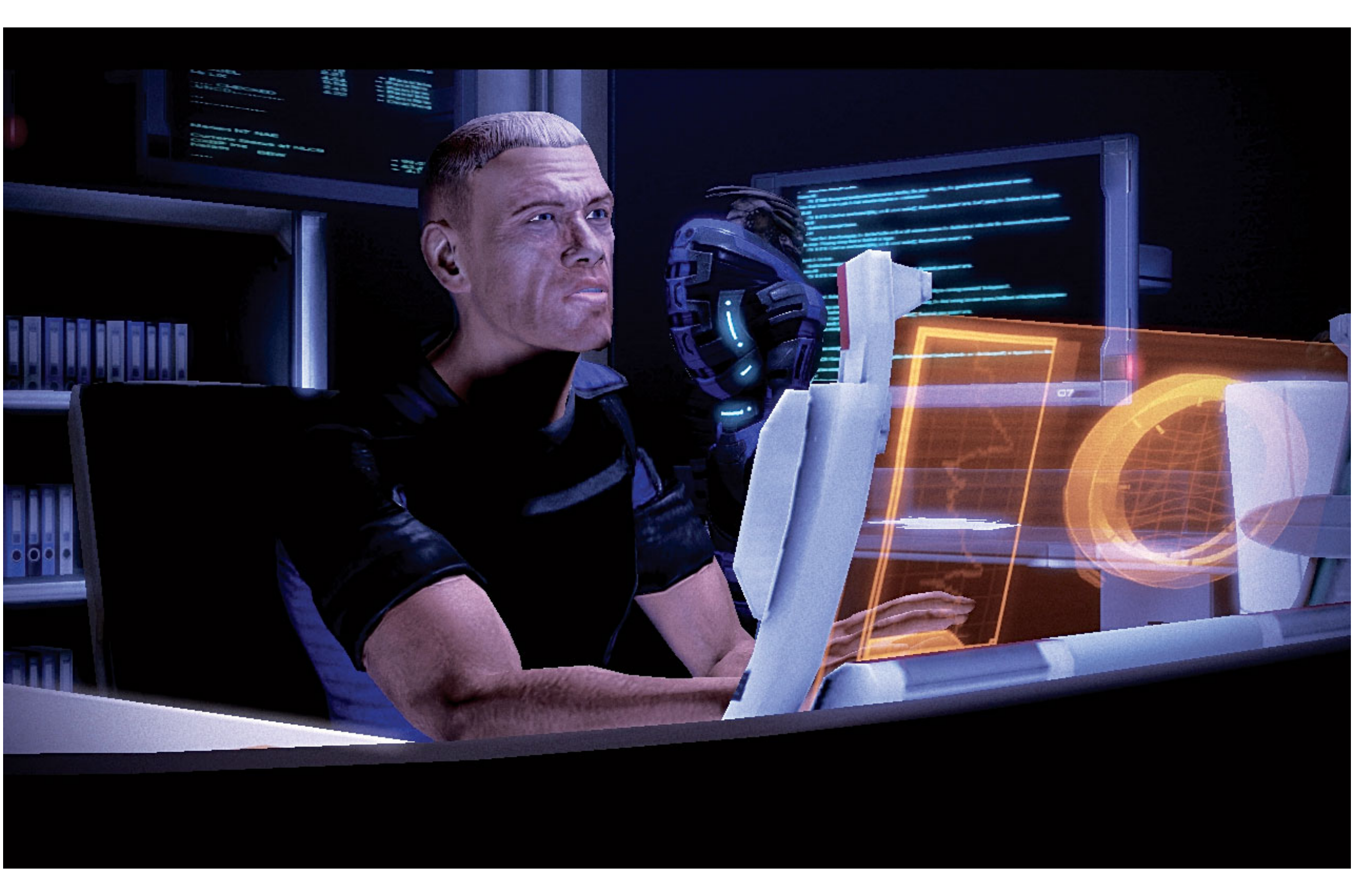
Captain Bailey

Experience Available: None

Availability > Immediately

Entities Encountered > Assignment Started By:

- C-Sec Officer at Zakera Ward Entrance



When you first attempt to enter Zakera Ward on the Citadel, the C-Sec officer stops you. The scan he runs matches up with a profile for a dead person.

The C-Sec officer obviously sees that you are not dead and refers you to Captain Bailey just beyond the door. Speak to Bailey about upgrading your status to living.

The old C-Sec captain is happy to oblige for the former Spectre who saved the Citadel.

The Council

Experience Available: None

Availability > **Immediately after Mission:** Freedom's Progress

Entities Encountered > **Assignment Started By:**

- Captain Anderson

Spoils of War > Possible Reinstatement as a Spectre

While on the Citadel, it may be worth contacting the Council and informing them of recent events.

Catch a ride on the Rapid Transit to the Presidium to meet with either Captain Anderson or Ambassador Udina (depending on what you chose when you began), and join him in a conversation with the members of the Council (if you saved the Council in *Mass Effect*). As usual, the Council is frustratingly dense about your heroism and your victory against Sovereign.

Again they claim that there is no evidence to support your claims that Saren was simply a puppet. You can choose to play nice and be resigned to their lack of faith, try unsuccessfully to prove to them that you were right, or opt for a more confrontational conversation.

In the end, the Council won't offer you any real assistance, but they do offer you a compromise: If you promise to keep a low profile, the Council will reinstate you as a Spectre.

Whether you choose to accept reinstatement is up to you.

Crime in Progress

Experience Available: 40/50

Availability > Immediately

Entities Encountered > Assignment Started By:

- Quarian, Volus, and C-Sec Officer on Level 28

Spoils of War > Total Credits: 1,000

A C-Sec officer is trying to sort through a problem between a quarian and a volus. The volus accuses the quarian of stealing his credit chit, but the quarian says she did no such thing.

The C-Sec officer is leaning toward believing the volus, primarily out of his own prejudices. Interject and offer to solve the assumed crime.

Speak to the merchant of Saronis Applications. The volus left his chit at the shop. Return to the C-Sec officer. Tell the volus that his chit is at the shop.

The volus seems disappointed that he can no longer harass the quarian. The C-Sec officer even tells the quarian that he's going to cite her for vagrancy.

If you want some Paragon points (and the extra XP), use an interrupt to get in their faces and tell them they should be ashamed of themselves. They both shuffle away upset but duly chastened.

Spoils of War > Special Assignment > Completion Bonus > 1,000 Credits

Found Forged ID (Garrus: Eye for an Eye)

False Positives (Thane: Sins of the Father)

Experience Available: 40/50

Availability > During Garrus's Loyalty Mission

Availability > After Thane's Loyalty Mission

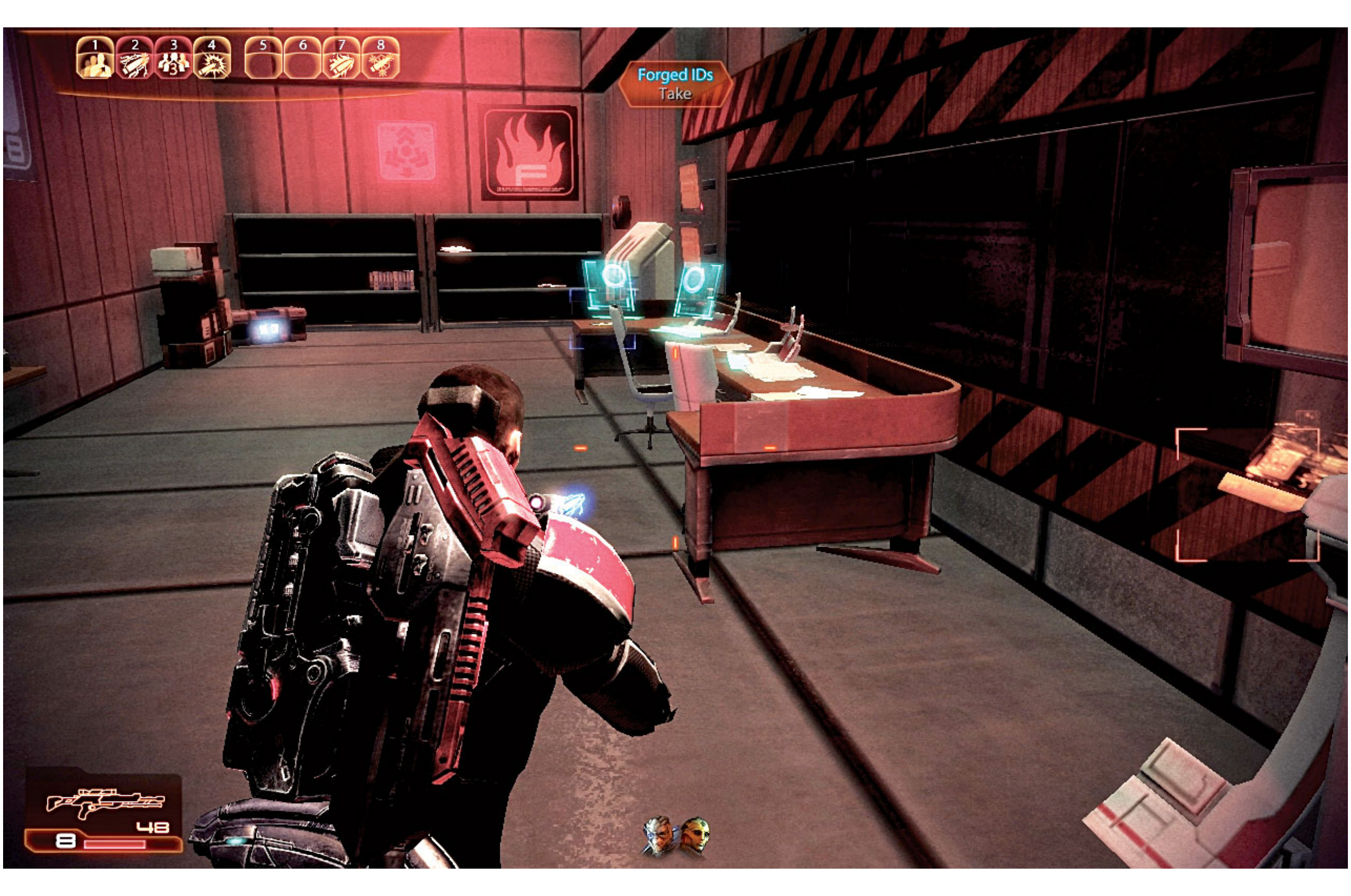
Entities Encountered > **Assignment Started By:**

- Locating the Forged ID during Garrus's Loyalty Mission (Found Forged ID)

- Locating the Asari Named Kalara Tomi after Thane's Loyalty Mission (False Positives)

Spoils of War > **Total Credits:** 1,000 (for speaking with C-Sec customs)

Spoils of War > **Total Credits:** 1,000 (for handing over the IDs immediately)

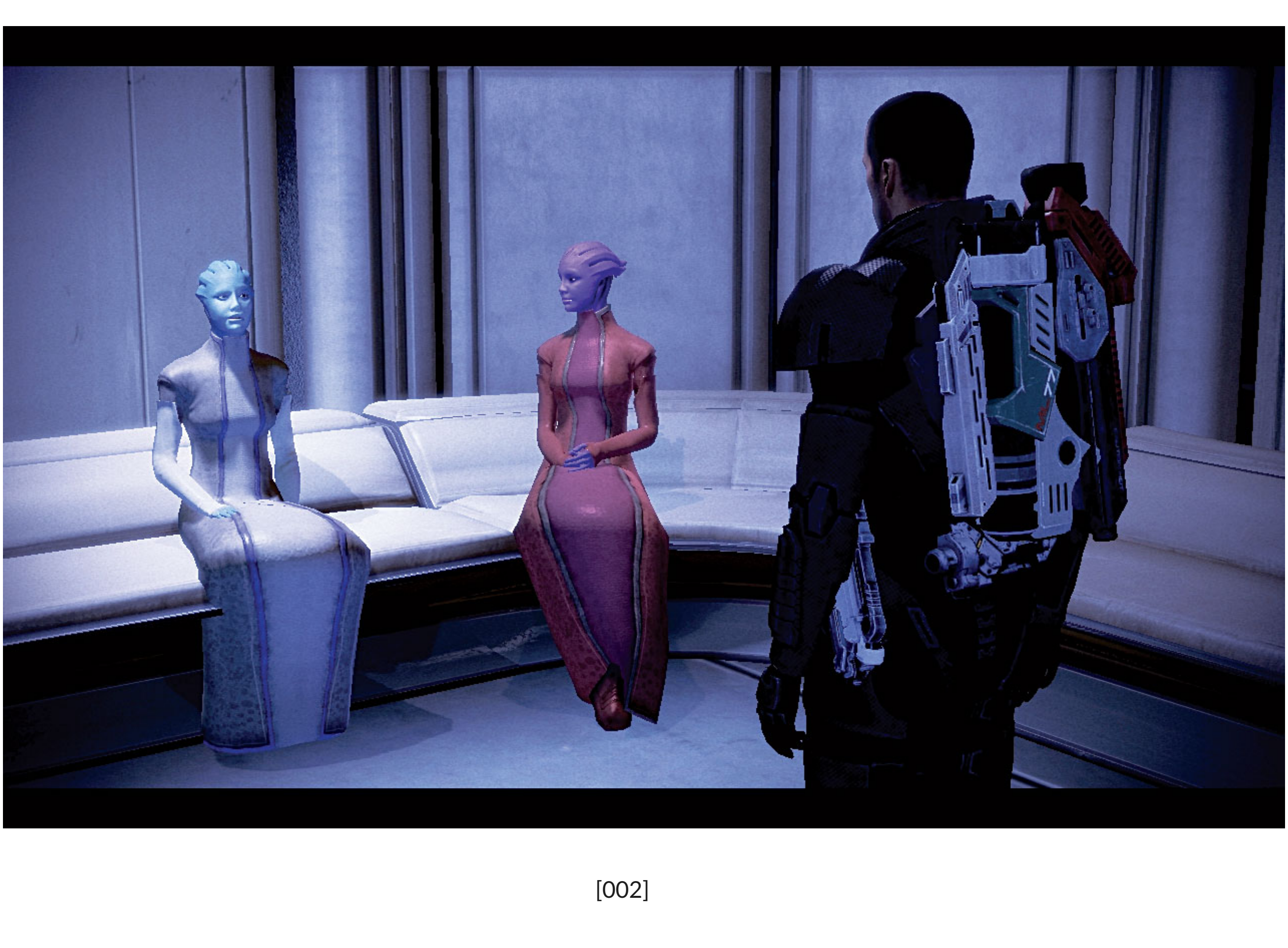


[001]

These two special assignments feature the same item, a forged ID that is located during Garrus's loyalty mission.

To begin Found Forged ID, complete Garrus's loyalty mission and pick up the forged ID **[001]** in the room with the window shutters, prior to investigating the large warehouse with the two YMIR mechs.

The assignment is now active.



[002]

To begin False Positives, complete Thane's loyalty mission, and afterwards, head to the connecting corridor and stairs linking level 26 to 27.

Find two sitting asari **[002]** , one named Kalara Tomi. The asari seems vexed at being deemed a potential geth infiltrator, and she cannot understand why. The assignment is now active.

There are a couple of ways to conclude this assignment:

With the Forged IDs, hand them over to Kalara. This concludes the assignment and awards you Renegade points.

Head to C-Sec customs to sort this matter out, in the connecting corridor near the Citadel's entrance.

With a high enough number of Paragon or Renegade points (or if you regained Spectre status during your talks with the Council, as detailed in the walkthrough), the asari are able to leave.

If you decided not to save the Council during *Mass Effect* , Kalara's reaction to you is much less pleasant, and retorting in kind finishes this assignment with no XP rewarded. Apologize, and she is more receptive.

Spoils of War > Special Assignment > Completion Bonus > 1,000 Credits

Krogan Sushi

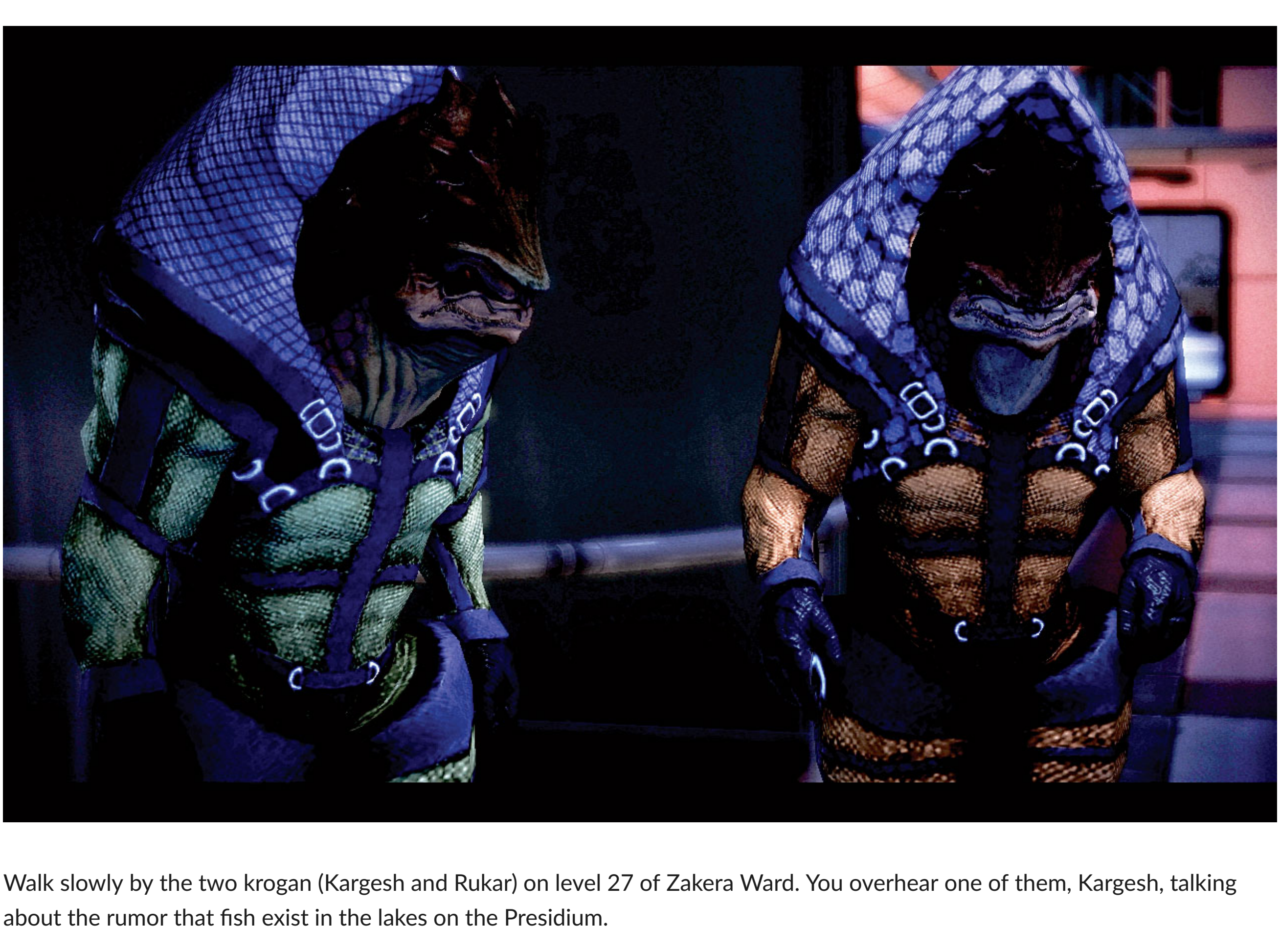
Experience Available: 40/50

Availability > Immediately

Entities Encountered > Assignment Started By:

- Walking Next to Krogan

Spoils of War > Total Credits: 1,000



Walk slowly by the two krogan (Kargesh and Rukar) on level 27 of Zakera Ward. You overhear one of them, Kargesh, talking about the rumor that fish exist in the lakes on the Presidium.

Though you do not engage with the krogan right now, you do pick up this assignment. You need to get hard proof of whether or not there are fish in the waters of the Presidium.

Visit the Dark Star bar and talk to a visiting groundskeeper. He says there are no fish up on the Presidium. You now have a choice.

You can either tell the krogan the truth about the fish, which makes him sad (but rewards you with Paragon points), or lie to him.

To pull off the lie, you need to buy a fish from Citadel Souvenirs. Give the fish to Kargesh and tell him it was from the Presidium. The krogan cannot believe his eyes.

He happily accepts the fish. You made a krogan's day, and the lie results in Renegade points.

Spoils of War > Special Assignment > Completion Bonus > 1,000 Credits

SPECIAL ASSIGNMENTS

Hub World Assignments: Illium

Location

Location: Milky Way > Crescent Nebula > Tasale > Illium

A Troublemaker: Conrad Verner

Experience Available: 40/50

Availability > Immediately

Entities Encountered > Assignment Started By:

- Conrad Verner

Spoils of War > Gateway Personal Defense > Discount

If you imported your character from the original *Mass Effect* , and you didn't make Conrad Verner commit suicide in the original game, then he can be found in the Eternity Bar on Illium, if you imported a save from that game.

If you began a new character in *Mass Effect 2* , he is not here.

Speak to the asari bar owner outside the club. There is a rather annoying patron at the Eternity Bar named Conrad Verner, clad in familiar gear.

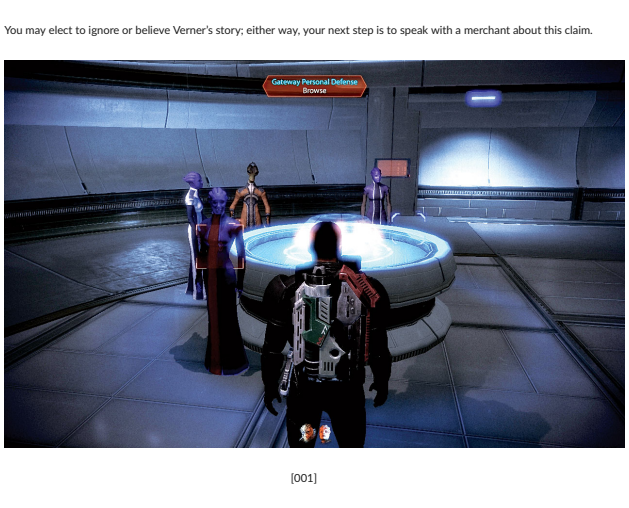
Speak to him, and he reveals that the bar is, in his opinion, a distribution front for the often-abused stimulant red sand, and this information was passed on to him by a merchant at Gateway Personal Defense, who Verner believes to be an undercover police agent.

He's been trying to steal the deed at the bar to shut it down, has already attempted to break into the establishment, and is now seen as a nuisance.

You also notice Conrad wearing what looks to be a fake N7 armor replica.

Conrad is still as clueless as ever and thought, when he heard that Shepard had died, that he would fill Shepard's shoes and try to solve people's problems. He tries his best, but unfortunately, he is quite gullible.

You may elect to ignore or believe Verner's story; either way, your next step is to speak with a merchant about this claim.



[001]

Locate the merchant at Gateway Personal Defense **[001]** , who explains her motives, which were to obtain the deed to the bar and claim it as a piece of real estate, which she believed to be most lucrative.

At this point, charm and intimidation come into play:

With charm (Paragon), you can pretend to be on the merchant's side and trick her into going into the bar to claim her prize; she ends up getting arrested for extortion. Conrad is somewhat perplexed by this. You can:

Let him know the merchant was lying.

Use charm, and tell Verner the merchant was a deep-cover agent and Conrad helped Shepard by revealing this information.

Use intimidation, and tell Verner his lack of common sense led him to reveal erroneous information.

With intimidation (Renegade), you can order the merchant to lie to Conrad, letting him know the red-sand dealers were sorted out, thanks to him.

You can now thank Conrad for his help, and let him know he should halt his "investigations."

Or tell him that the operation was extremely dangerous, and Conrad put himself in danger; Conrad then apologizes.

The assignment then concludes, with a *Galactic News* report heard afterwards, if you assisted Conrad.

Assuming you sided with the merchant, and your Paragon or Renegade points are high enough, you are able to claim a discount at this vendor.

Blue Rose of Illium

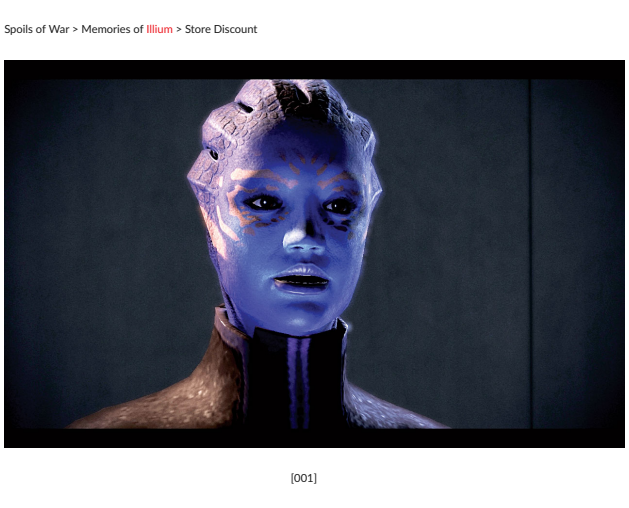
Experience Available: 40

Availability > Immediately

Entities Encountered > Assignment Started By:

- Asari Next to Memories of Illium

Spoils of War > Memories of Illium > Store Discount



[001]

[002]

When you visit Memories of Illium in Nos Astra, the asari shopkeeper named Ereba **[001]** tells you she is having a real personal dilemma.

The krogan (named Charr) **[002]** several feet away reading awful poetry is her ex-suitor.

He wants her back, but she thinks the krogan is only interested in her for the sake of having children. You have one of two options:

Tell the asari either to trust her boyfriend's words (resulting in Paragon points).

Tell the asari to ditch the krogan (which results in Renegade points).

Either way, you get a discount at the shop for helping her with this problem. If you chose to save the relationship, you may spot Ereba and Charr on Tuchanka.

Gianna Parasini

Experience Available: 40/50

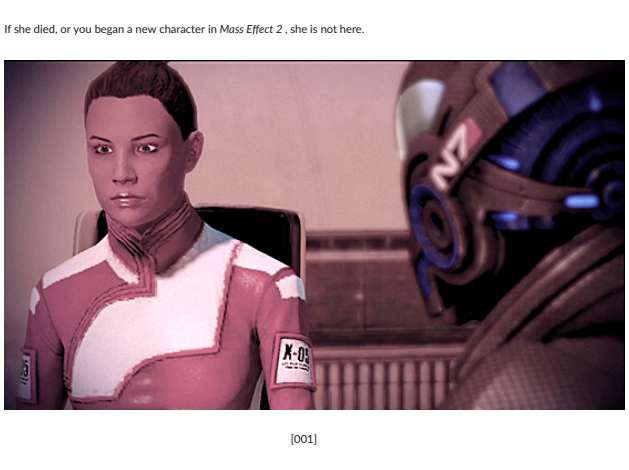
Availability > Immediately

Entities Encountered > Assignment Started By:

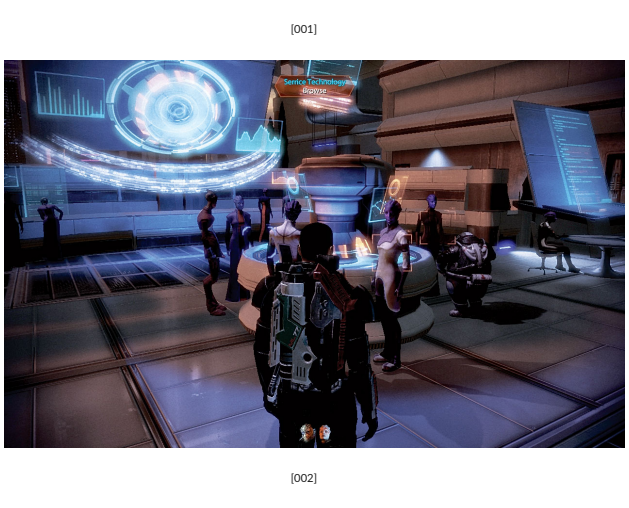
- Gianna Parasini

Gianna was an acquaintance Shepard met, and she appears at a table in the trading floor area only if you helped her take down Administrator Anoleis on Noveria during *Mass Effect* , and you imported a save from that game.

If she died, or you began a new character in *Mass Effect 2* , she is not here.



[001]



[002]

Speak to Gianna **[001]** . After reconnecting with some small talk, Gianna leaves, with a message under the drink she was nursing. Gianna is here to check on an asari merchant named Hermia **[002]** , who is smuggling schematics from Noveria, and is located at Serrice Technology.

Gianna asks Shepard to convince Hermia to show the "special merchandise." Go talk to the merchant and convince her to show you the "advanced merchandise"; she'll be a little hesitant, but a high enough Paragon or Renegade level will allow you to convince her.

In addition, if Shepard hasn't used charm or intimidation to get a discount, a quick conversation with Hermia about selling technology without a license soon earns him the discount (along with a Paragon or Renegade points increase).

If Shepard already has the Serrice Technology discount, a further discount cannot be made.

Gianna heads over to Hermia and informs the seller of a heavy fine. Complete the assignment with a final conversation with Gianna, which can end with a kiss if Shepard helped on Noveria and is male.

Or, you can inform Hermia of the investigation and receive a discount (as well as Renegade points), and no further conversations can occur with Gianna, who feels slighted by your betrayal.

Indentured Service

Experience Available: 40/50

Availability > Immediately

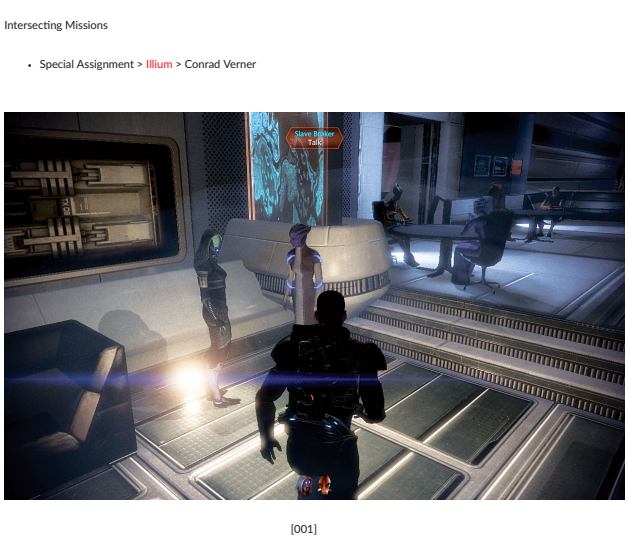
Entities Encountered > Assignment Started By:

- Quarian in Eternity Bar

Spoils of War > Total Credits: 2,000

Intersecting Missions

- Special Assignment > Illium > Conrad Verner



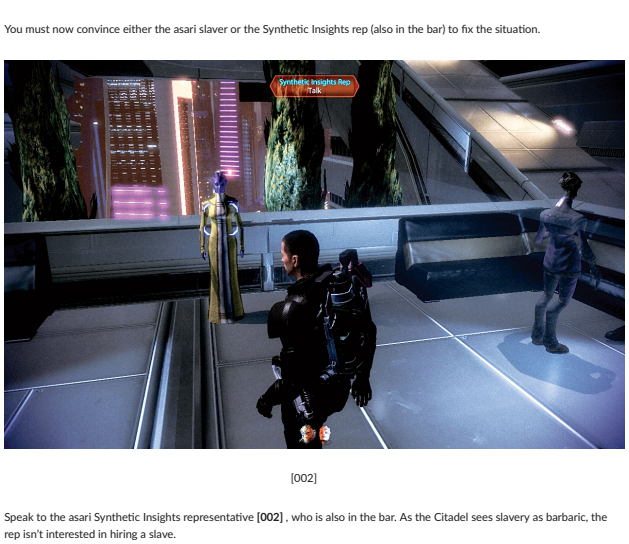
[001]

When you first visit the Eternity Bar on Illium, listen in to the conversation between the asari and the quarian just inside the entrance **[001]** .

This only occurs if Conrad Verner isn't here; consult his assignment for further information.

There is a serious problem with the quarian's indentured servitude contract—the asari from Synthetic Insights who was going to buy it is not interested.

You must now convince either the asari slaver or the Synthetic Insights rep (also in the bar) to fix the situation.



[002]

Speak to the asari Synthetic Insights representative **[002]** , who is also in the bar. As the Citadel sees slavery as barbaric, the rep isn't interested in hiring a slave.

Convince the rep using charm or intimidation (and receive the appropriate Paragon or Renegade points). If successful, return to the slave broker and complete the task (for additional Paragon or Renegade points).

Or you can twist the slaver's arm to let the quarian go (for Paragon points). You may need to return to speak to the rep to purchase the slave's contract afterwards.

Spoils of War > Special Assignment > Completion Bonus > 2,000 Credits

Liara > System Hacking

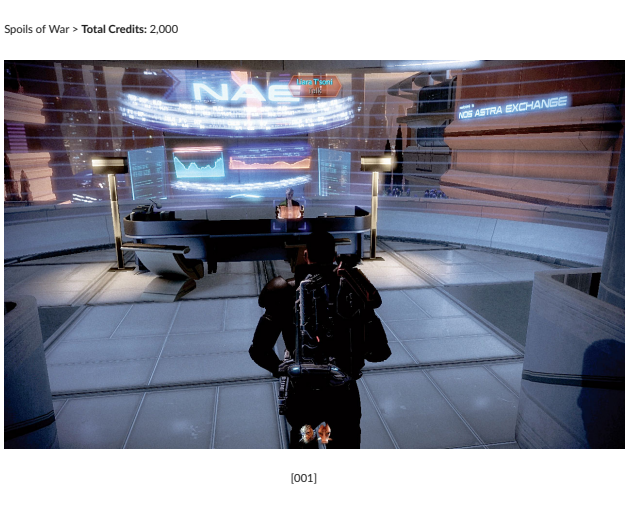
Experience Available: 40

Availability > Immediately

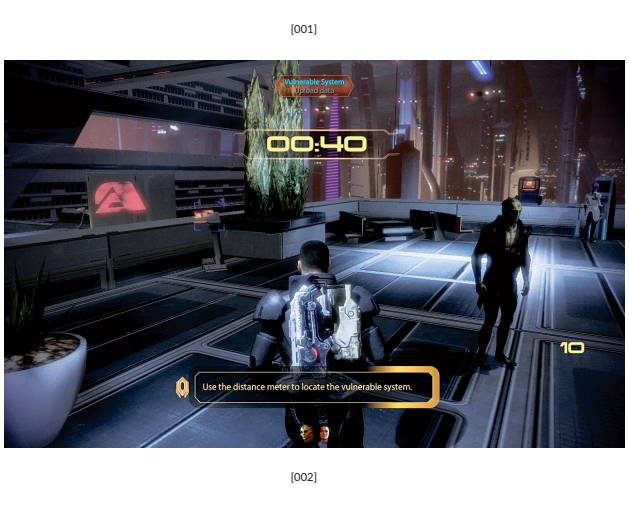
Entities Encountered > Assignment Started By:

- Liara

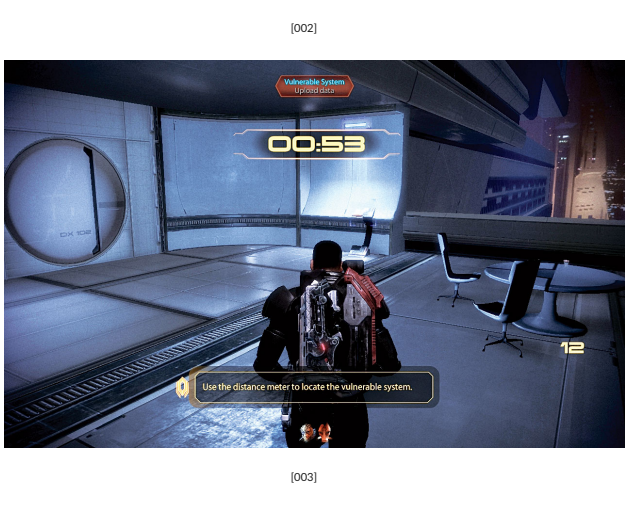
Spoils of War > **Total Credits:** 2,000



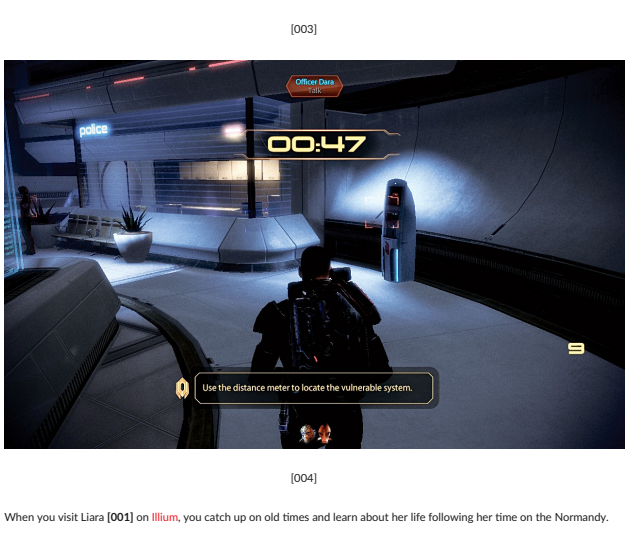
[001]



[002]



[003]



[004]

When you visit Liara **[001]** on Illium, you catch up on old times and learn about her life following her time on the Normandy.

Liara has become an information broker on Illium. Liara is currently investigating the Observer, an agent of the Shadow Broker.

She needs to shore up her business and assert her dominance on Illium. You can help, but this is dirty work.

You will earn Renegade points for helping Liara with this assignment, especially the back half of it.

The first thing Liara needs you to do is locate a series of security terminals in the transportation area of Nos Astra. You need to hack one terminal and then quickly find the terminal tethered to it.

The tethered terminal has sensitive data that Liara needs. You must locate the tethered terminal within one minute or else it will go offline.

The tethered terminals are very close to the security terminals. Here are the terminals' locations:

One is found close to the Tracking Office; the other is left of the Baria Frontiers terminal **[002]** .

One is adjacent to Gateway Personal Defense; the other is close to Memories of Illium **[003]** .

One is behind Gateway Personal Defense; the other is adjacent to the Tracking Office **[004]** .

After you complete this part of the task, Liara tells you how much she appreciates your help. There is more you can do for her, but you need to check back in with her later.

If you did this assignment when you first arrived in Illium, check back with Liara after completing whichever recruitment mission you chose first.

If you waited until after all initial recruitment missions to help Liara, come back after you have completed any other mission. Now begin special assignment Liara > The Observer.

Spoils of War > Special Assignment > Completion Bonus > 2,000 Credits

Liara > The Observer

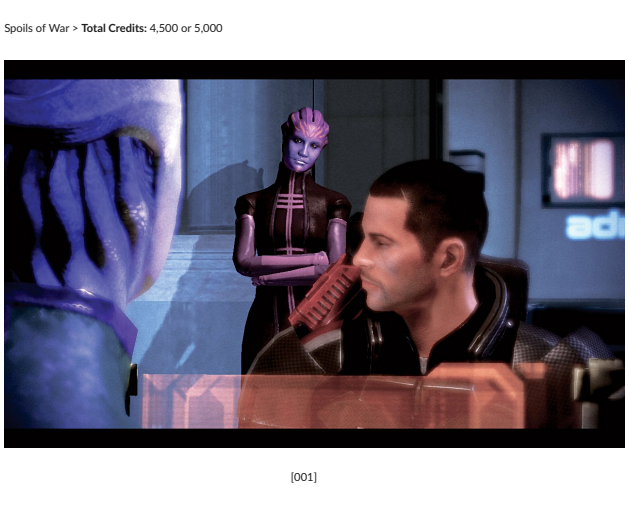
Experience Available: 40

Availability > Once Liara > System Hacking Has Been Completed

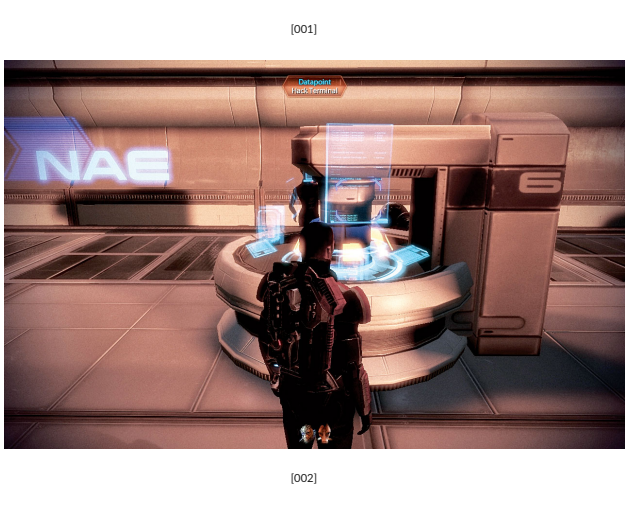
Entities Encountered > **Assignment Started By:**

- Liara

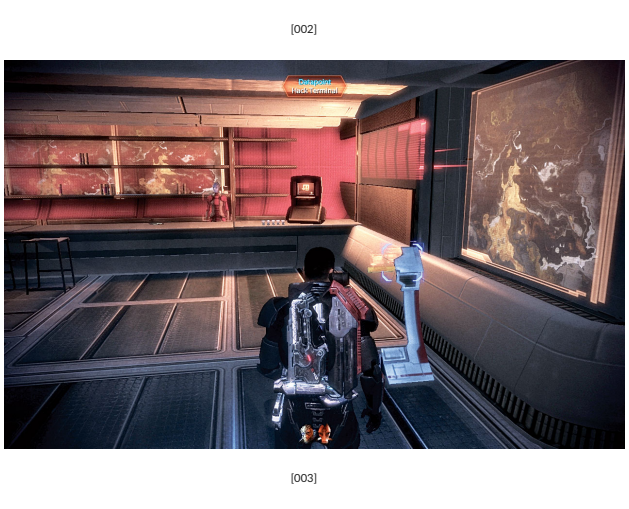
Spoils of War > **Total Credits:** 4,500 or 5,000



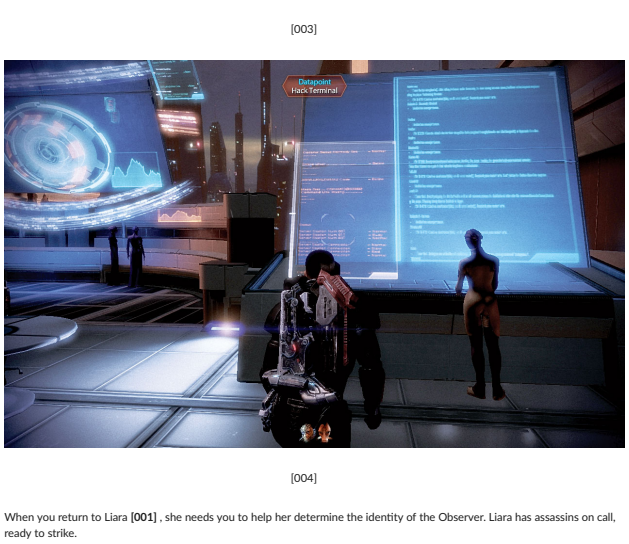
[001]



[002]



[003]



[004]

When you return to Liara **[001]** , she needs you to help her determine the identity of the Observer. Liara has assassins on call, ready to strike.

Liara's assistant, Nyxeris, has postulated that the potential culprits are a batarian, krogan, salarian, turian, and a vorcha.

To help Liara, you must go to the trading floor of Nos Astra and hack five terminals to get snippets of data. The snippets help you determine which of five potential targets is the Observer.

After finding some or all of the data, call Liara and tell her who to kill, or continue to locate more data (until all five terminals are found and checked). Here are the terminal locations:

Trading Floor: Adjacent to the asari and volus speaking about business **[002]** .

Trading Floor: Close to the counter in the Eternity Bar **[003]** .

Trading Floor: Near the large information panel **[004]** .

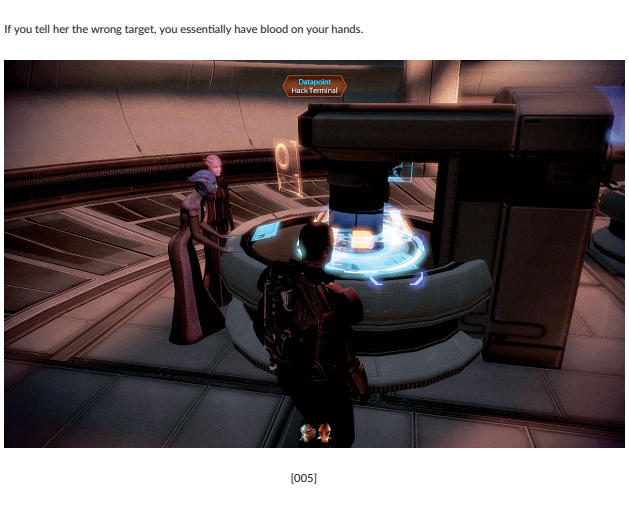
Trading Floor: Close to Serrice Technology, at a small kiosk **[005]** .

Trading Floor: At the base of the stairs in the area leading up to Liara's office **[006]** .

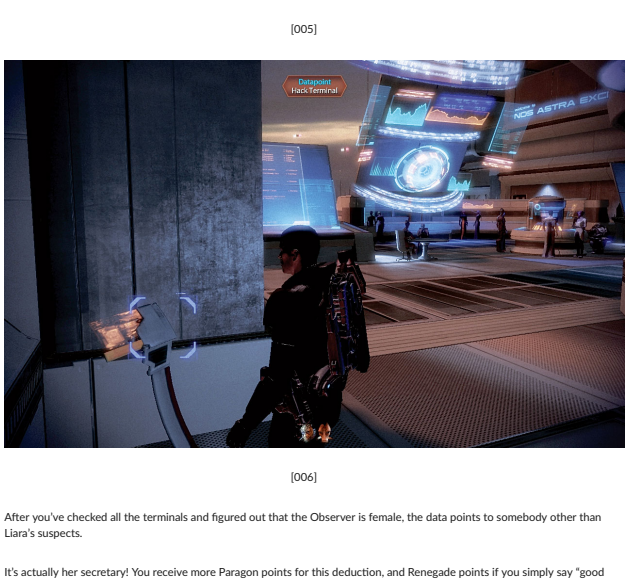
If you tell Liara the correct identity of the Observer based on the data, she has the threat neutralized and is grateful for your help (with Paragon points accrued).

You receive a reward (which is slightly higher if you didn't romance Liara in *Mass Effect* , or didn't import a *Mass Effect* character).

If you tell her the wrong target, you essentially have blood on your hands.



[005]



[006]

After you've checked all the terminals and figured out that the Observer is female, the data points to somebody other than Liara's suspects.

It's actually her secretary! You receive more Paragon points for this deduction, and Renegade points if you simply say "good luck, Liara."

Spoils of War > Special Assignment > Completion Bonus > 4,500 or 5,000 Credits

Lost Locket Found (Miranda: The Prodigal)

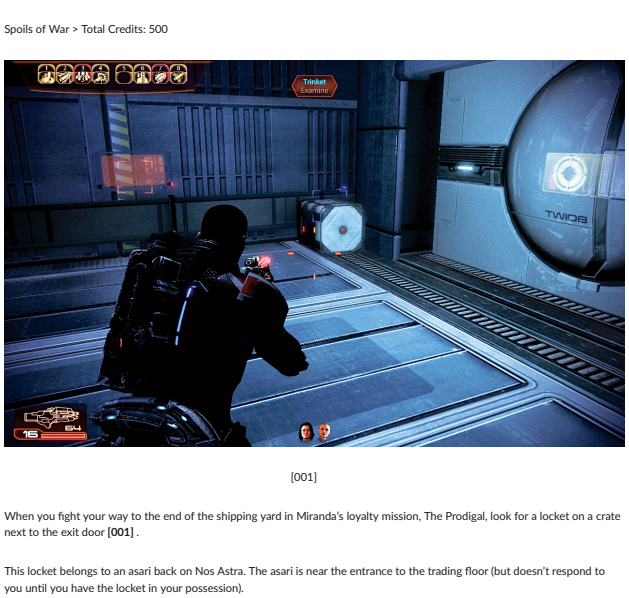
Experience Available: 40

Availability > During Miranda's Loyalty Mission: The Prodigal

Entities Encountered > Assignment Started By:

- Finding Locket

Spoils of War > Total Credits: 500



[001]

When you fight your way to the end of the shipping yard in Miranda's loyalty mission, The Prodigal, look for a locket on a crate next to the exit door **[001]** .

This locket belongs to an asari back on Nos Astra. The asari is near the entrance to the trading floor (but doesn't respond to you until you have the locket in your possession).

The asari is so happy to have it back. Expect Paragon points, as well as a small reward and XP.

Spoils of War > Special Assignment > Completion Bonus > 500 Credits

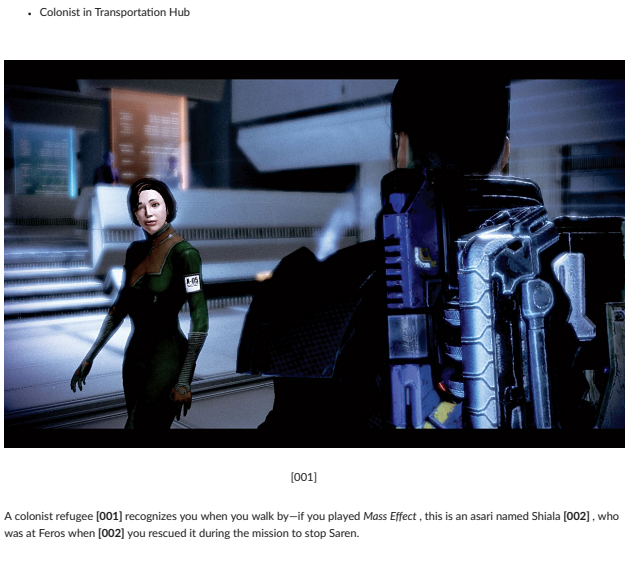
Medical Scans

Experience Available: 40

Availability > Immediately

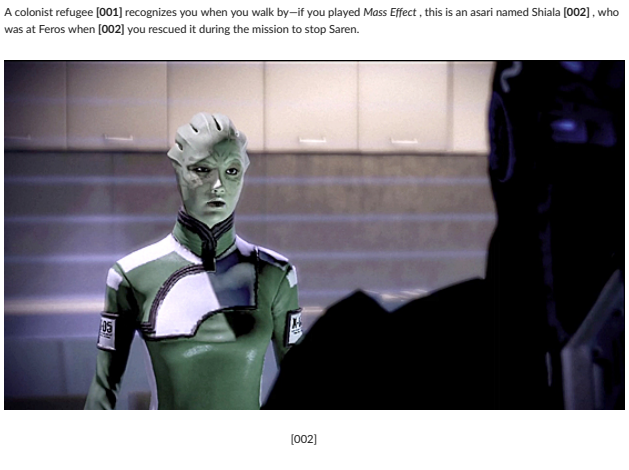
Entities Encountered > Assignment Started By:

- Colonist in Transportation Hub

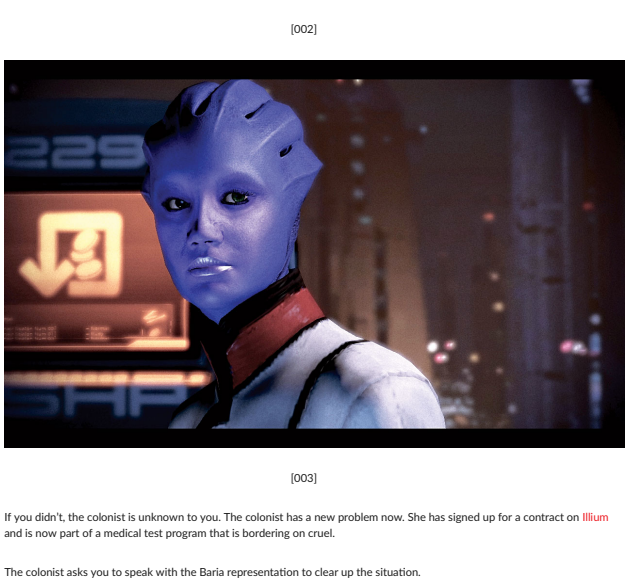


[001]

A colonist refugee **[001]** recognizes you when you walk by—if you played *Mass Effect* , this is an asari named Shiala **[002]** , who was at Feros when **[002]** you rescued it during the mission to stop Saren.



[002]



[003]

If you didn't, the colonist is unknown to you. The colonist has a new problem now. She has signed up for a contract on Illium and is now part of a medical test program that is bordering on cruel.

The colonist asks you to speak with the Baria representation to clear up the situation.

Talk to the Baria representative **[003]** , who is further along the concourse, at the Baria Frontiers terminal. The asari is rough around the edges.

If you just speak to her and appeal to her good side, she buckles and cancels the tests. Go tell the colonist she is free from her contract (for Paragon points).

You can also choose to go Renegade and not help the colonist at all, siding with the asari.

Salarian Family Data (Dossier: The Assassin)

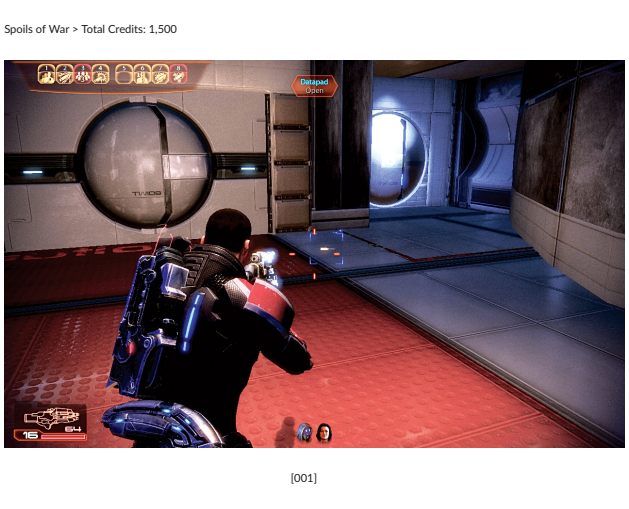
Experience Available: 40

Availability > During Thane's Recruitment Mission (Dossier: The Assassin)

Entities Encountered > Assignment Started By:

- Finding Datapad near Elevator

Spoils of War > Total Credits: 1,500



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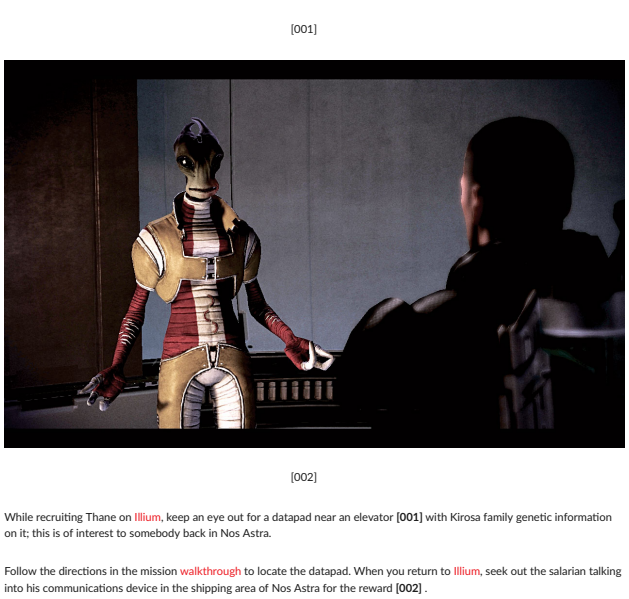


[002]

While recruiting Thane on Illium, keep an eye out for a datapad near an elevator **[001]** with Kirosa family genetic information on it; this is of interest to somebody back in Nos Astra.

Follow the directions in the mission walkthrough to locate the datapad. When you return to Illium, seek out the salarian talking into his communications device in the shipping area of Nos Astra for the reward **[002]** .

Depending on how rude you are when interrupting him, you gain Paragon or Renegade points.

Spoils of War > Special Assignment > Completion Bonus > 1,500 Credits

Smuggling Evidence (Dossier: The Justicar)

Experience Available: 40

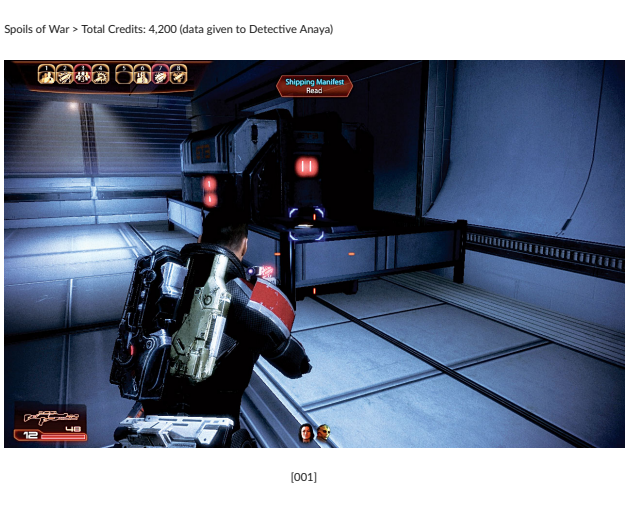
Availability > During Samara's Recruitment Mission (Dossier: The Justicar)

Entities Encountered > Assignment Started By:

- Finding Shipping Manifest

Spoils of War > Total Credits: 9,000 (data given to Pitne For)

Spoils of War > Total Credits: 4,200 (data given to Detective Anaya)



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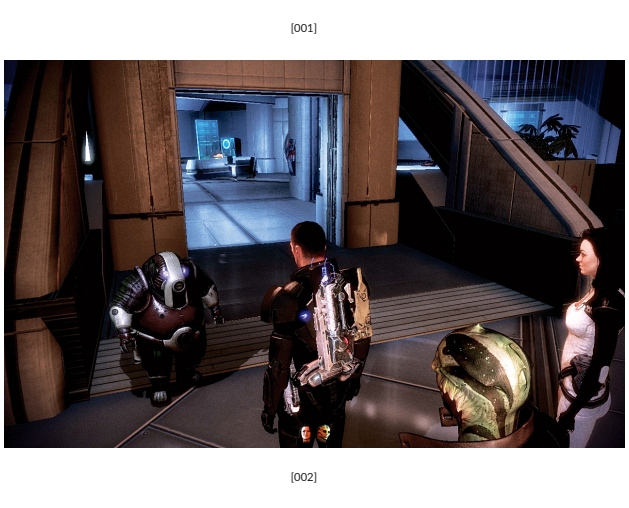
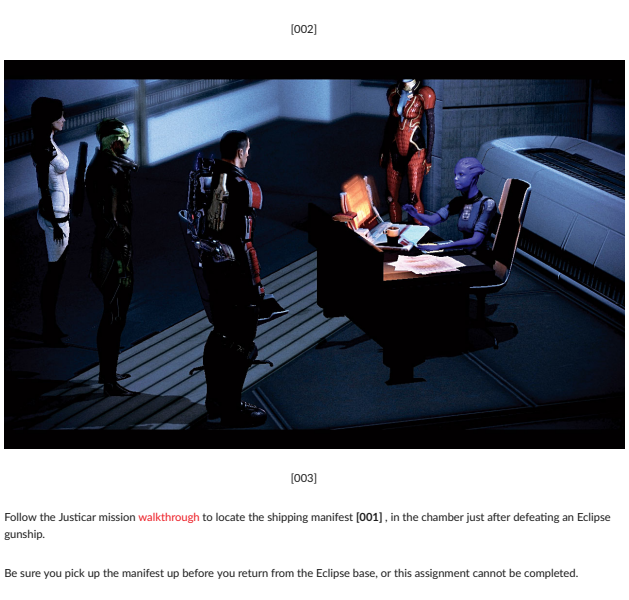


[002]



[003]

Follow the Justicar mission walkthrough to locate the shipping manifest **[001]** , in the chamber just after defeating an Eclipse gunship.

Be sure you pick up the manifest up before you return from the Eclipse base, or this assignment cannot be completed.

The manifest proves that Pitne For, the volus at the spaceport, is indeed a criminal.

After returning from the mission you have a choice to make. You can:

Give the manifest to Pitne For for credits and Renegade points **[002]** .

Give it to Detective Anaya for credits and Paragon points **[003]** . The choice is yours.

Spoils of War > Special Assignment > Completion Bonus > 4,200 or 9,000 Credits

Stolen Goods Found (Dossier: The Justicar)

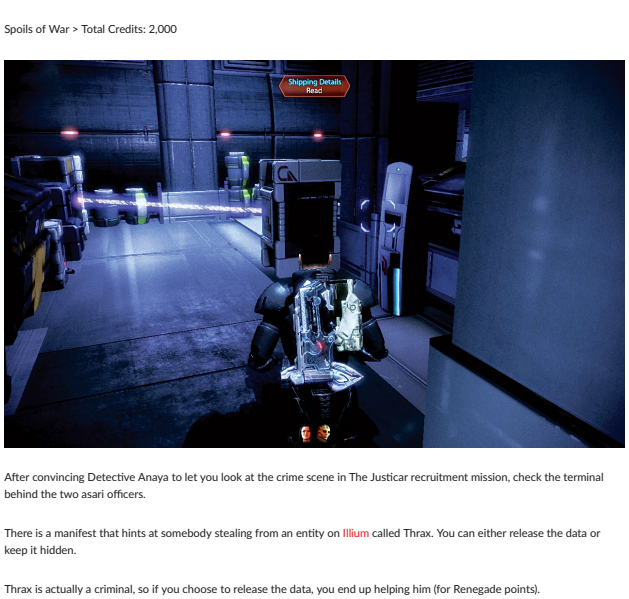
Experience Available: 40

Availability > During Samara's Recruitment Mission (Dossier: The Justicar)

Entities Encountered > Assignment Started By:

- Finding Stolen Goods Report

Spoils of War > Total Credits: 2,000



After convincing Detective Anaya to let you look at the crime scene in The Justicar recruitment mission, check the terminal behind the two asari officers.

There is a manifest that hints at somebody stealing from an entity on Illium called Thrax. You can either release the data or keep it hidden.

Thrax is actually a criminal, so if you choose to release the data, you end up helping him (for Renegade points).

Thrax's krogan associate contacts you the next time you visit Illium to tell you how much "Mr. Thrax" appreciates your effort.

Spoils of War > Special Assignment > Completion Bonus > 2,000 Credits

Omega

Location: Milky Way > Omega Nebula > Sahrabarik > Omega

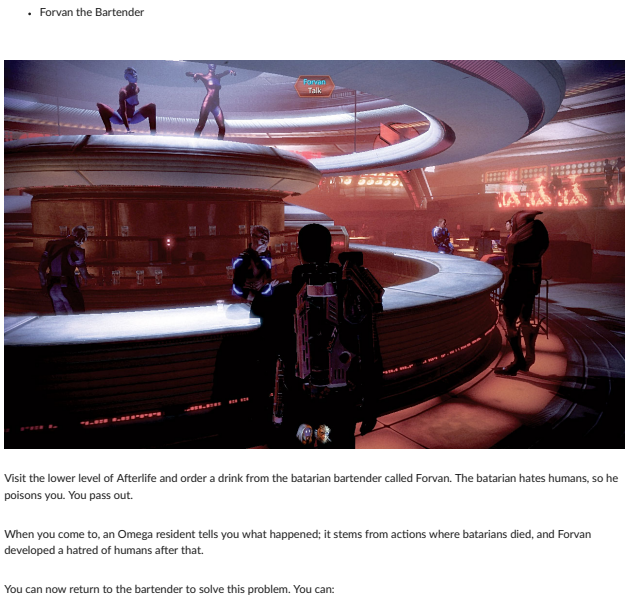
Batarian Bartender

Experience Available: 40

Availability > Immediately

Entities Encountered > Assignment Started By:

- Forvan the Bartender



Visit the lower level of Afterlife and order a drink from the batarian bartender called Forvan. The batarian hates humans, so he poisons you. You pass out.

When you come to, an Omega resident tells you what happened; it stems from actions where batarians died, and Forvan developed a hatred of humans after that.

You can now return to the bartender to solve this problem. You can:

Allow Forvan to depart the Afterlife without incident. He apologizes, and leaves.

With enough Paragon points, you can rally the patrons of the club to your side, and a turian inserts himself into the situation—and then inserts a bullet into the batarian.

With enough Renegade points, you can attempt to force Forvan to consume his own poison. Naturally, Renegade points are awarded, as Forvan dies.

You can try threatening or simply shooting Forvan yourself (for Renegade points); if Forvan produces a gun, a turian (Ogrinn) slays the bartender.

Whenever you visit the lower level bar after this assignment, you're greeted by a friendly salarian bartender and drinks are on the house.

Datapad Recovered (Dossier: Archangel)

Experience Available: 40

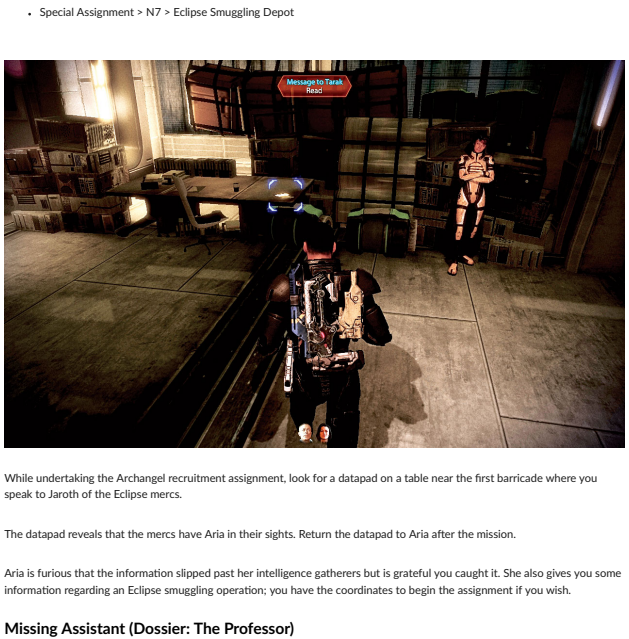
Availability > During Garrus's Recruitment Mission (Dossier: Archangel)

Entities Encountered > Assignment Started By:

- Locating Datapad

Intersecting Missions

- Special Assignment > N7 > Eclipse Smuggling Depot



While undertaking the Archangel recruitment assignment, look for a datapad on a table near the first barricade where you speak to Jaroth of the Eclipse mercs.

The datapad reveals that the mercs have Aria in their sights. Return the datapad to Aria after the mission.

Aria is furious that the information slipped past her intelligence gatherers but is grateful you caught it. She also gives you some information regarding an Eclipse smuggling operation; you have the coordinates to begin the assignment if you wish.

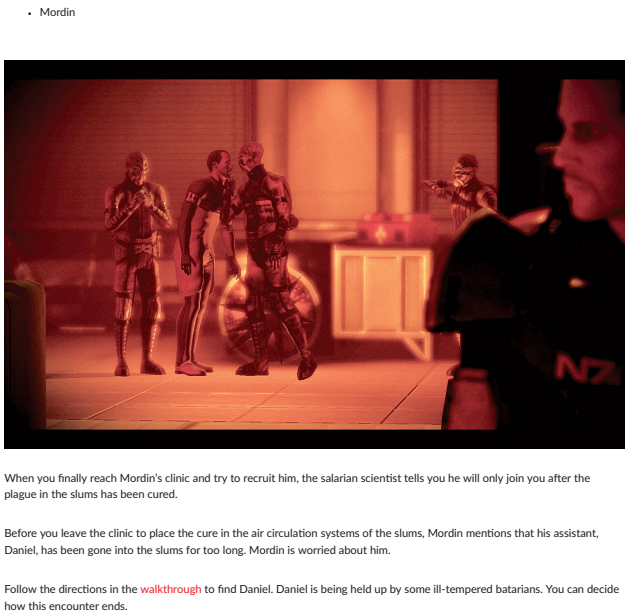
Missing Assistant (Dossier: The Professor)

Experience Available: 40

Availability > During Mordin's Recruitment Mission (Dossier: The Professor)

Entities Encountered > Assignment Started By:

- Mordin



When you finally reach Mordin's clinic and try to recruit him, the salarian scientist tells you he will only join you after the plague in the slums has been cured.

Before you leave the clinic to place the cure in the air circulation systems of the slums, Mordin mentions that his assistant, Daniel, has been gone into the slums for too long. Mordin is worried about him.

Follow the directions in the walkthrough to find Daniel. Daniel is being held up by some ill-tempered batarians. You can decide how this encounter ends.

Either peacefully allow the batarians to leave or blast them (which could result in Daniel's death).

If you free Daniel, he returns to the clinic, bringing medi-gel with him. You can see him there later when you finish the recruitment mission.

Med Kit > +1 Medi-gel > 100 Credits

Note

This assignment is part of The Professor, Mordin's recruitment mission on Omega, despite its appearance in the special assignments section of your journal.

Daniel's exact location is detailed in the mission walkthrough.

Packages for Ish

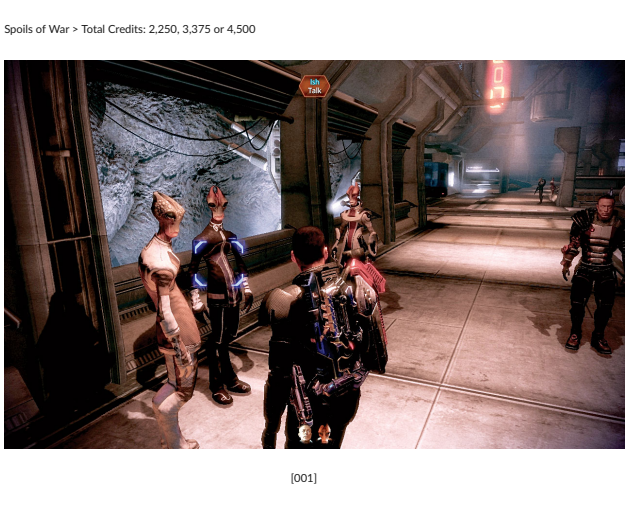
Experience Available: 40

Availability > After Recruitment Missions Dossier: Archangel and Dossier: The Professor Are Complete

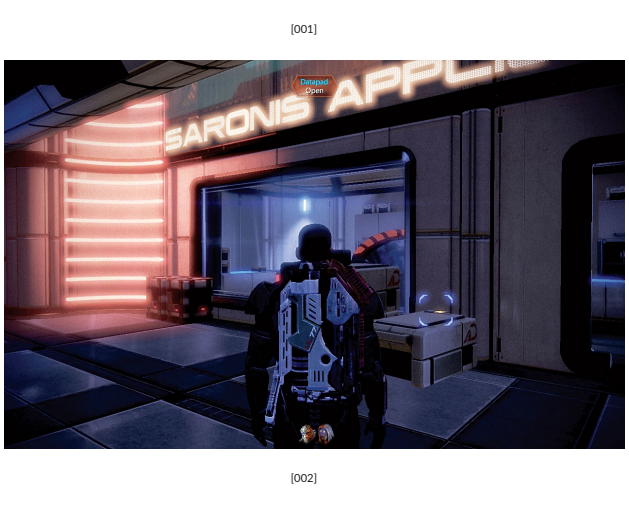
Entities Encountered > Assignment Started By:

- Ish

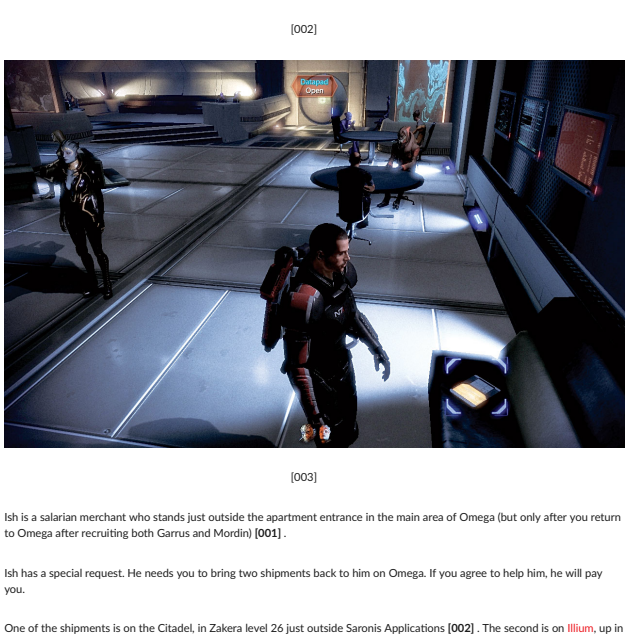
Spoils of War > Total Credits: 2,250, 3,375, or 4,500



[001]



[002]



[003]

Ish is a salarian merchant who stands just outside the apartment entrance in the main area of Omega (but only after you return to Omega after recruiting both Garrus and Mordin) **[001]** .

Ish has a special request. He needs you to bring two shipments back to him on Omega. If you agree to help him, he will pay you.

One of the shipments is on the Citadel, in Zakera level 26 just outside Saronis Applications **[002]** . The second is on Illium, up in the Eternity Bar close to a quarian and turian at a table **[003]** .

Gather both shipments and bring them back for the reward. The type of reward varies, based on your morality:

Hand over the packages for Renegade points and you receive 4,500 credits.

Inform Ish he may be in over his head, and receive a slightly smaller reward of 3,375 credits.

Or, you can choose to bring the packages to Anto (a bodyguard of Aria's, in Afterlife). You can then:

Hand over the packages for Paragon or Renegade points, but no credit reward.

Or lean on Anto a little, and receive 2,250 for your troubles, plus any associated Paragon or Renegade points.

Spoils of War > Special Assignment > Completion Bonus >2,250, 3,375, or 4,500 Credits

Note

It appears that both Jacob and Miranda have had previous dealings with Ish, and he's not particularly trustworthy, although that doesn't affect your actions here.

Struggling Quarian

Experience Available: 40/50

Availability > Immediately

Entities Encountered > Assignment Started By:

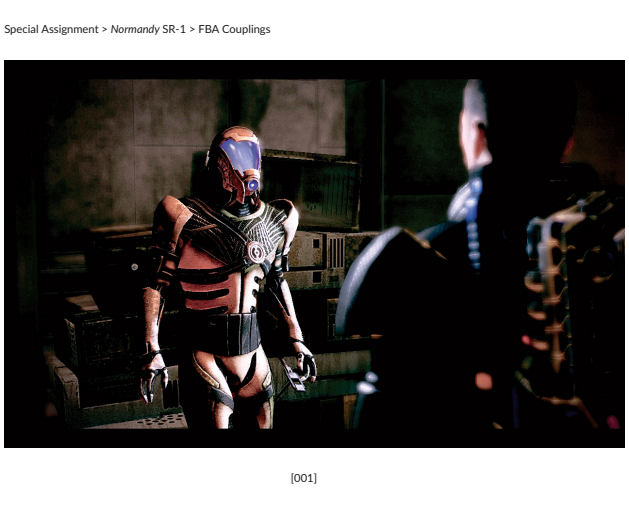
- Kenn

Spoils of War > Kenn's Salvage > Store Discount

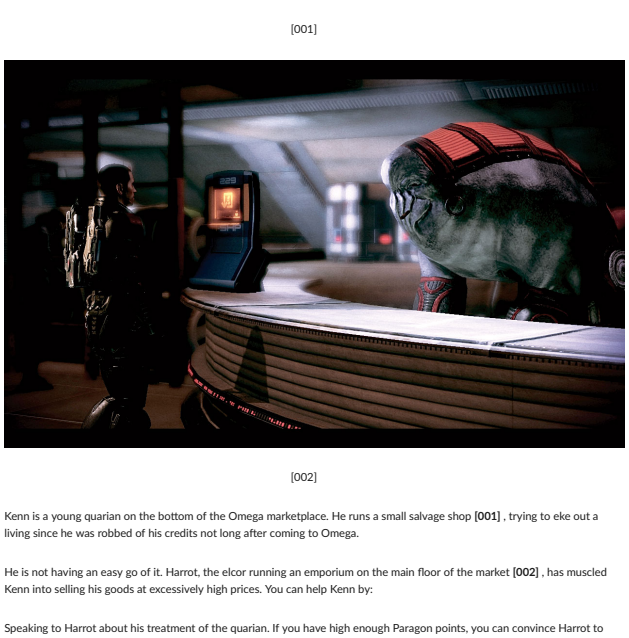
Spoils of War > Harrot's Emporium > Store Discount

- Intersecting Missions

Special Assignment > *Normandy* SR-1 > FBA Couplings



[001]



[002]

Kenn is a young quarian on the bottom of the Omega marketplace. He runs a small salvage shop **[001]** , trying to eke out a living since he was robbed of his credits not long after coming to Omega.

He is not having an easy go of it. Harrot, the elcor running an emporium on the main floor of the market **[002]** , has muscled Kenn into selling his goods at excessively high prices. You can help Kenn by:

Speaking to Harrot about his treatment of the quarian. If you have high enough Paragon points, you can convince Harrot to halt the hassling of Kenn. This also allows you to purchase Harrot's goods at a discount. After that, you can give Kenn credits to leave Omega, if you wish. Do not fear Harrot. The elcor will listen to reason—and by reason, that means intimidation or charm.

Speaking to Harrot about buying out Kenn, if you have high enough Renegade points. You receive a discount at both stores.

Giving Kenn 1,000 credits so he can buy a ticket off Omega. This awards you Paragon points.

Note

If you help Kenn, you get a discount at his shop. Remember to purchase all Kenn's items prior to Kenn departing, or the discount is unavailable (unless secured with Harrot).

The Patriarch

Experience Available: 40

Availability > After Recruitment Mission Dossier: Archangel, or Dossier: The Professor

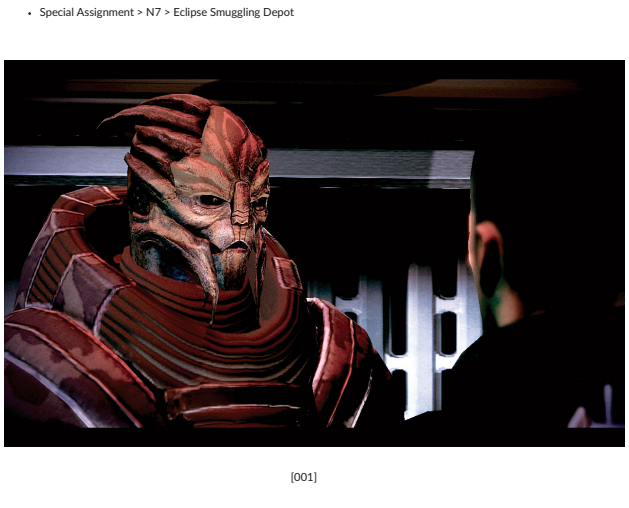
Entities Encountered > Assignment Started By:

- Grizz in Afterlife

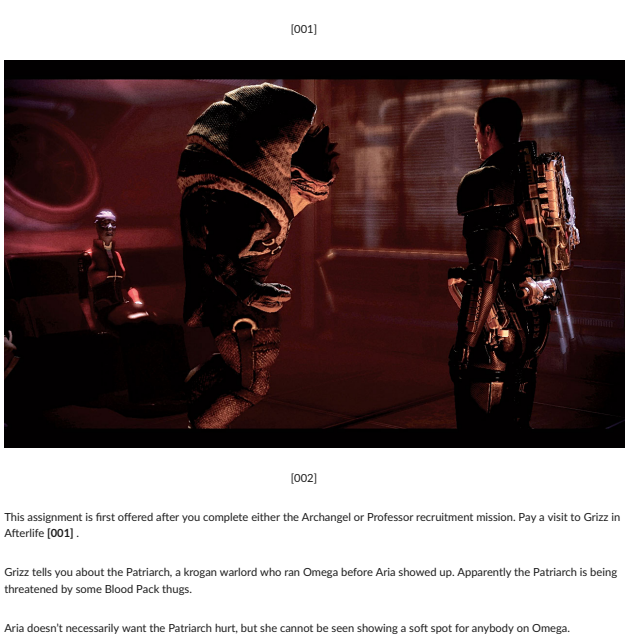
Spoils of War > Total Credits: 3,000

Intersecting Missions

- Special Assignment > N7 > Eclipse Smuggling Depot



[001]



[002]

This assignment is first offered after you complete either the Archangel or Professor recruitment mission. Pay a visit to Grizz in Afterlife **[001]** .

Grizz tells you about the Patriarch, a krogan warlord who ran Omega before Aria showed up. Apparently the Patriarch is being threatened by some Blood Pack thugs.

Aria doesn't necessarily want the Patriarch hurt, but she cannot be seen showing a soft spot for anybody on Omega.

Grizz asks if you would go speak to the Patriarch and tell him to make himself scarce for a while.

The Patriarch is downstairs, in a small room just off the lower level of Afterlife **[002]** . Speak to the Patriarch about the threats.

You can listen to the krogan tell the story of how he fought Aria for control of Omega and ultimately lost. But the bottom line is, you need to tell the Patriarch to scram if he wants to live.

The Patriarch sees the threat as an opportunity, though. Maybe he should stick around to make things hard for Aria. You can:

Recommend that the Patriarch goes to ground until these issues blow over. After some convincing, the Patriarch (reluctantly) agrees. There are no Paragon or Renegade points for this option, but Aria's orders are completed just as she requested them to be.

Underline the point and get the Patriarch to leave, telling him that you'll take care of the Blood Pack for him, receiving Paragon points. Grunt (if accompanying you, and after his completed loyalty mission) is able to convince the Patriarch that his glory is intact.

Convince him to go out in a blaze of glory by fighting the Blood Pack and die a happy krogan. You receive Renegade points for egging him on.

If you agree to take out the Blood Pack threat for the Patriarch, essentially becoming his phantom krantt, step through either door leading outside of the Afterlife.

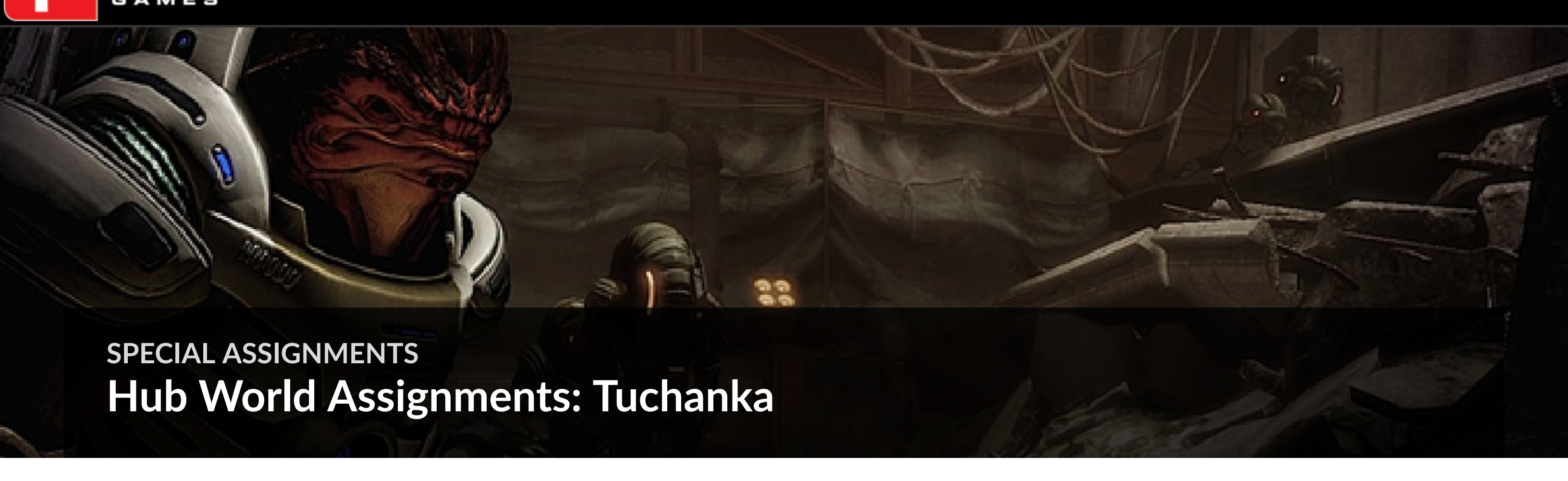
Confront the krogan Blood Pack warriors that have been sent to kill the Patriarch. This situation usually ends with two dead krogan; speak to them until combat begins, leave without combat, or begin firing.

Note

If you kill the Blood Pack thugs for the Patriarch, Aria receives the news of an empowered Patriarch with little joy but rewards you with coordinates of an Eclipse smuggling depot if (and only if) you've completed special assignment Datapad Recovered.

If the Patriarch leaves, she is much happier. You can speak to the Patriarch again after killing the mercenaries and receive a few more Paragon points.

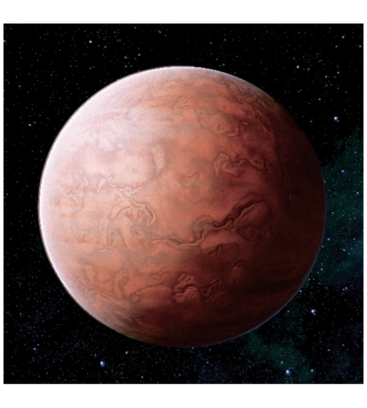
Spoils of War > Special Assignment > Completion Bonus > 3,000 Credits



SPECIAL ASSIGNMENTS

Hub World Assignments: Tuchanka

Location



Location: Milky Way > Krogan DMZ > Aralakh > Tuchanka

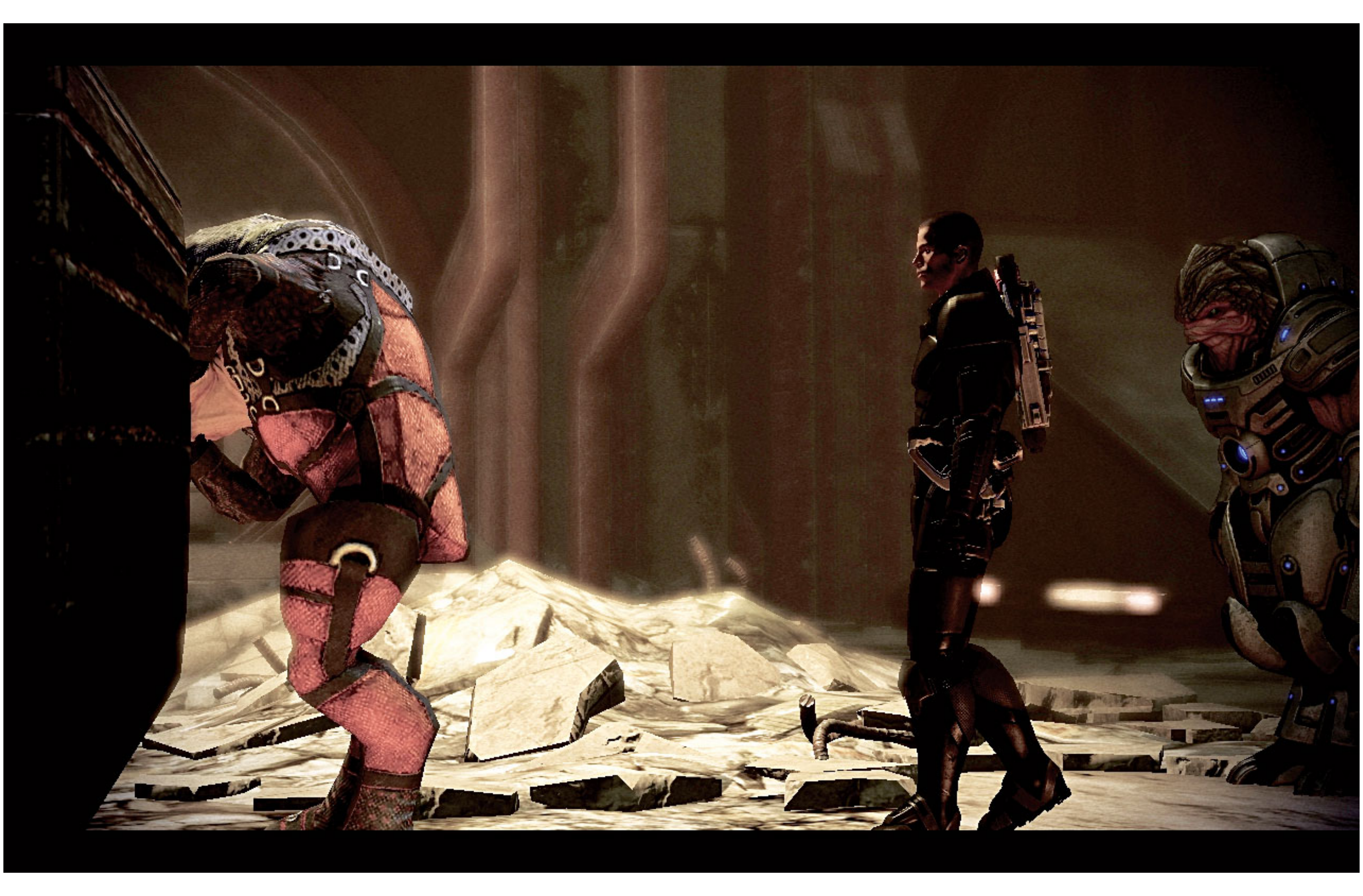
Combustion Manifold (Mordin: Old Blood)

Experience Available: 40

Availability > Immediately †
Entities Encountered > Assignment Started By:

- Krogan Mechanic

Spoils of War > Total Credits: 1,000

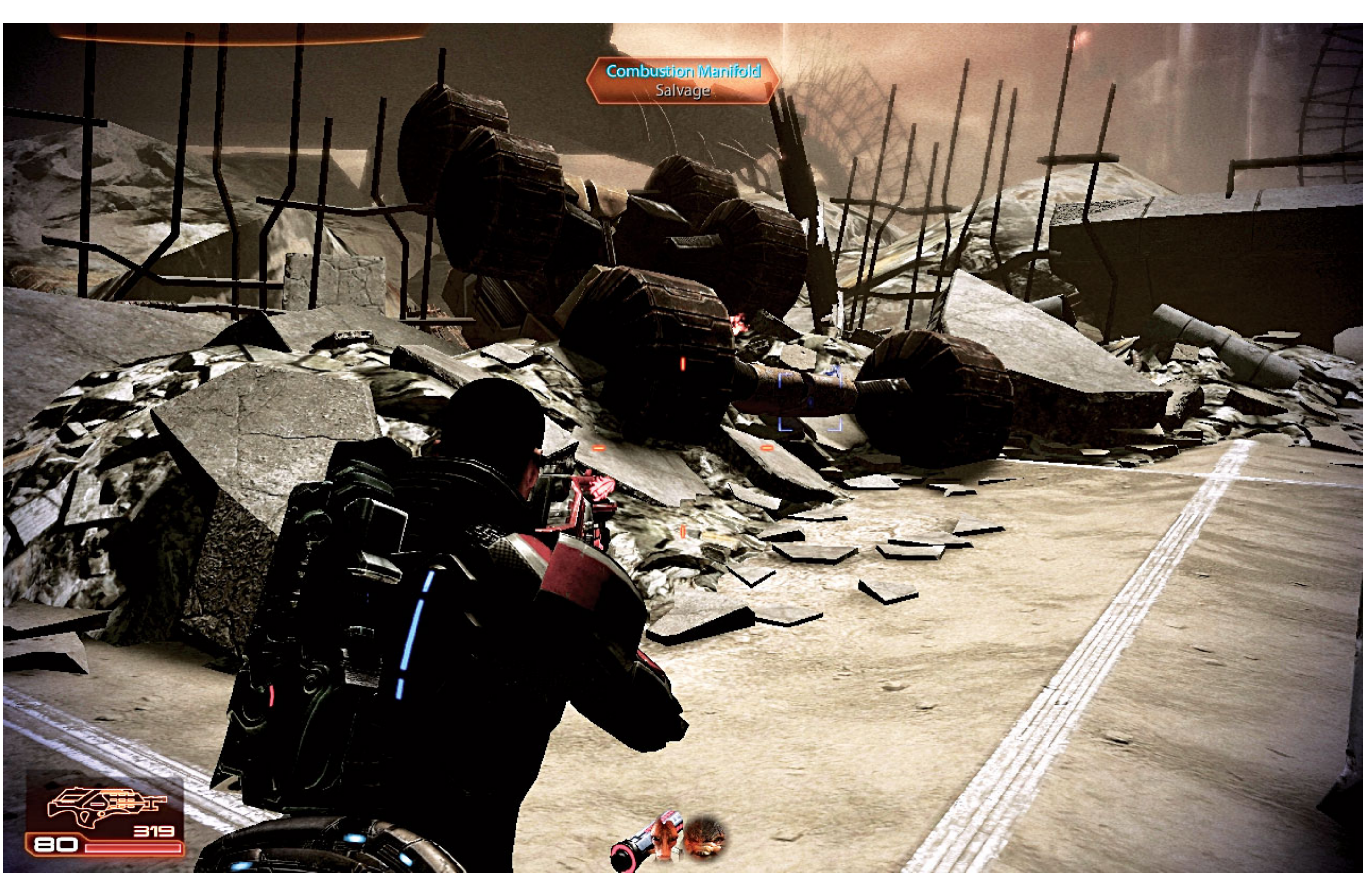


[001]

When you first arrive in Tuchanka, visit the mechanic working on the giant truck **[001]** . The mechanic needs a combustion manifold to make the necessary repairs to the truck.

He could make a new one, but that would take days. If you offer to find one for him, the mechanic tells you that you might find one outside of the city.

The combustion manifold the mechanic needs is found during Mordin's loyalty mission, Old Blood.



[002]

During the loyalty mission, before entering the hospital swipe the combustion manifold from the overturned truck **[002]** .

After finishing the mission, return to the mechanic and give him the manifold to receive some credits. Assignment complete.

This needs to be done in the correct order: Speak to the mechanic, then find the combustion manifold.

If you don't speak to the mechanic before starting the mission, or find the manifold but haven't spoken to the mechanic, the mechanic offers you no reward.

Spoils of War > Special Assignment > Completion Bonus > 1,000 Credits

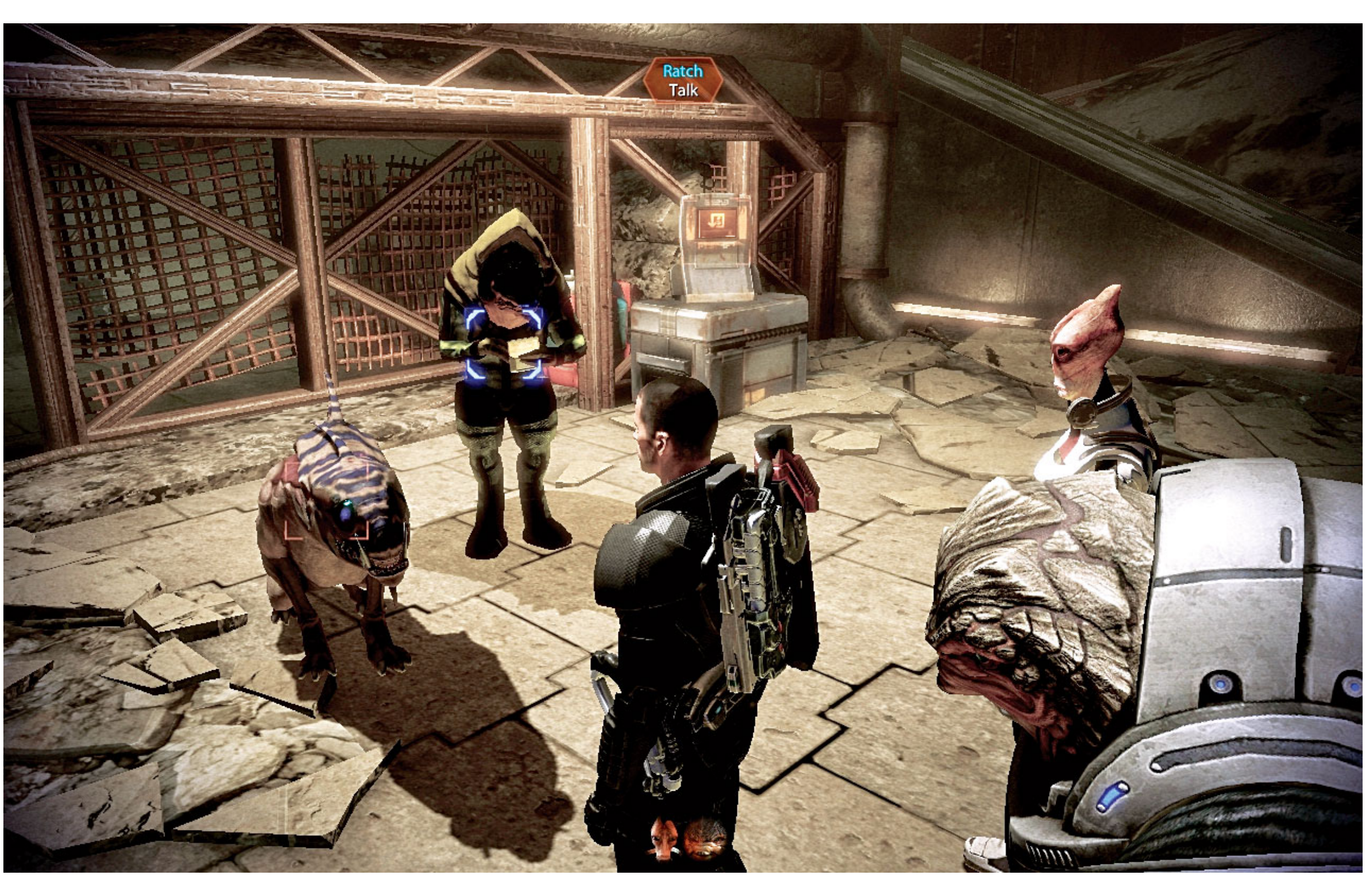
Killing Pyjaks

Experience Available: 40

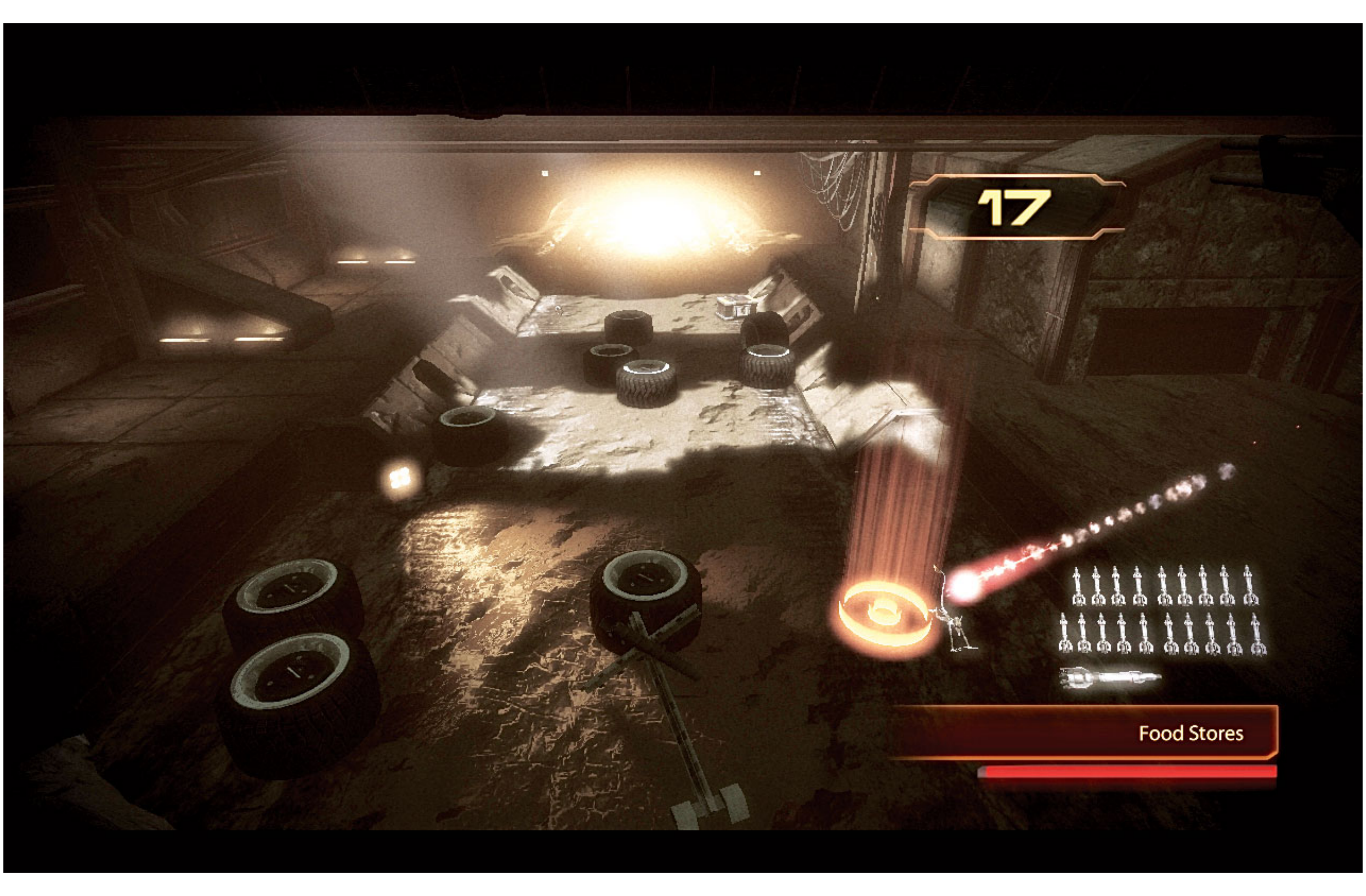
Availability > Immediately Entities Encountered > Assignment Started By:

- Ratch

Spoils of War > Ratch's Wares > Discount Spoils of War > Ratch's Wares > Pyjak Meat



[001]



[002]

Shopkeeper Ratch is willing to offer you a discount to his kiosk **[001]** , but only if you help with the local pyjak problem.

The vermin are getting into the food stocks on Tuchanka. Use the shooting range next to the chief scout, which is only accessible once you've spoken to Ratch about the vermin.

Step up to the left gun battery. This begins the game **[002]** .

There are three waves of pyjaks. You must shoot all of the pyjaks in each wave without running out of ammunition, which is noted on the right side of the screen.

There is a catch to this range, though. There are two guns, one mounted on each side of the range. They alternate.

The pyjaks run through a field of old tires, and if you try to blast a pyjak with a gun on the opposite side of the range, you risk hitting only tires.

Try to get in a rhythm with the pyjaks. Aim ahead of the pyjaks so the shot lands right on top of the pyjak as it runs, although there is a blast radius that allows a little wiggle room.

Don't let them get too far down the field by waiting for them to enter the clearings among the tires or else they may scurry away.

If you complete all the waves of pyjak shooting, Ratch gives you a discount at his shop. Killing pyjaks adds pyjak meat to the kiosk inventory.

Feed it to Ratch's varren, Urz, to get a loyal friend. Urz can then be taken to the varren fighting pit, and bet on to win far more credits than the usual choices.

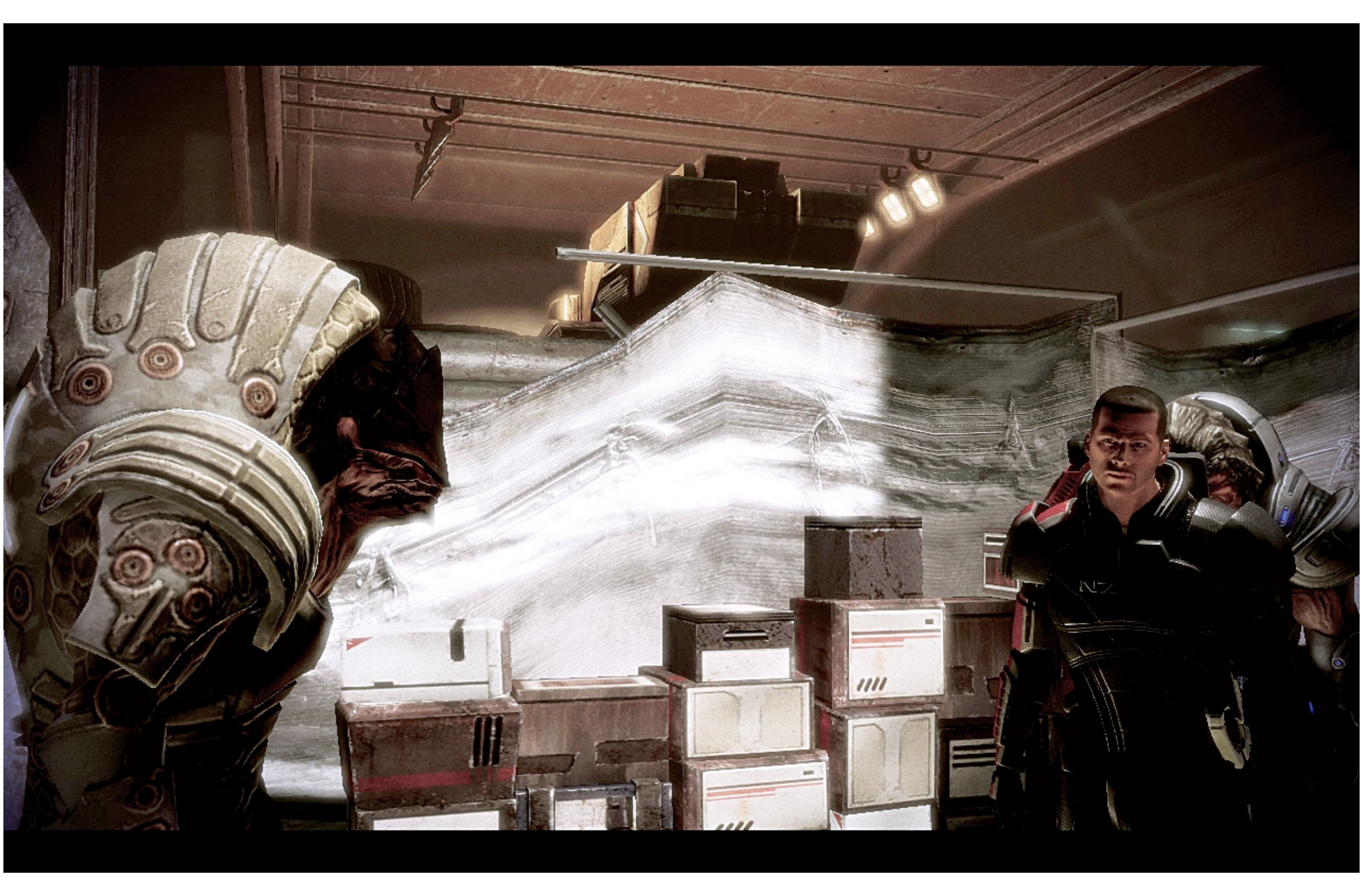
Missing Scout (Mordin: Old Blood)

Experience Available: 40

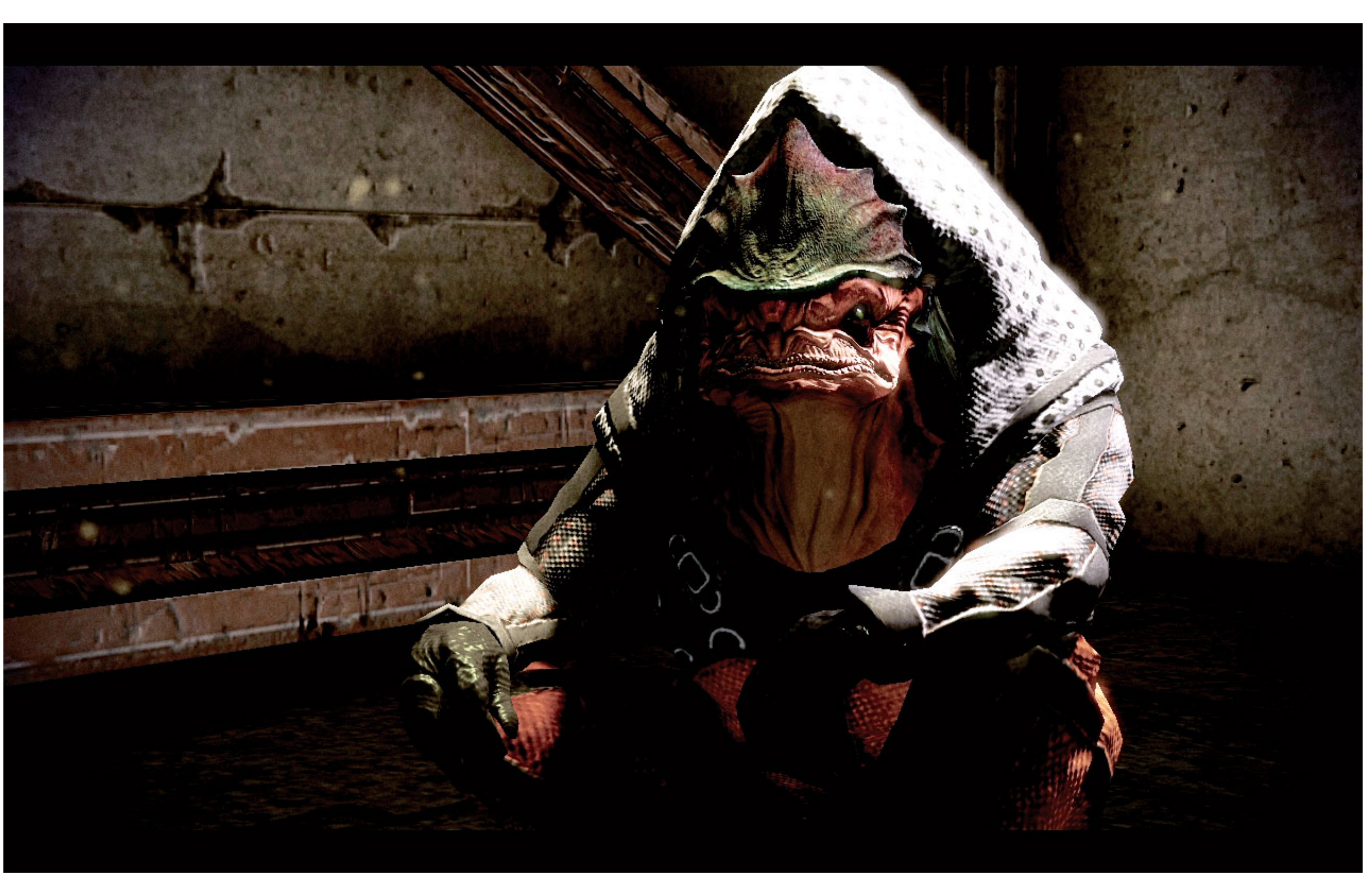
Availability > During Mordin: Old Blood †

Entities Encountered > Assignment Started By:

- Chief Scout



[001]



[002]

In order to head out to the Clan Weyrloc base, you must talk to the chief scout for clan Urdnot, who is next to the pyjak shooting range **[001]** .

The chief scout mentions that he recently sent a scout out to Weyrloc territory to investigate the news of a salarian scientist in the clan's custody. However, that scout has since gone missing.

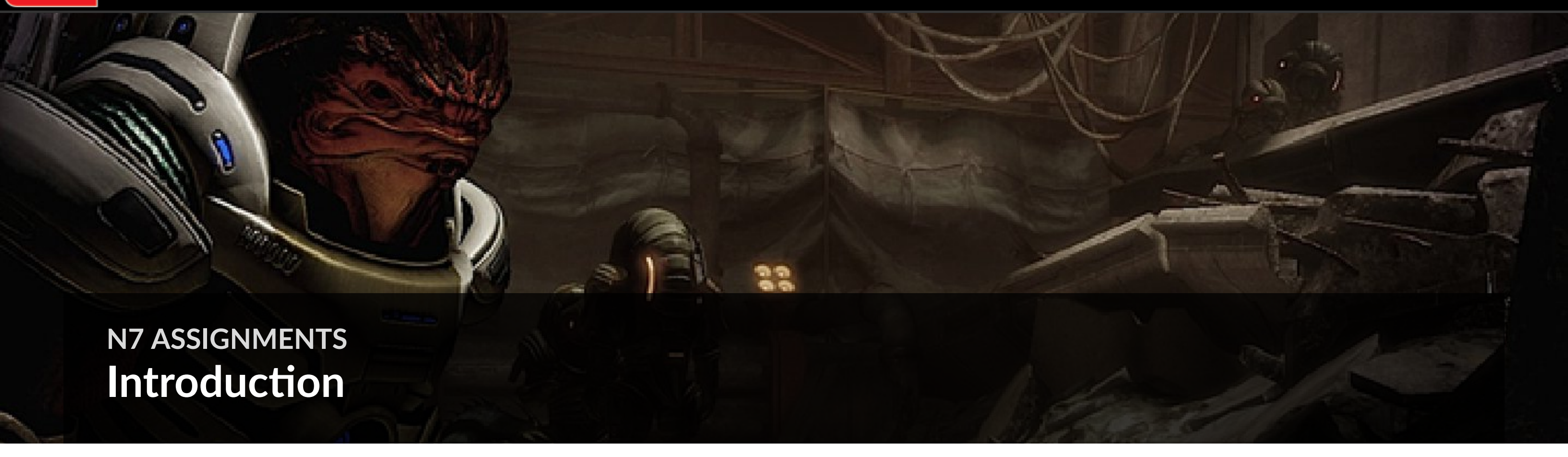
Follow the Old Blood walkthrough to locate the missing scout. The scout sits in a cell, alone and dejected **[002]** .

Get that krogan off his feet through charm or intimidation. Lying to the krogan fails this assignment. Convince him to go back to the city, which takes a little tough love.

The missing scout roars to life and escapes the Weyrloc base, completing the assignment.

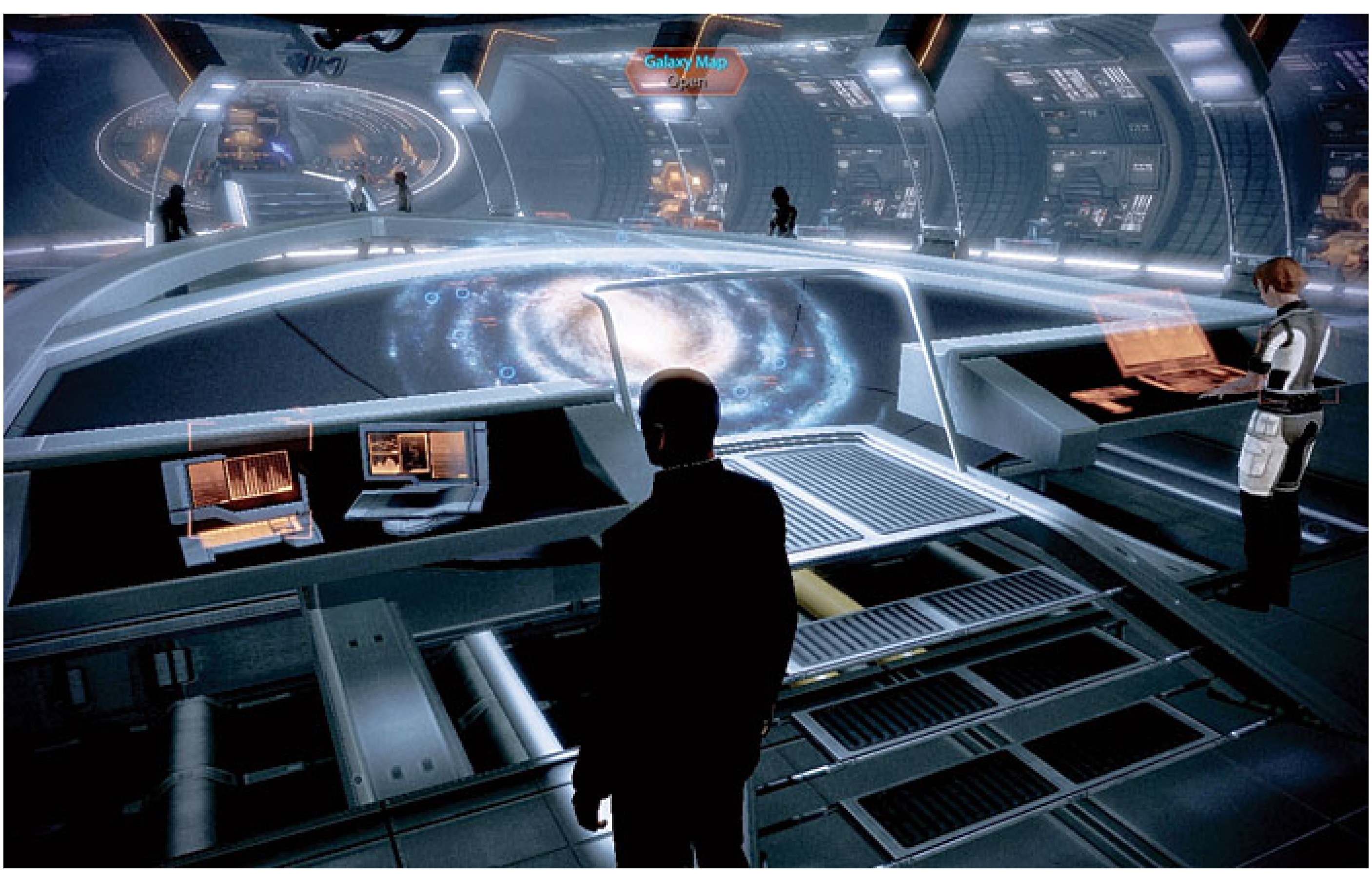
Caution

† You have to speak to the chief scout to access the area where the scout is located. If you miss the scout's room, or ignore him, you cannot return, so ensure this is completed during the Old Blood mission.

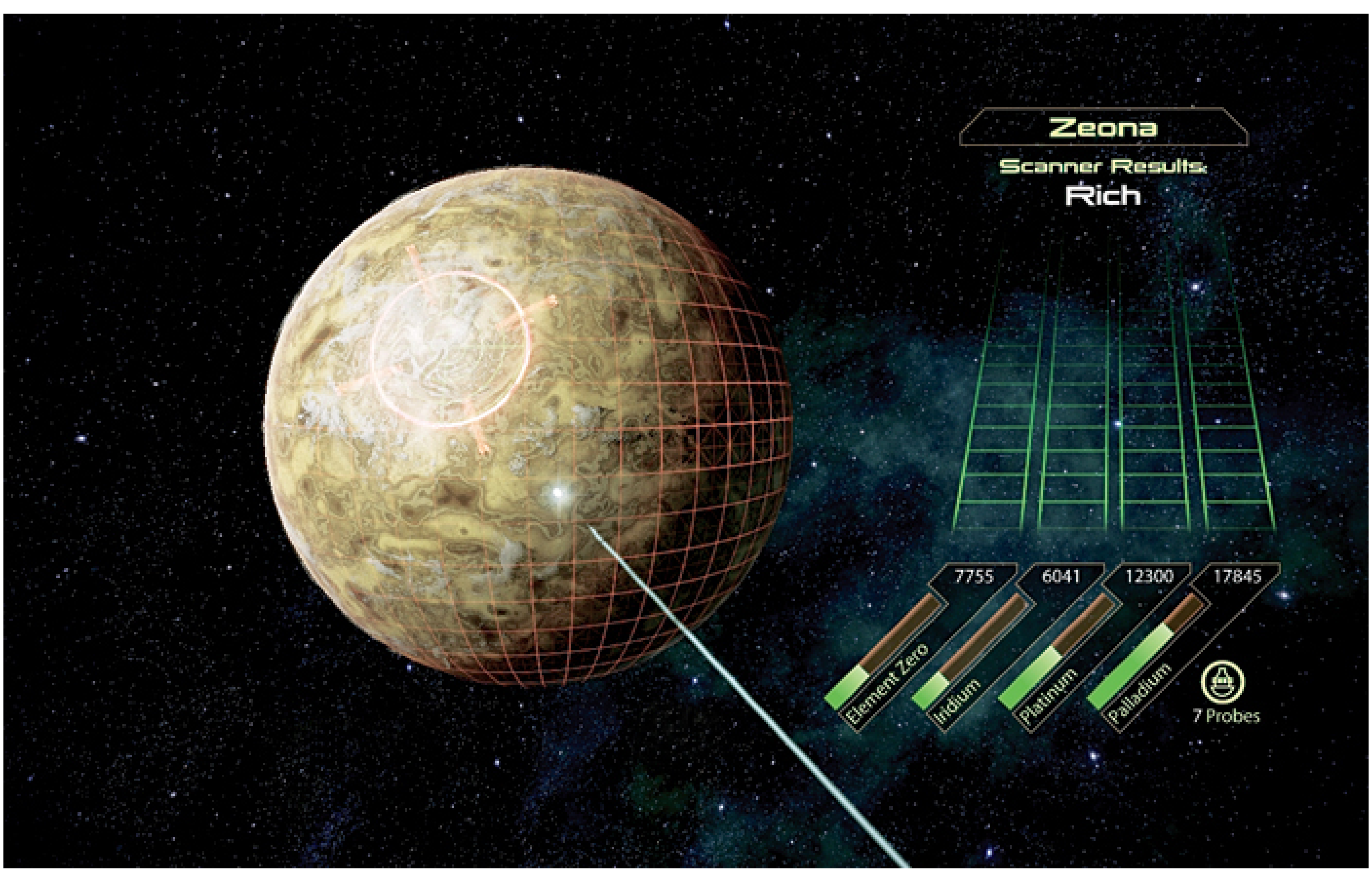


N7 ASSIGNMENTS

Introduction



[001]



[002]

N7 assignments are much more involved than those you take on in the hub worlds. These assignments send you crisscrossing the galaxy in search of trouble spots that require your attention.

These missions play out much like main story missions. You go to a world, select an away team, and then fight your way toward the goal.

When the mission is complete, you earn experience, credits, and any minerals you find along the way.

There are two ways to find N7 assignments. A handful of the assignments are brought to your attention via your private terminal **[001]** .

These messages give you the general parameters of the assignment and tell you where to start looking. However, most of the N7 missions must be found by scanning planets **[002]** .

Now, you could scan the planets one by one in search of all of the N7 missions. But why not just use our list of all N7 assignments to cut short the detective work?

Caution

Don't skip mining trips just because you know where to find all of the N7 missions. You need to mine minerals if you want to complete the majority of the upgrade research projects offered in Mordin's lab aboard the *Normandy* .

Use your scanner to seek out anomalies on the surfaces of planets. Follow the white arrow on the scanner to the exact spot of the signal. When you drop a probe on a signal source, you can then land your shuttle.

Not all of the missions are available right away. Several of the N7 assignments are unlocked one after the other, in sequence. Completing one opens the lead to another.

It is also important to open up as many clusters on your galaxy map as possible to find all of the N7 assignments. To open up all of the clusters, you must first:

Continue your main walkthrough missions, as some clusters are accessible only after particular missions are completed.

Buy all four star charts from the Baria Frontiers store kiosk in Illium—these place the Minos Wasteland, Hades Nexus, Pylos Nebula, and Shrike Abyssal on your galaxy map.

Locate all of the DLC packs to ensure your galaxy map is complete. Consult the Planetary Database to learn where to find all the different clusters, systems, and planets.

Without opening the clusters, you cannot see them. Some clusters are only revealed after you finish up an assignment in a sequence.

Tip

Check the strategies for each assignment before determining your away team. For example, if you know you are about to face down geth on Canalus, you might wish to bring an engineer if you are not one yourself.

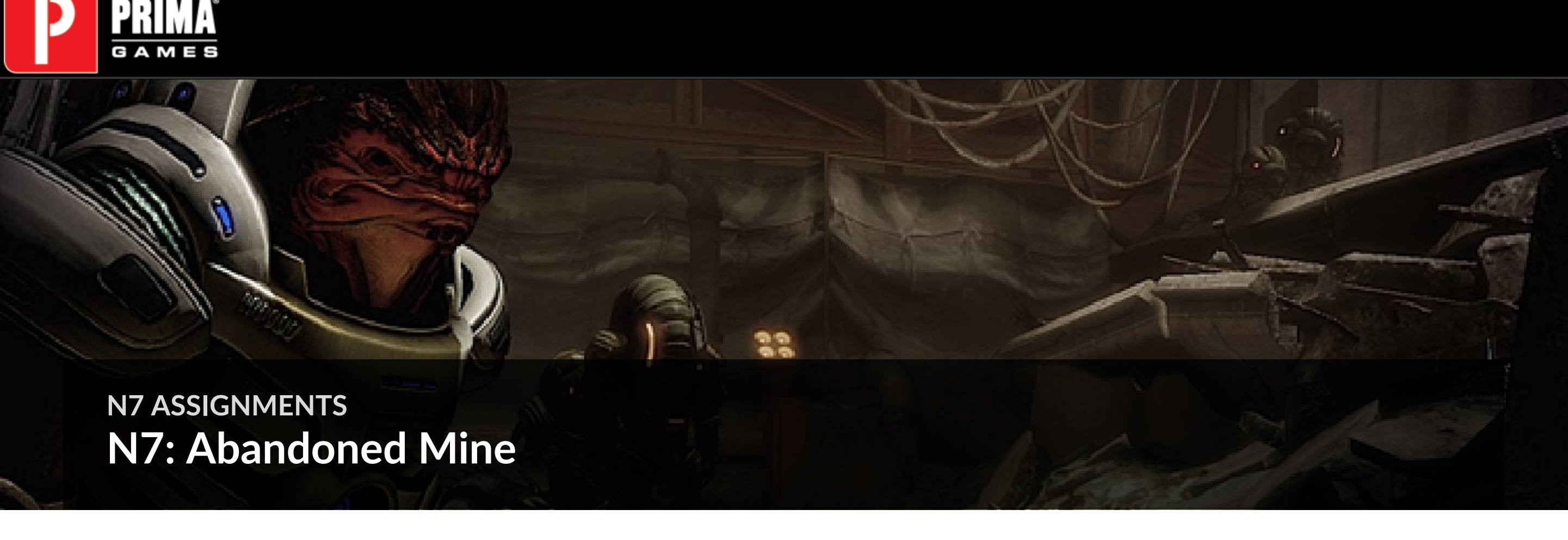
Use this table to track all of the N7 assignments. The table lists how the assignment is discovered.

If the assignment is just found via a scan, then go straight to the planet and scan it. Assignments received only via your private terminal are noted.

Assignments that are links in a chain are marked as "After" with the name of the planet involved in the previously required N7 assignment or main mission.

For precise galactic locations of each assignment, consult the assignment itself.

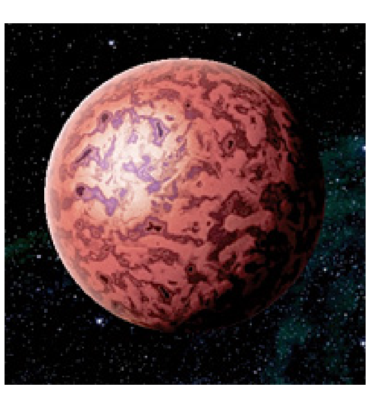
Assignment Name	Unlocked
N7: Abandoned Mine	By Scanning Planet > Aequitas
N7: Anomalous Weather Detected	By Scanning Planet > Canalus
N7: Blood Pack > Blood Pack Base	By Scanning Planet > Zada Ban
N7: Blood Pack > Blood Pack Communications Relay	After Completing N7: Blood Pack > Blood Pack Base, or by Scanning Planet > Tarith
N7: Blue Suns > Archeological Dig Site	After Accepting Jacob's Loyalty: The Gift of Greatness
N7: Blue Suns > MSV Strontium Mule	After Completing N7: Blue Suns > Archeological Dig Site
N7: Blue Suns > Blue Suns Base	After Completing N7: Blue Suns > MSV Strontium Mule
N7: Eclipse > Captured Mining Facility	By Scanning Planet > Helyme
N7: Eclipse > Eclipse Smuggling Depot	By Scanning Planet > Daratar
N7: Endangered Research Station	After Completing Mission: Horizon, then Scanning Planet > Moon > Sinmara
N7: Hahne-Kedar Mechs > Wrecked Merchant Freighter	By Scanning Planet > Neith
N7: Hahne-Kedar Mechs > Abandoned Research Station	After Completing N7: Hahne-Kedar Mechs > Wrecked Merchant Freighter
N7: Hahne-Kedar Mechs > Hahne-Kedar Facility	After Completing N7: Hahne-Kedar Mechs > Abandoned Research Station
N7: Imminent Ship Crash	Via Email from Personal Terminal
N7: Javelin Missiles	After Completing N7: Blue Suns > Blue Suns Base or by Scanning Planet > Moon > Franklin
N7: Lost Operative	After Acquiring Normandy, then Scanning Planet > Lorek
N7: Mining the Canyon	By Scanning Planet > Taitus
N7: MSV Estevanico	By Scanning Planet > Zanethu
N7: Normandy Crash Site	After Receiving Missive from Admiral Hackett, then Scanning Planet > Alchera
N7: Quarian Crash Site	By Scanning Planet > Gei Hinnom



N7 ASSIGNMENTS

N7: Abandoned Mine

Mission Data



Location: Milky Way > Minos Wasteland > Fortis > Aequitas

Experience Available: 125/156

Availability > By Scanning Planet > Aequitas

Entities Encountered > Enemies

- Abomination
- Husk

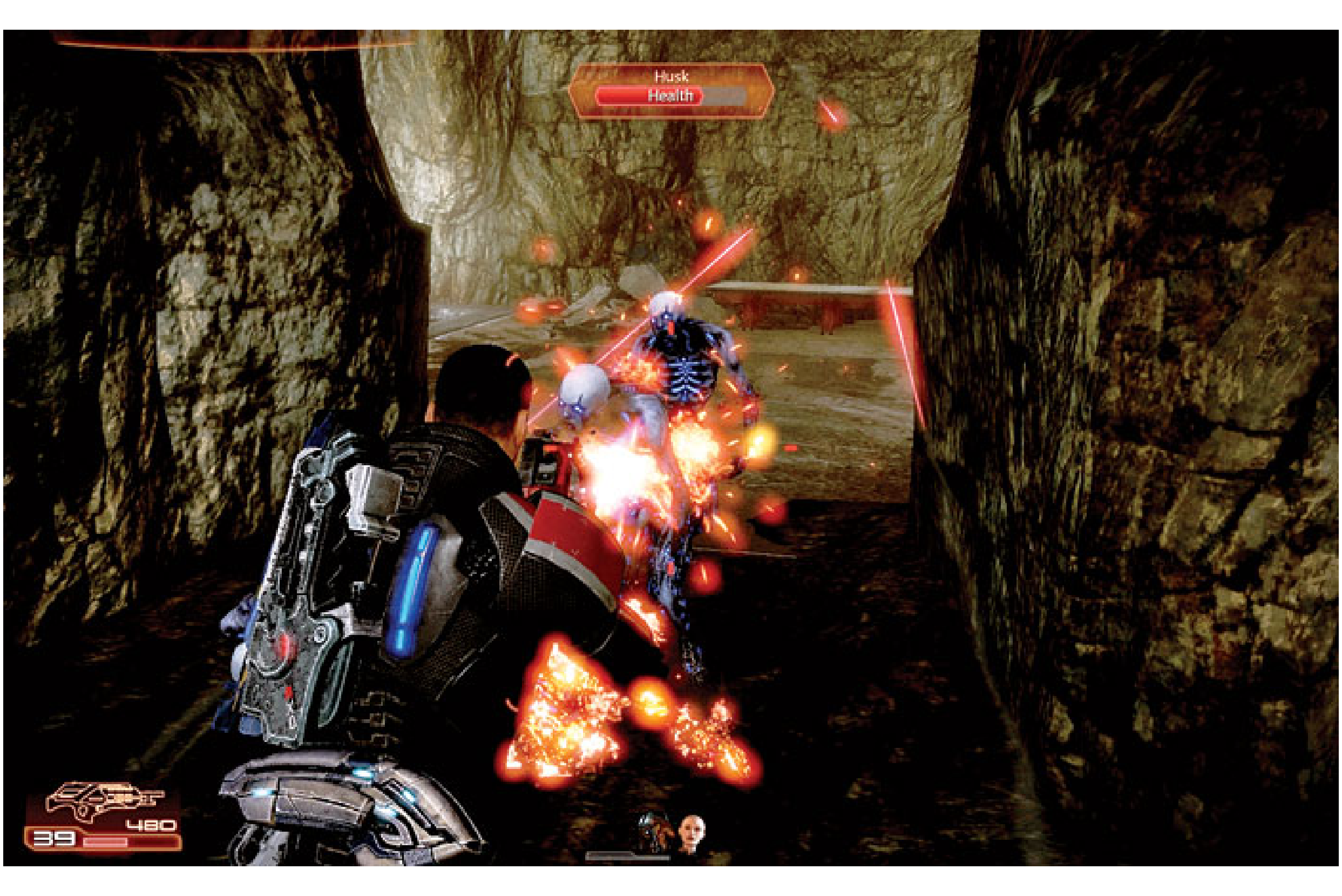
Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > Iridium: 2,000

The mining facility on Aequitas has gone silent. Something has either chased away the miners or killed them. Investigate the site to determine what happened here and see if you can possibly stop it from spreading.

Investigating the Abandoned Mine



[001]

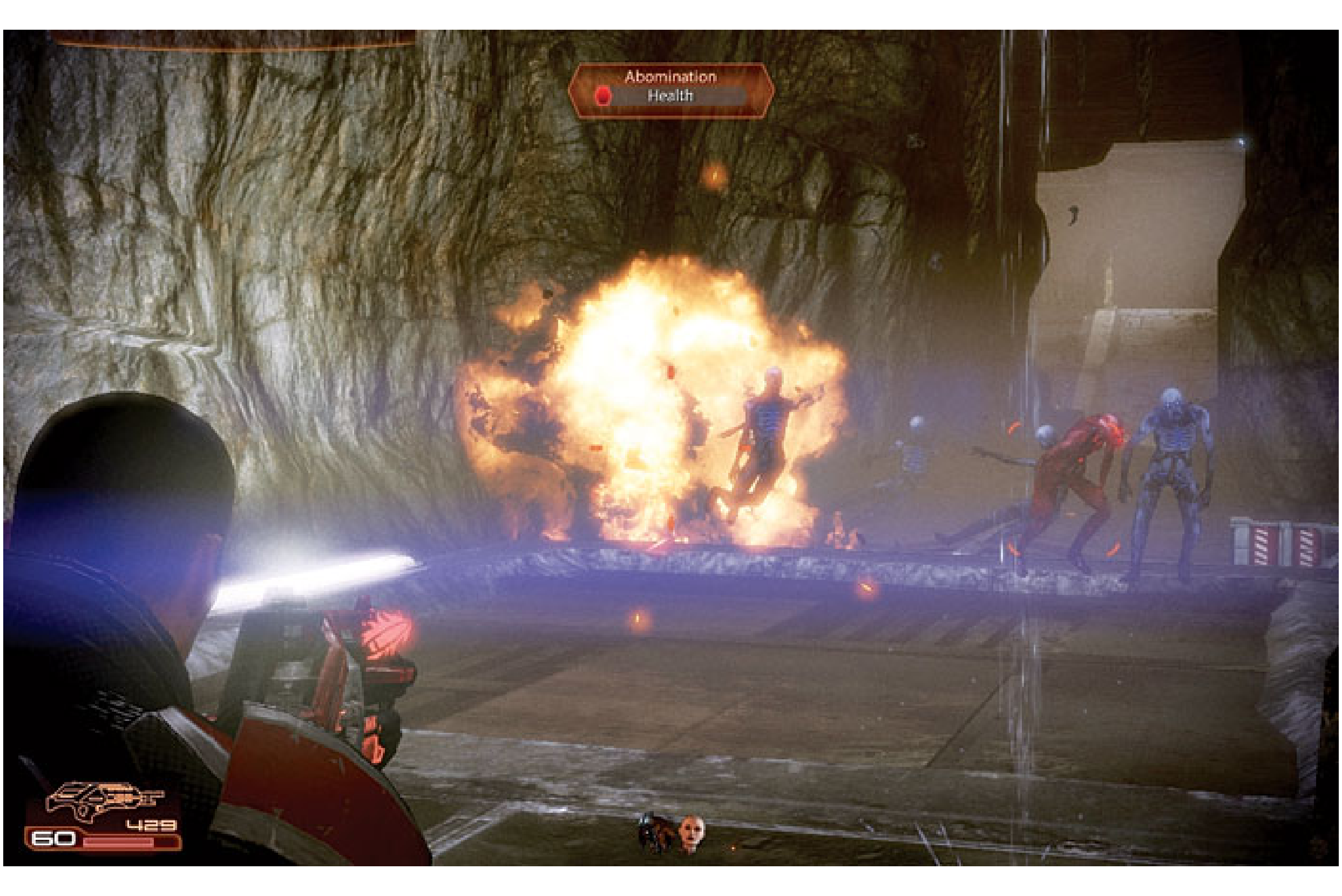
Enter the mine. The husks you discover immediately answer the question about what happened to the miners. Find out what turned these miners into husks and destroy it.

Progress down the initial tunnel and open a container near a skeleton. After the first husk encounter, check the chamber with the ground lighting for some iridium.

The datapad on the nearby table suggests you leave; now! Enter the adjoining tunnel for more ferocious husk combat **[001]** , and another container of iridium.

	Spoils of War > Container > Open > 2,250 Credits
	Spoils of War > Resources > Refined Iridium > Open > 440 Iridium

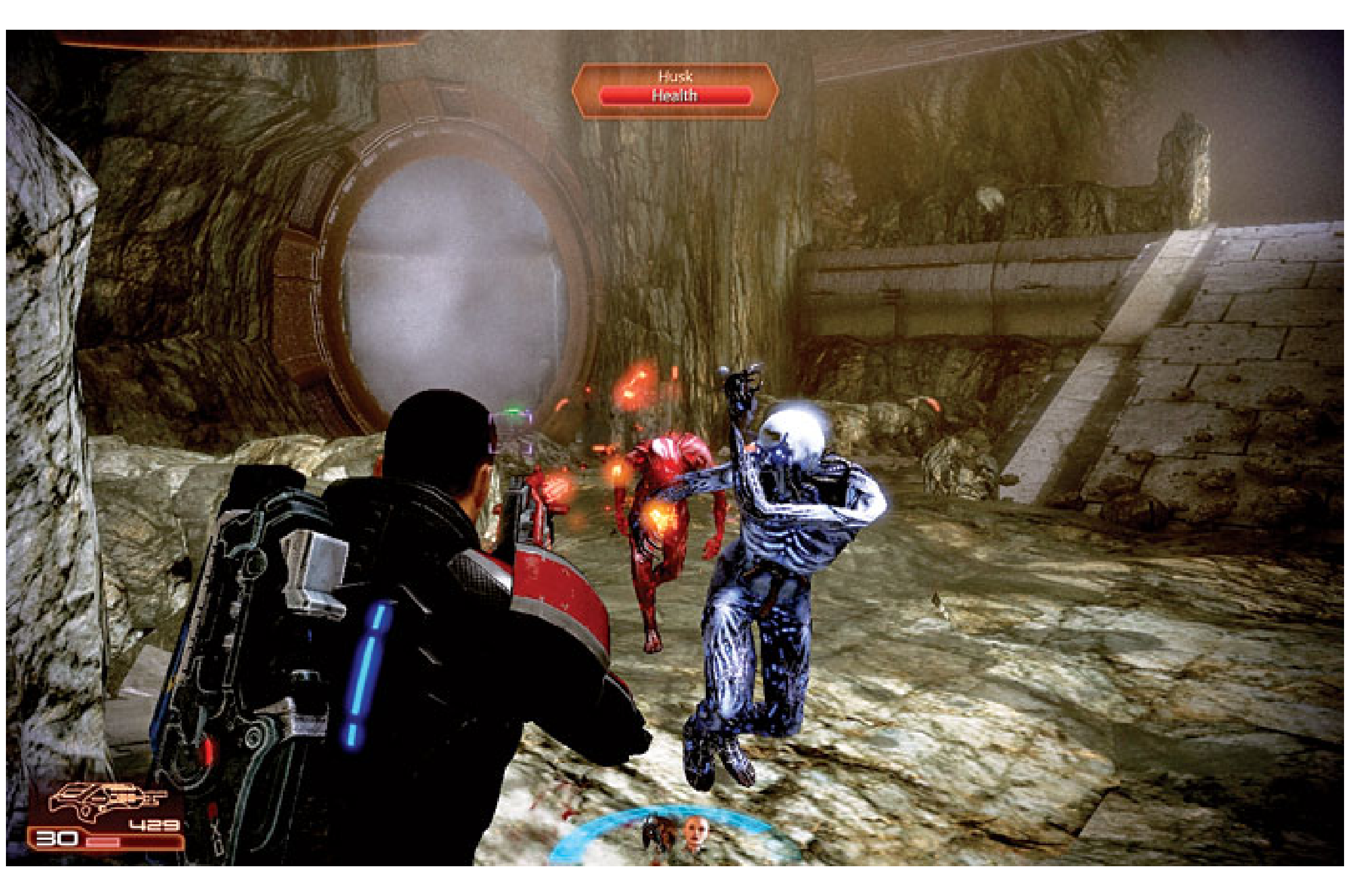
	Spoils of War > Resources > Refined Iridium > Open > 600 Iridium



[002]

Scan the tunnel for crates of iridium. Watch out for husks that swarm the crates, as they tend to swarm the moment you go for the iridium. Use the explosive containers to wreak havoc, too. The mine tunnels become crowded with husks **[002]** .

The narrow passages are advantageous because they let you funnel the husks right into your waiting guns. You can create chokepoints with your squad members, holding a line that the husks mindlessly stumble right into.



[003]

When getting ready to reload, use a biotic or tech attack to busy the husks for the few seconds you cannot fire. Continue into the tunnel area with the steps and drainage tunnel **[003]** ; there's more iridium here. At the top of the steps is a work table with a locker to bypass for credits, along with a thermal clip.

Then continue down a narrow tunnel with a tiny alcove to your left; more iridium can be found here.

Caution

Watch the ceilings! Husks sometimes fall from the tunnel ceiling. If you run into an area without looking, you may find a husk right in your lap.

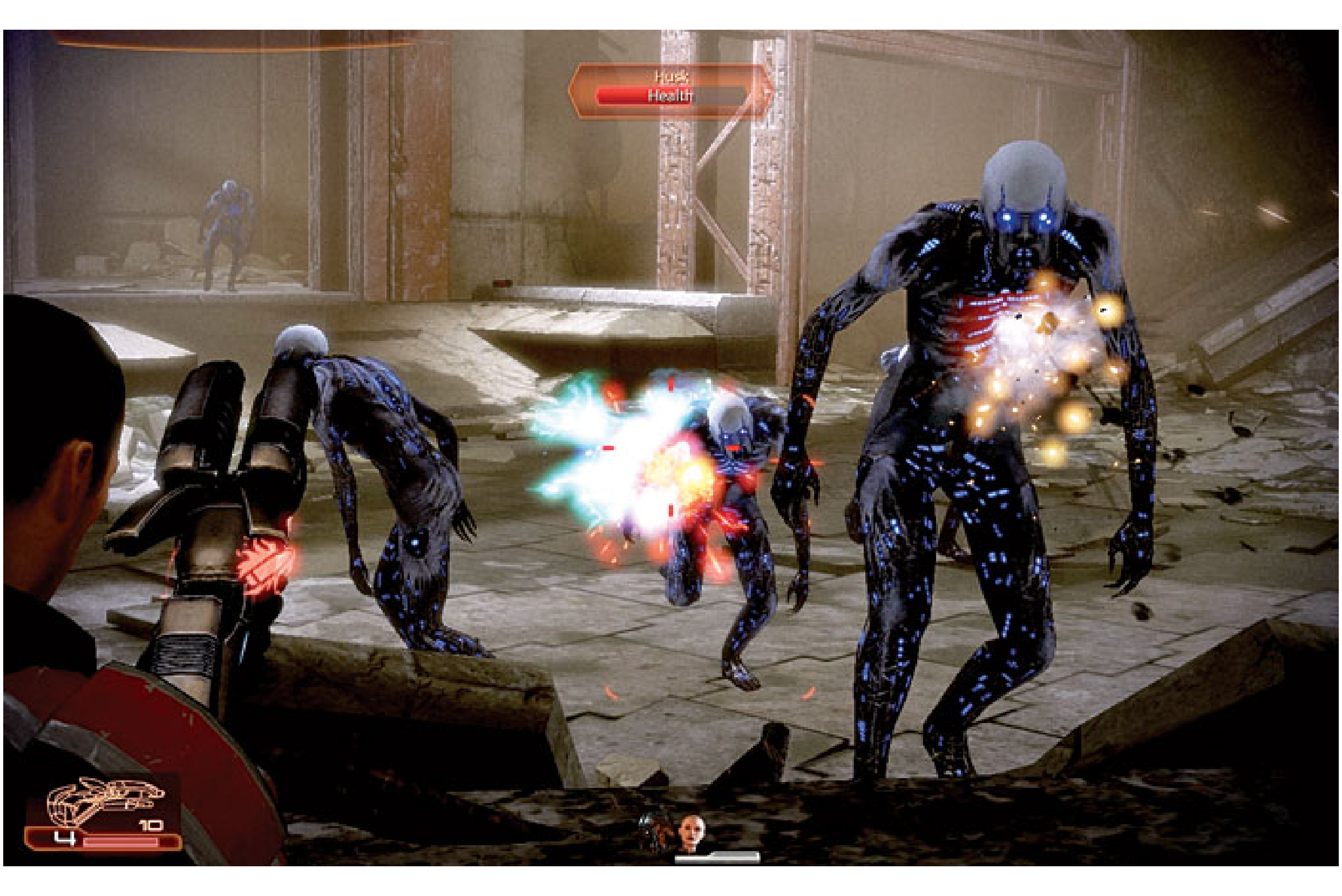
Tip

Abominations make great walking bombs as long as you set them off when they are next to husks and not a squad member.

	Spoils of War > Resources > Refined Iridium > Open > 560 Iridium

	Spoils of War > Locker > Bypass > 1,050 Credits

	Spoils of War > Resources > Refined Iridium > Open > 400 Iridium



[004]

Head into the paved tunnel area where further husks must be culled. Check the area for a medical station and mine logs; the logs tell the story of the doomed miners. Don't forget the power cells here, too.

When the tunnel opens up into a large chamber with a vaulted ceiling **[004]** , EDI comes over the comm. She has picked up the signature of a large alien device.

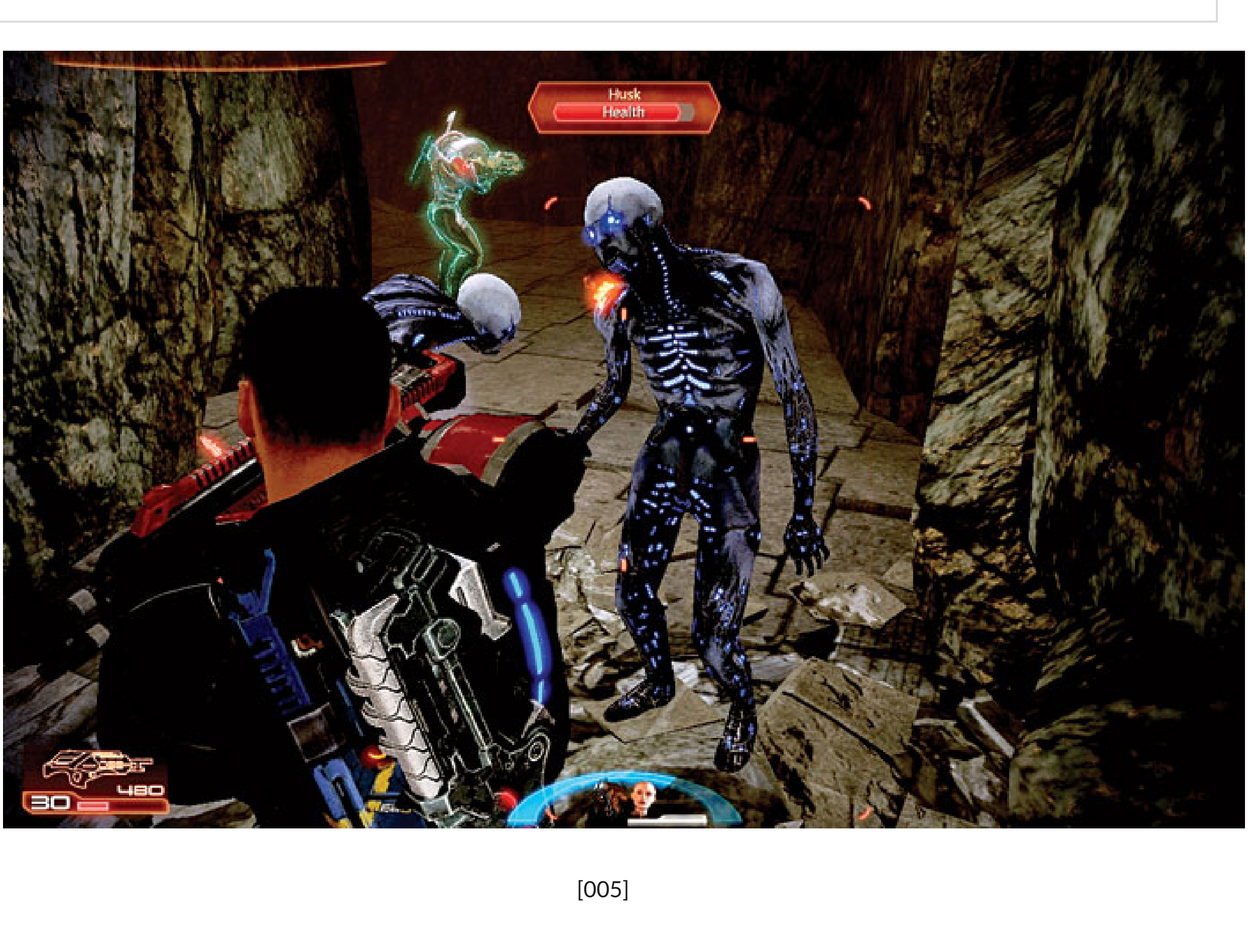
EDI posits that the alien technology is what turned the miners into husks. Destroy the device to stop the husks.

The only problem is that until you do manage to wreck the alien device, the husks will keep pouring into the area. They drop from the ceilings. They crawl out of the shadows.

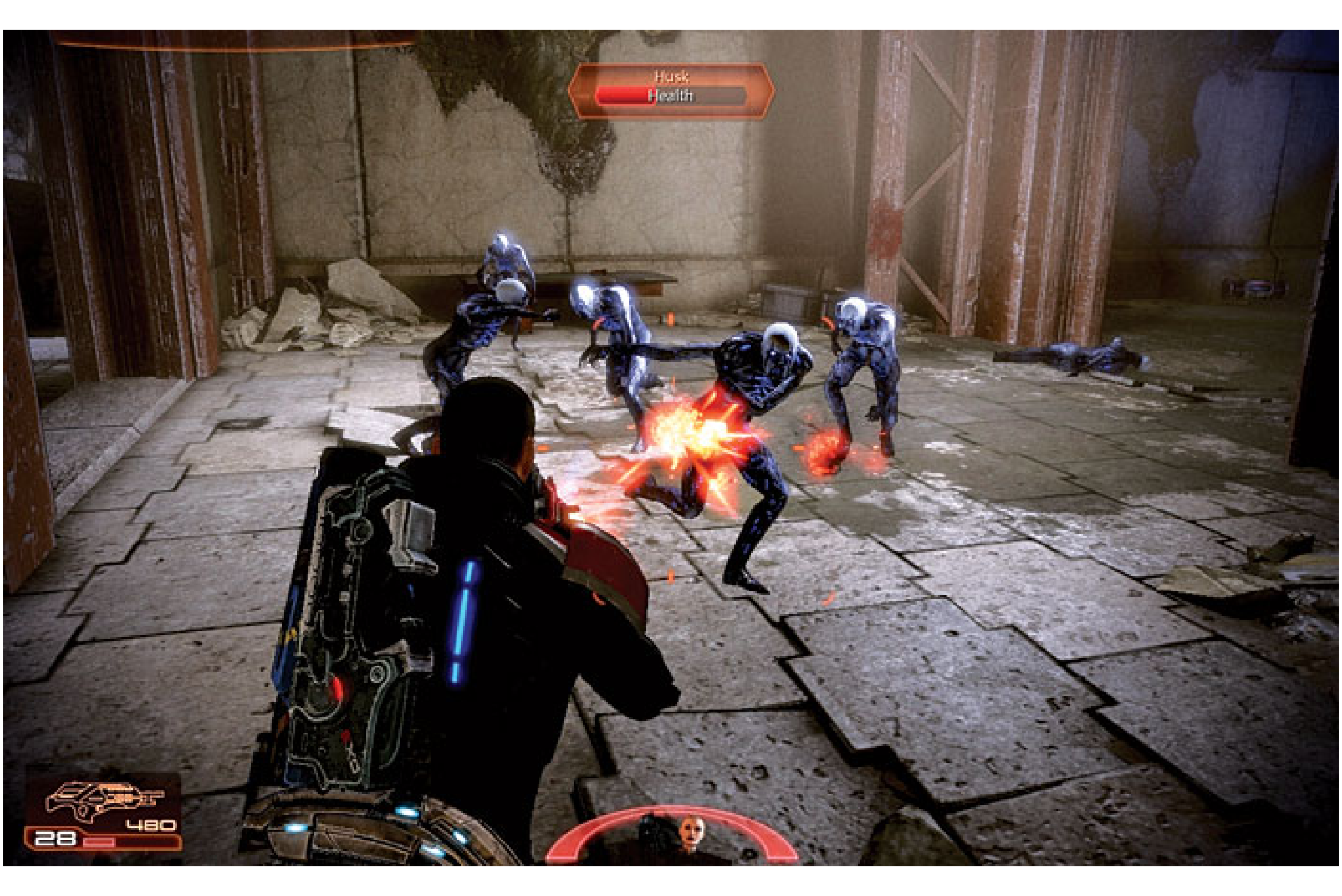
They pull themselves out of the cracks in the walls. The husks attack from all angles.

	Medical Station > Open > Med Kit > 100 Credits

	Ammunition > Power Cells > 2 Heavy Weapon Ammo



[005]



[006]

If you get cornered by the husks **[005]** , they can beat you down. Use melee attacks to push them back and carve a path out of the horde.

One plan is to grab the heavy weapon ammo from the crate on the bridge above the chamber, or at the end of the corridor, close to the gap leading to the chamber itself.

Use heavy weapons to drop husks on the way to the artifact in the very back of the chamber.

Once close to the alien device **[006]** , quickly open the med kit to your right, and bypass a locker left of the entrance to claim the last of the available credits; do this quickly, or face a savaging!

	Ammunition > Power Cells > 2 Heavy Weapon Ammo

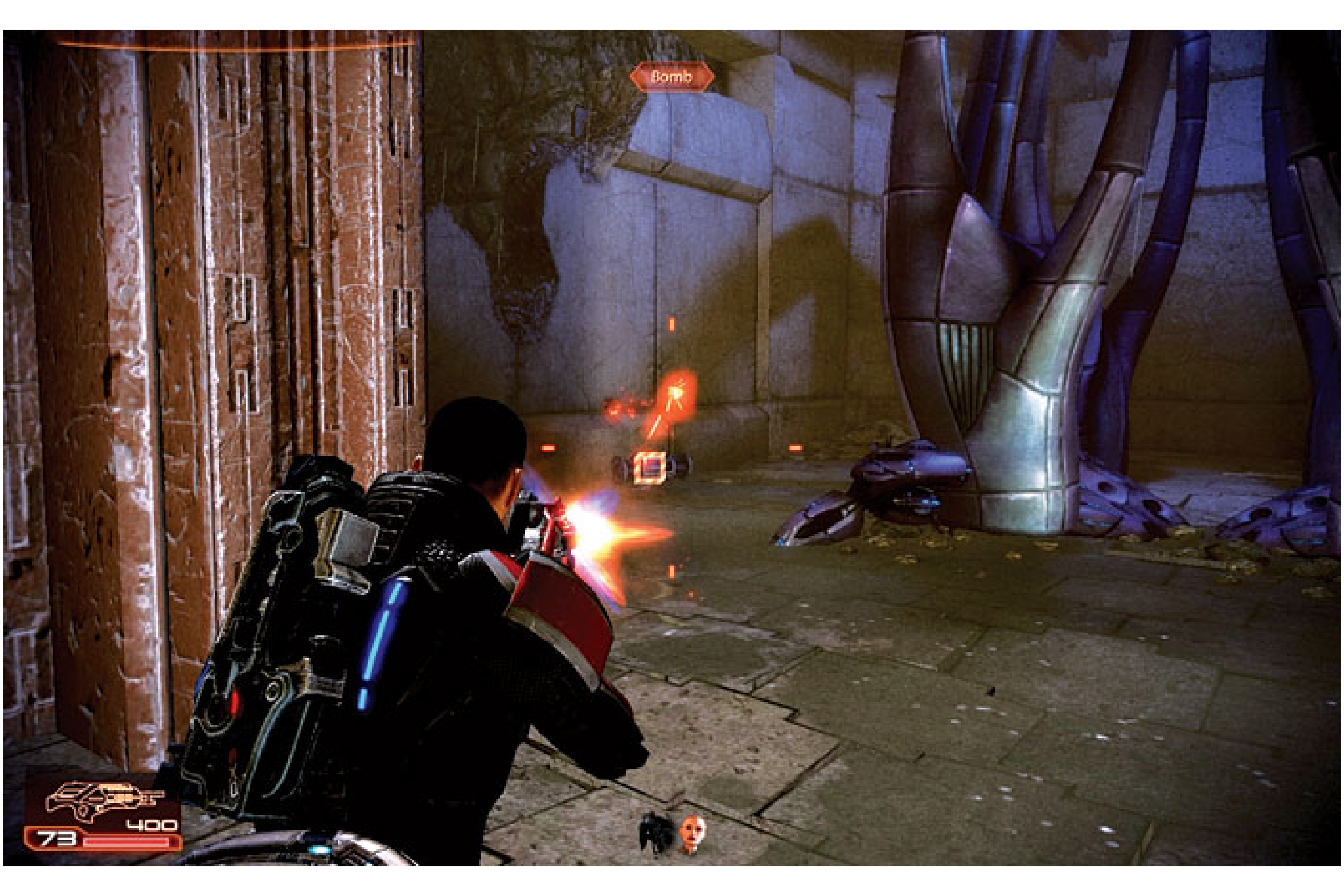
	Ammunition > Power Cells > 2 Heavy Weapon Ammo

	Med Kit > +1 Medi-gel > 100 Credits

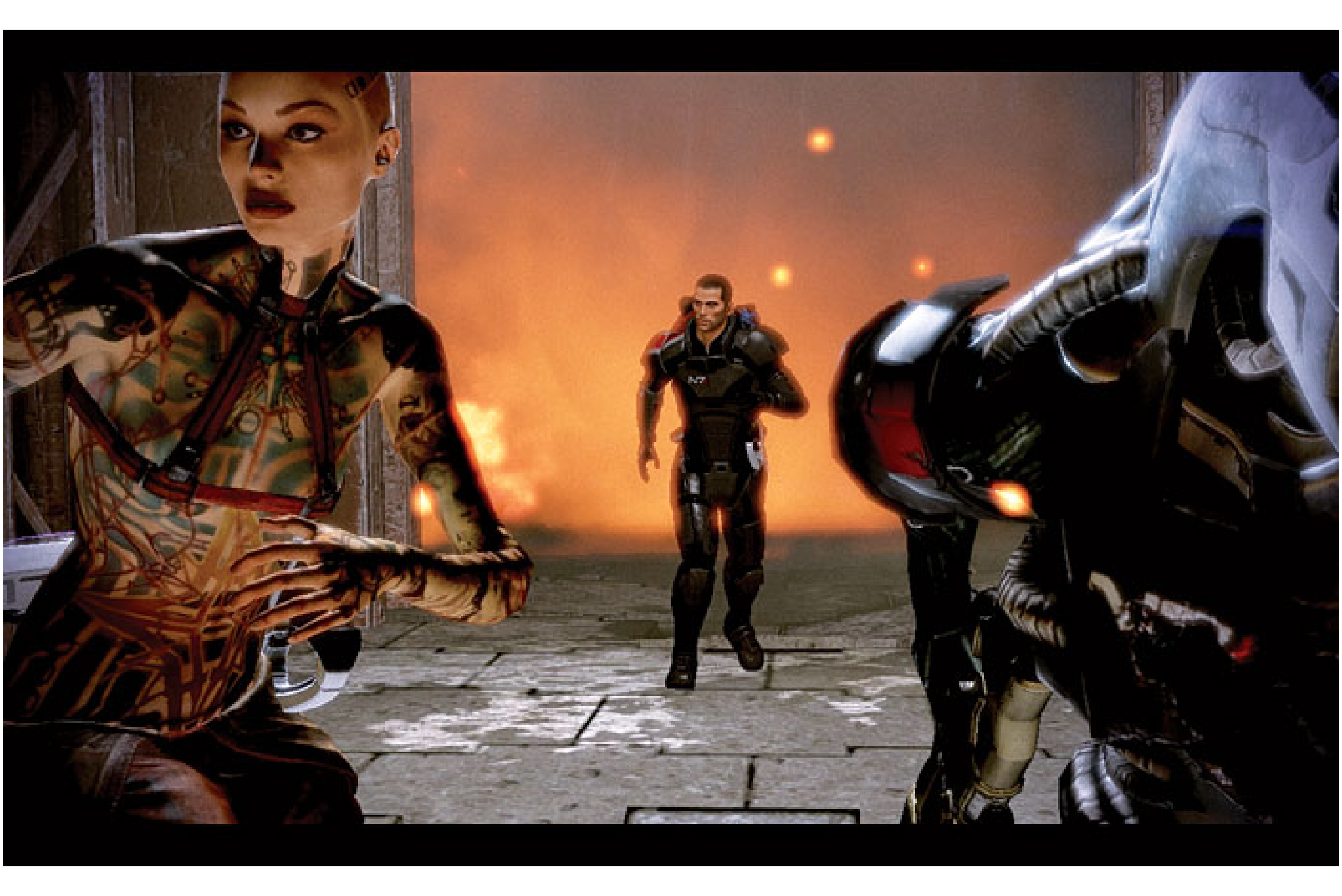
	Spoils of War > Locker > Bypass > 450 Credits

Tip

Use a shotgun as crowd control in close quarters like this. A point-blank blast cleaves a husk in half.



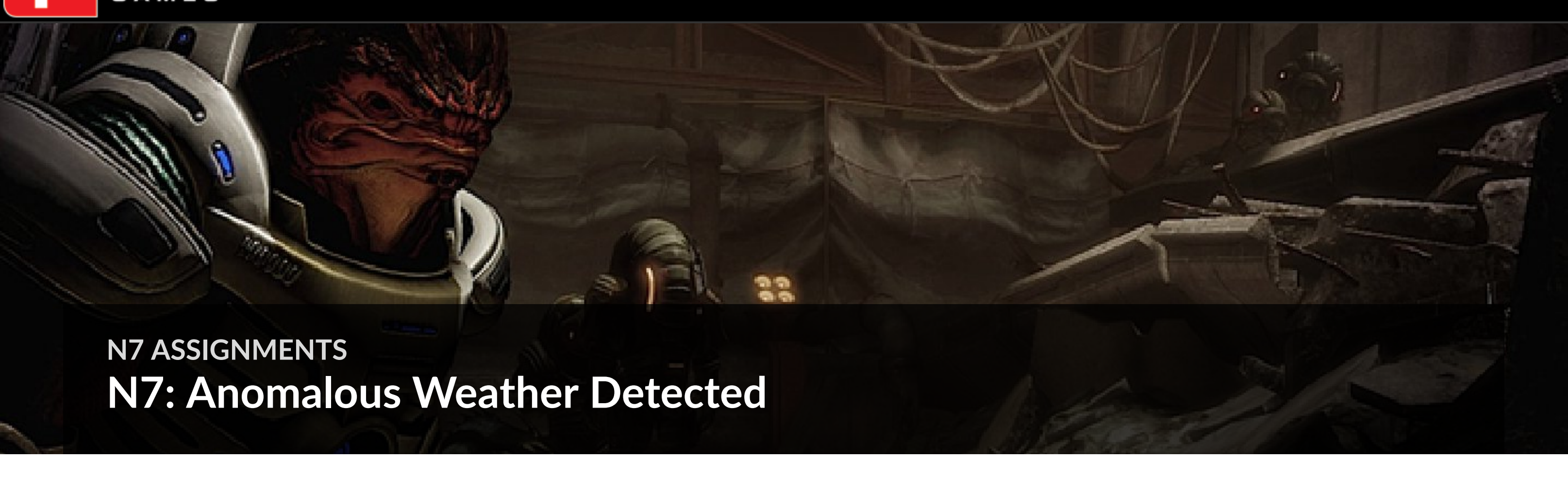
[007]



[008]

There are two bombs in the room with the alien device (actually a Reaper indoctrination device) that is turning miners into husks. Destroy both bombs to bring down the device **[007]** .

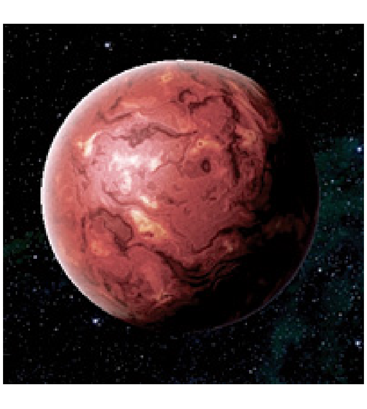
Shoot the bombs from a distance so you are not injured in the blasts. If you have access to Overload (through you or a squad member), use it to detonate the bombs from a safe distance. The mission ends when the second bomb goes off **[008]** .



N7 ASSIGNMENTS

N7: Anomalous Weather Detected

Mission Data



Location: Milky Way > Pylos Nebula > Dirada > Canalus

Experience Available: 125/156

Availability > By Scanning Planet > Canalus Entities Encountered > Enemies

- Geth > Destroyer
- Geth > Hunter
- Geth > Trooper

Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Upgrades > Damage Protection (Ablative VI)

Spoils of War > Resources > Palladium: 2,000

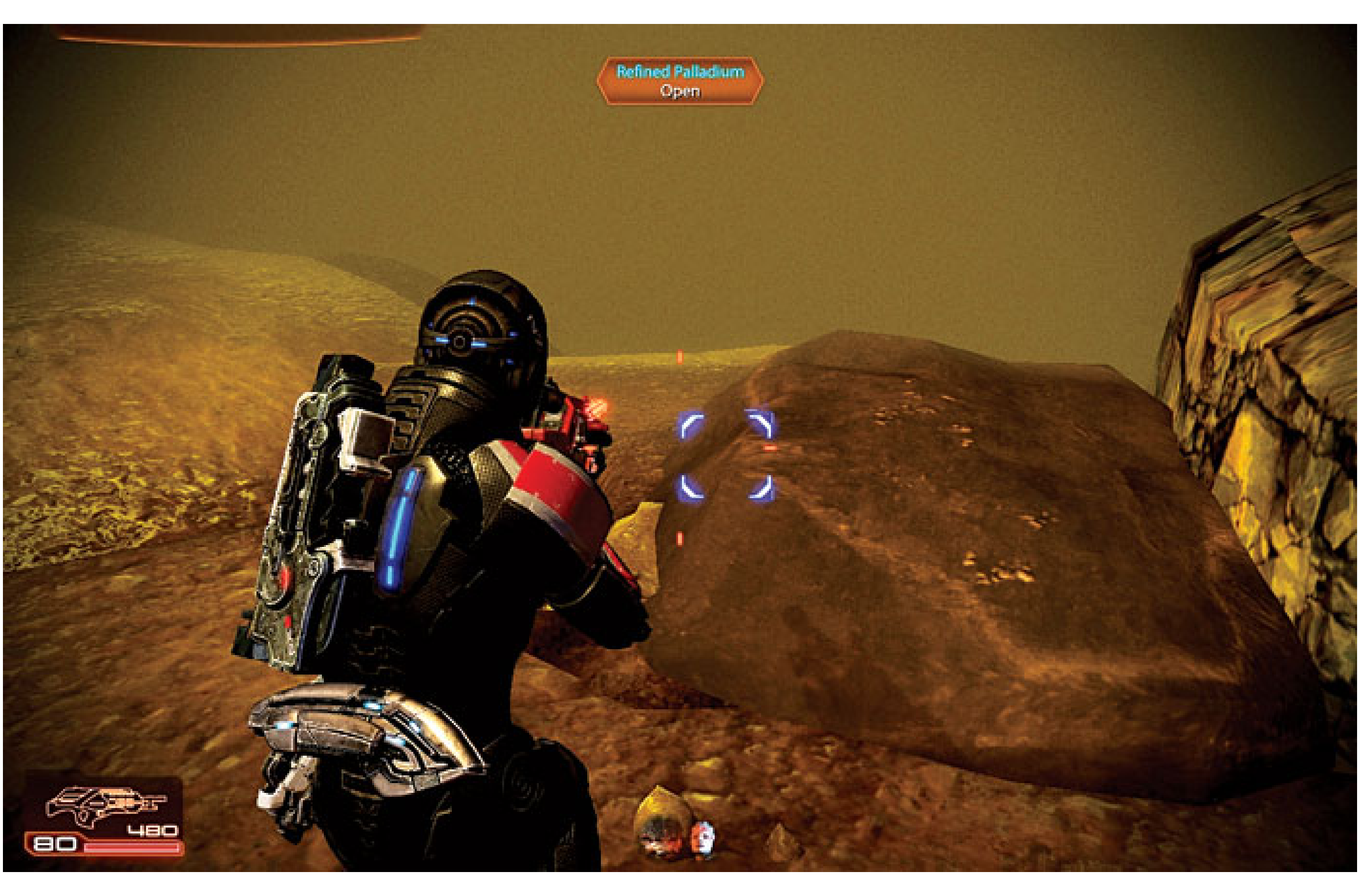
Sensors detect anomalous weather patterns on Canalus. Scans also reveal significant geth activity.

Investigate the site of the geth activity to determine whether or not the two incidents are related.

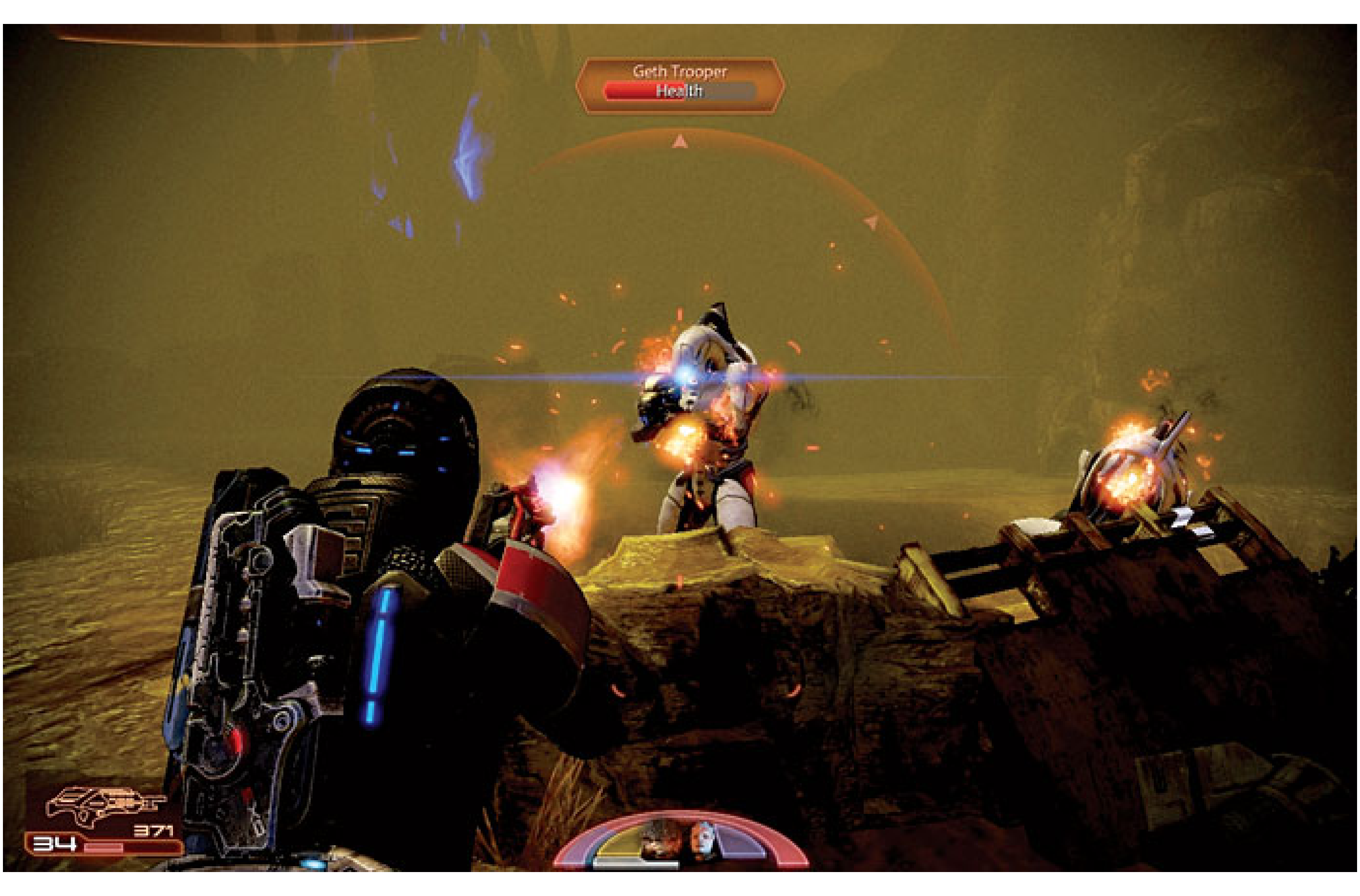
Tip

Since you fight geth on this mission, a squadmember with AI Hacking is ideal.

Destroying the Geth Climate Device



[001]



[002]

The geth have developed a climate-altering device and are testing it on Canalus. When you land on the surface, you are enveloped by a thick fog that severely limits visibility.

Though you may struggle to see through the haze, the geth do not have such problems and quickly target you as you press through a maze of rocks en route to the climate device.

Follow the flares—and the geth shootouts—to locate the device.

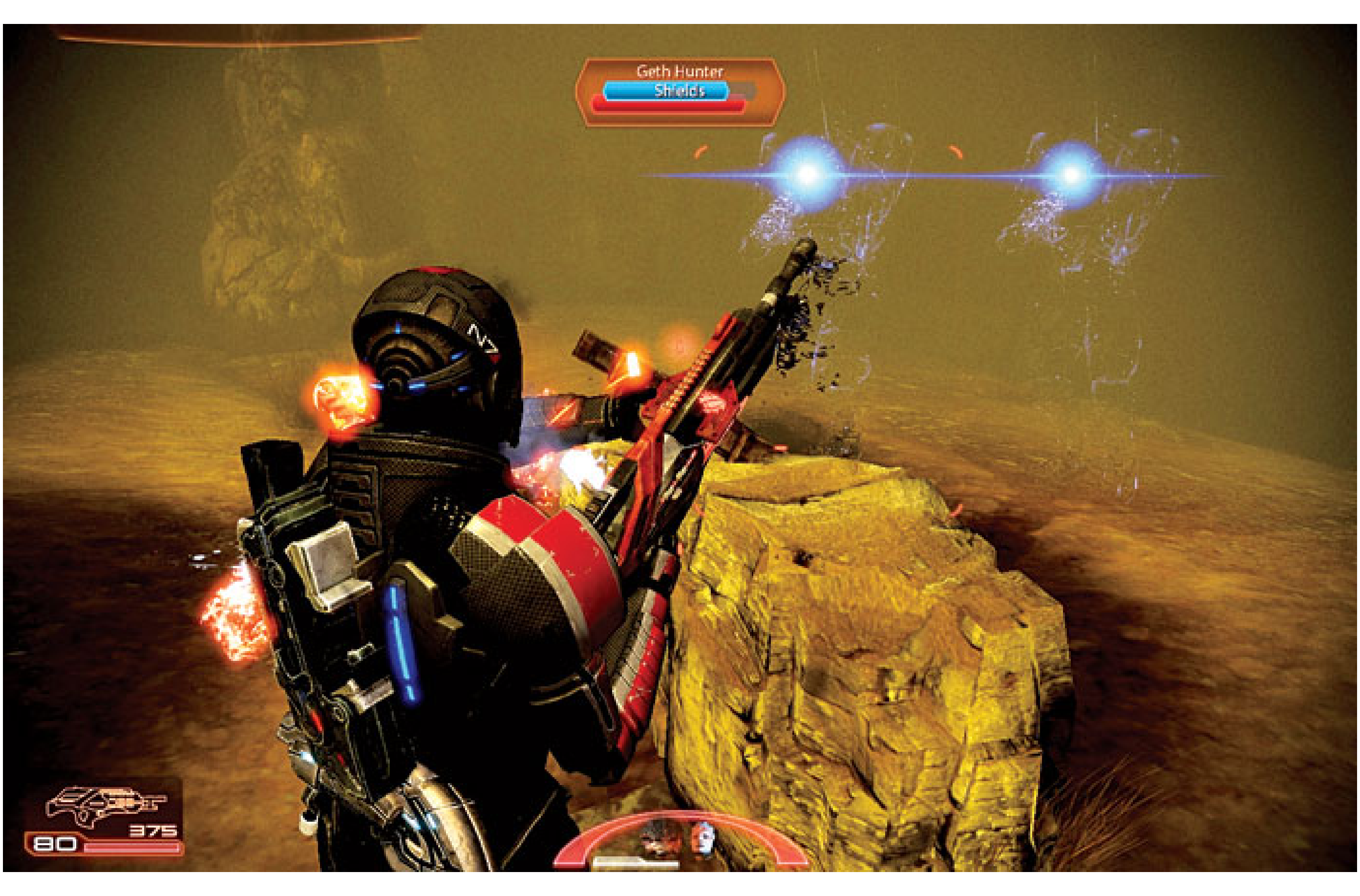
Before contact is made, explore the small rock alcoves leading awayfrom the mainpath (markedby flares) tolocate rawminerals **[001]** .

Priorto combat **[002]** , youshould havecollected the following resources (three to the left, andone to the right of your starting point):

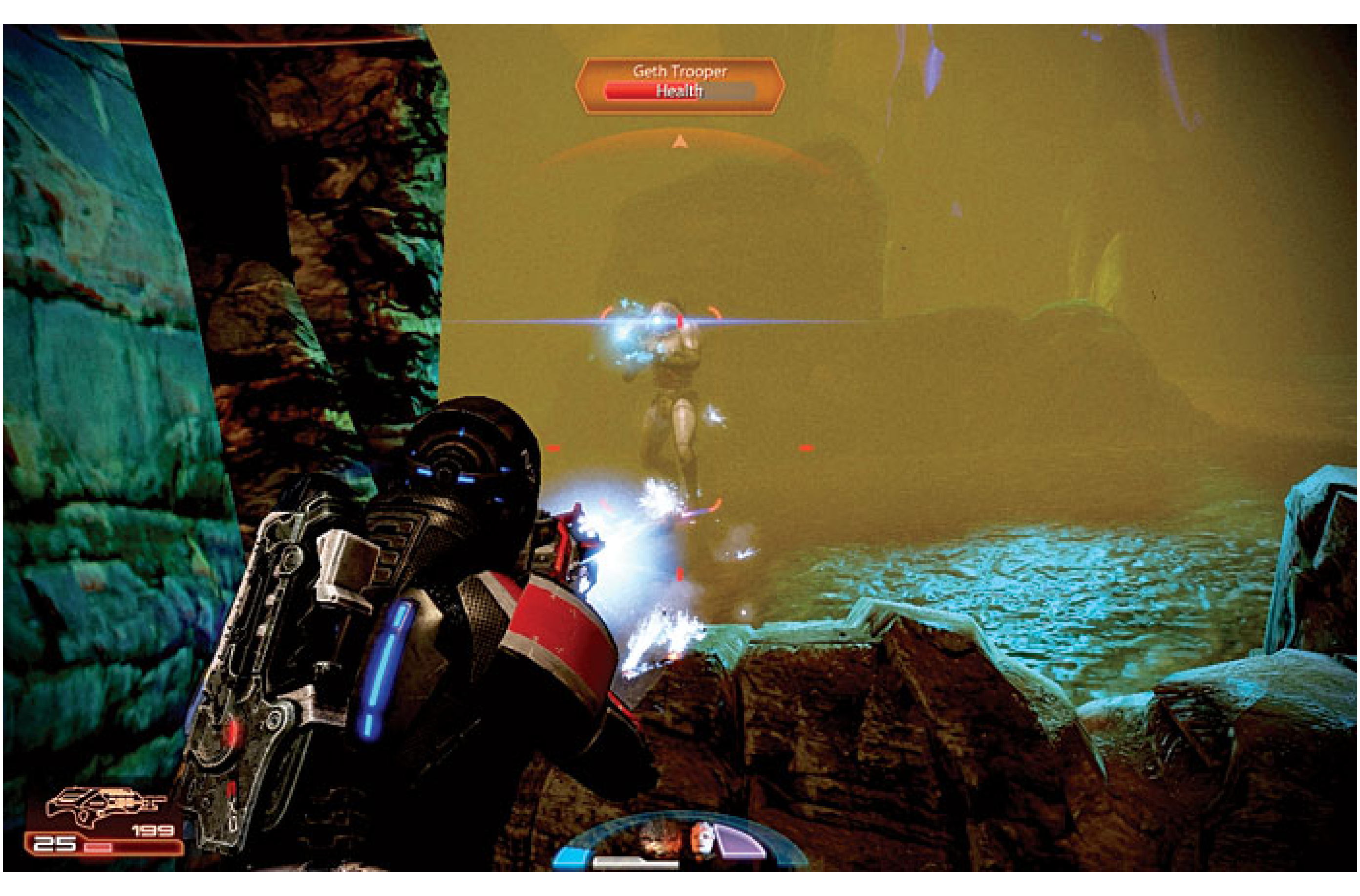
Tip

Follow the edges of the pathway, take your time, andbacktrack to ensure you don't miss any deposits.

Pd	Spoils of War > Resources > Refined Palladium > Open > 100 Palladium
Pd	Spoils of War > Resources > Refined Palladium > Open > 200 Palladium
Pd	Spoils of War > Resources > Refined Palladium > Open > 100 Palladium
Pd	Spoils of War > Resources > Refined Palladium > Open > 100 Palladium



[003]



[004]

The geth use the mists to hide from you, so you must rely on your HUD to single out targets.

When you do spot a target, use appropriate measures to bring it down **[003]** .

A trooper, for example, can be ripped apart with gun fire or a good biotic attack. Shielded geth, however, need to have their shields either disabled via a tech attack or just ruined via gunplay.

Caution

Beware the geth hunters in the mist—their cloaking devices make them even harder to spot. The geth are in a central gully depression that you must work your way to the top of **[004]** .

Prior to reaching the top of the peak, ensure you search for more palladium deposits in rocky alcoves and on the rocky ground.

Pd	Spoils of War > Resources > Refined Palladium > Open > 200 Palladium
Pd	Spoils of War > Resources > Refined Palladium > Open > 200 Palladium
Pd	Spoils of War > Resources > Refined Palladium > Open > 200 Palladium
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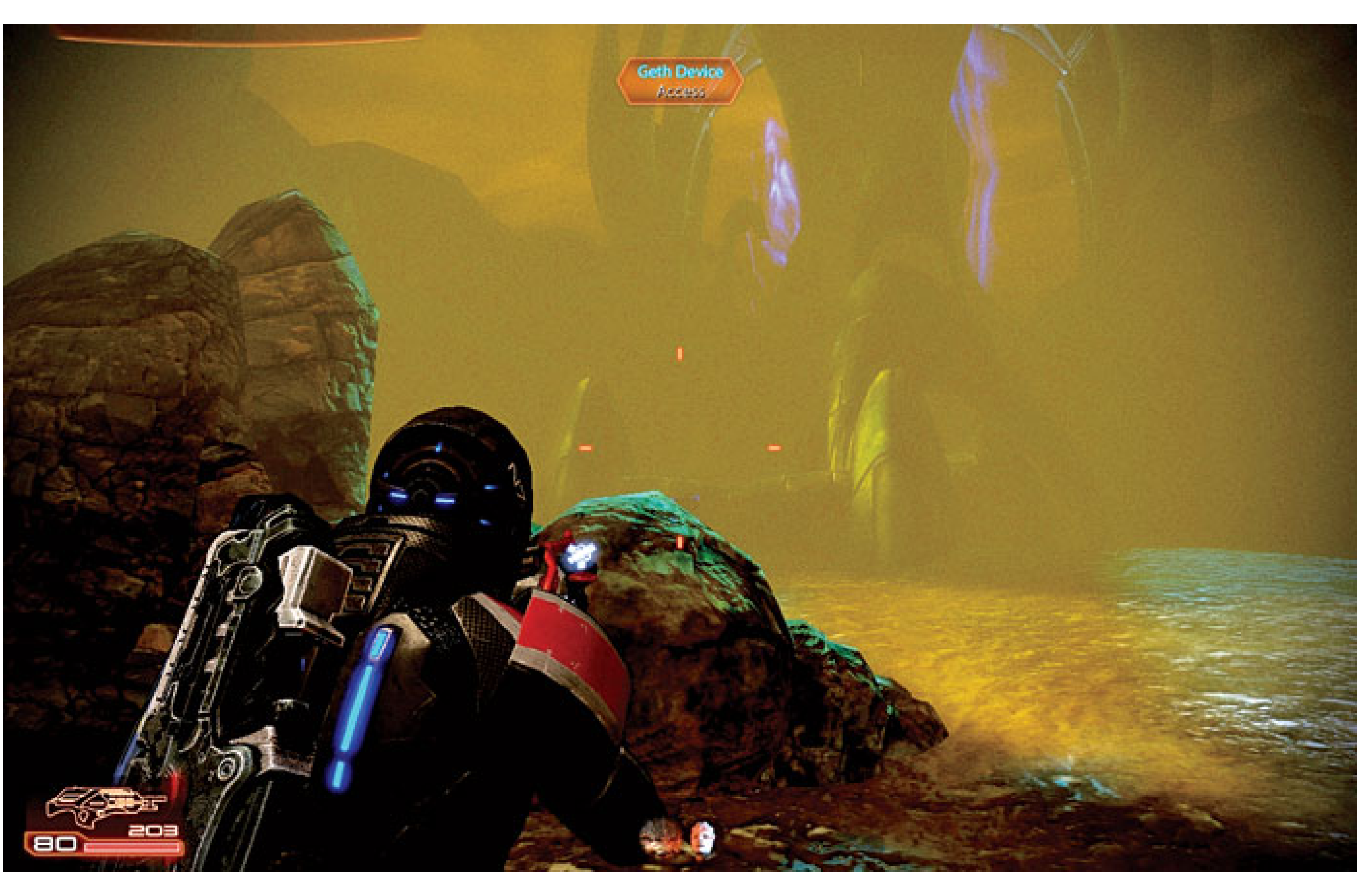
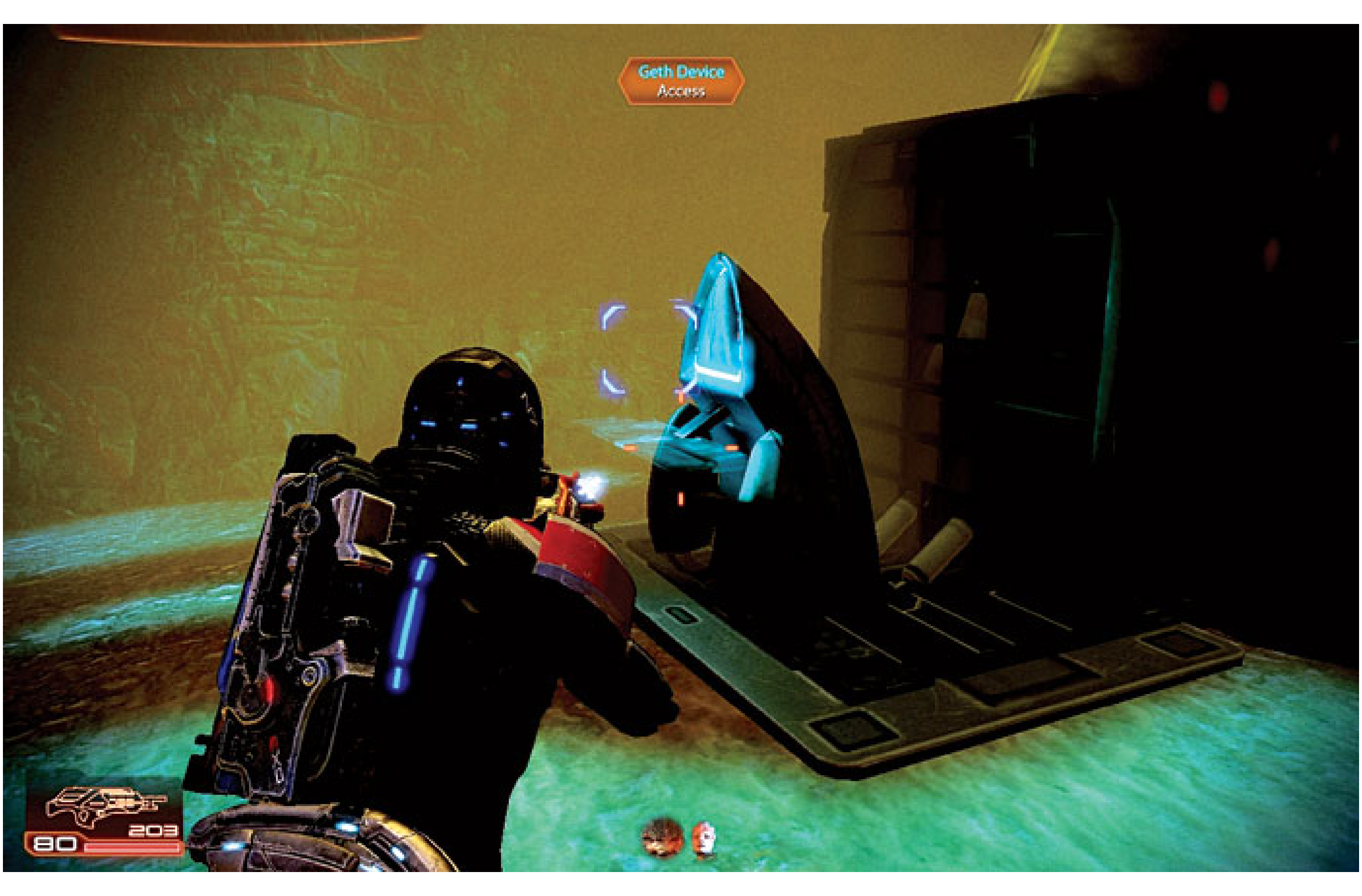


[005]



[006]

Once you fight your way through the geth **[005]** , using the low geth defenses to leap over, and you've scoured the area for the last amounts of palladium, access the terminal at the base of the device to shut it down **[006]** .

The climate on Canalus will soon clear up. And Cerberus is quite happy to now have that technology in its hands.

You receive both Cerberus funding and found credits, as well as your upgrade, once this assignment is over.

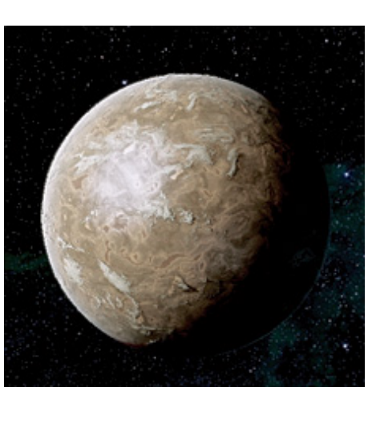
Pd	Spoils of War > Resources > Refined Palladium > Open > 200 Palladium
	Spoils of War > Credits Found > Awarded > 3,750 Credits
	Upgrade > Cerberus Reward > Awarded > Damage Protection

N7 ASSIGNMENTS

N7: Blood Pack

Blood Pack Base

Mission Data



Location: Milky Way > The Shrike Abyssal > Zada Ban

Experience Available: 125/156

Availability > By Scanning Planet > Zada Ban

Entities Encountered > Enemies

- Blood Pack > Boom-Squad
- Blood Pack > Kalusk
- Blood Pack > Pyro
- Blood Pack > Trooper

Spoils of War > Total Credits: 7,500

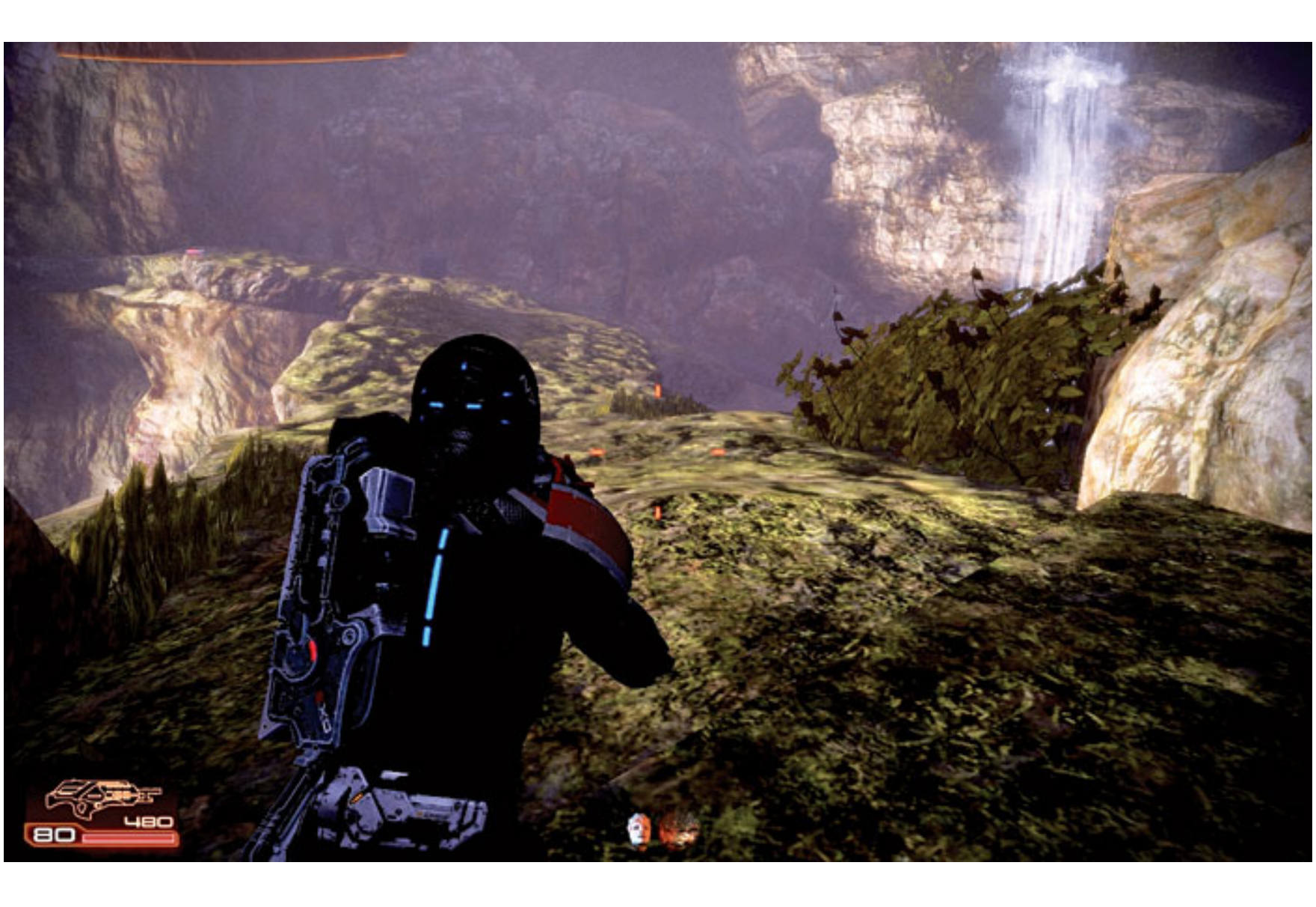
- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Upgrades > Heavy Weapon Ammo (Microfusion Array)

Spoils of War > Resources > Palladium: 2,000

The Blood Pack has a weapons manufacturing plant on the planet Zada Ban. Taking this facility offline would further disrupt Blood Pack operations in this system.

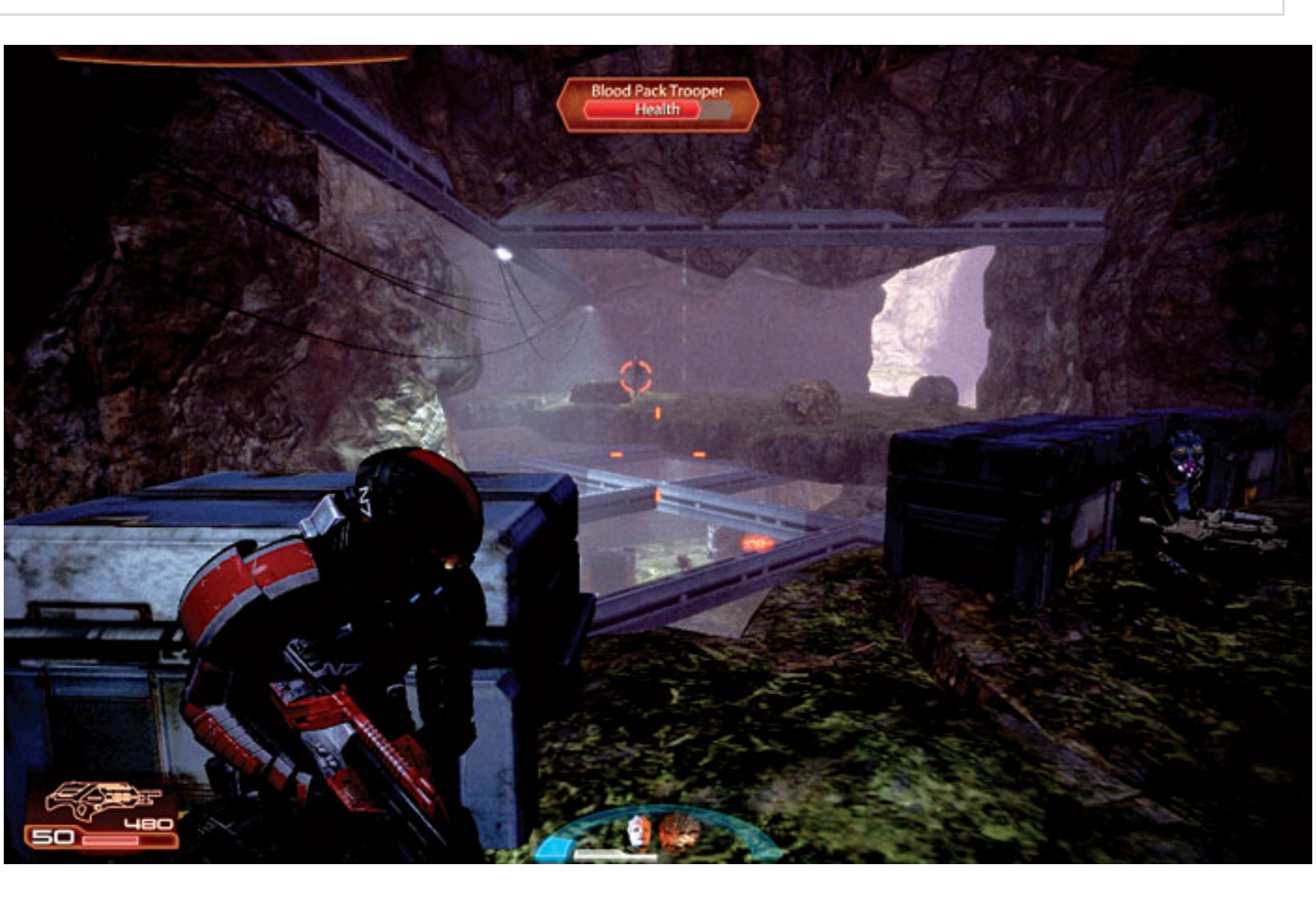
Destroying the Weapons Plant



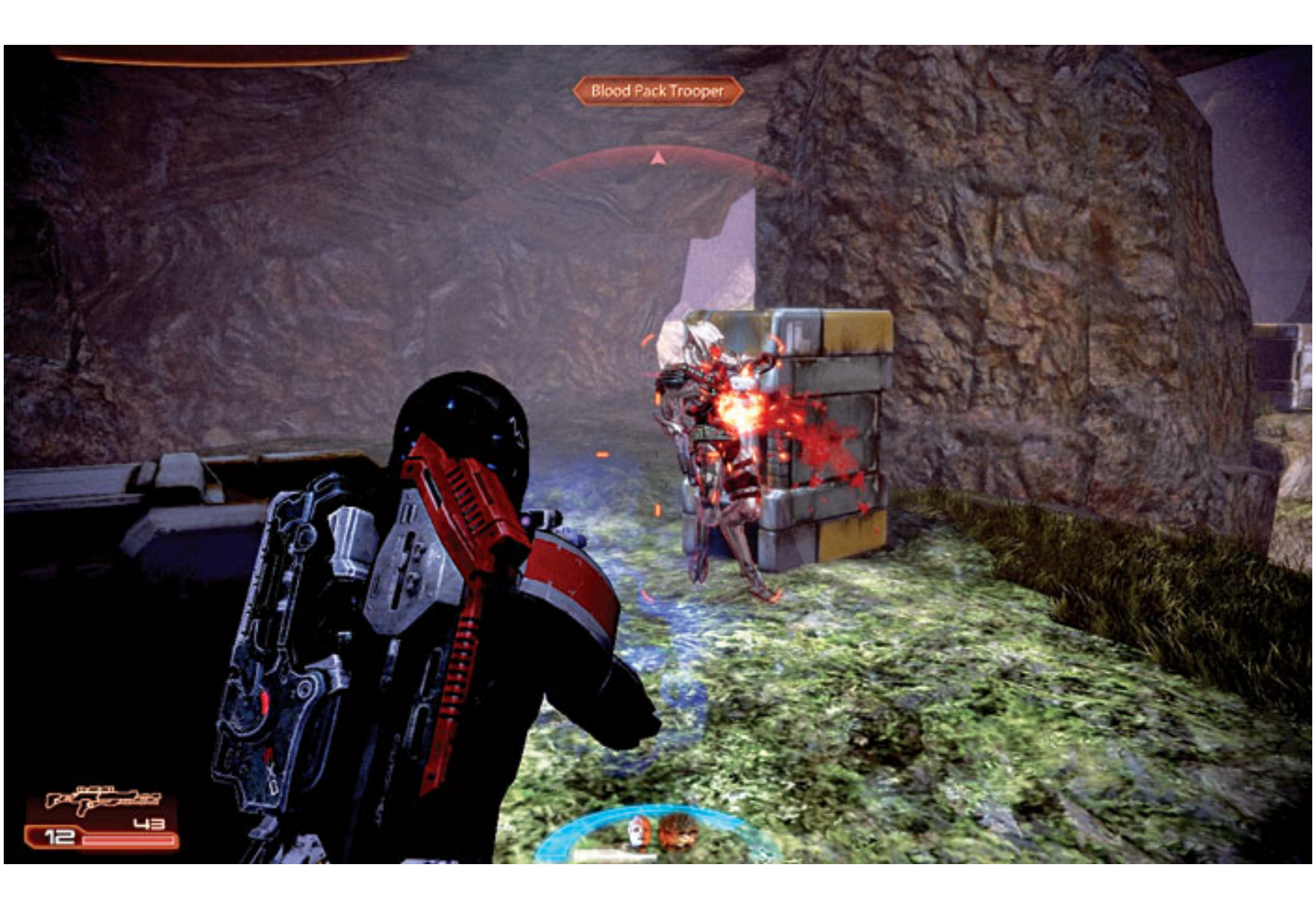
[001]

Upon landing on Zada Ban, check out the two datapads to gather intel on the Blood Pack in this area as well as to seek out a crate of palladium on the far side of a rock bridge **[001]** that overlooks the plant.

Spoils of War > Resources > Refined Palladium > Open > 600 Palladium



[002]



[003]

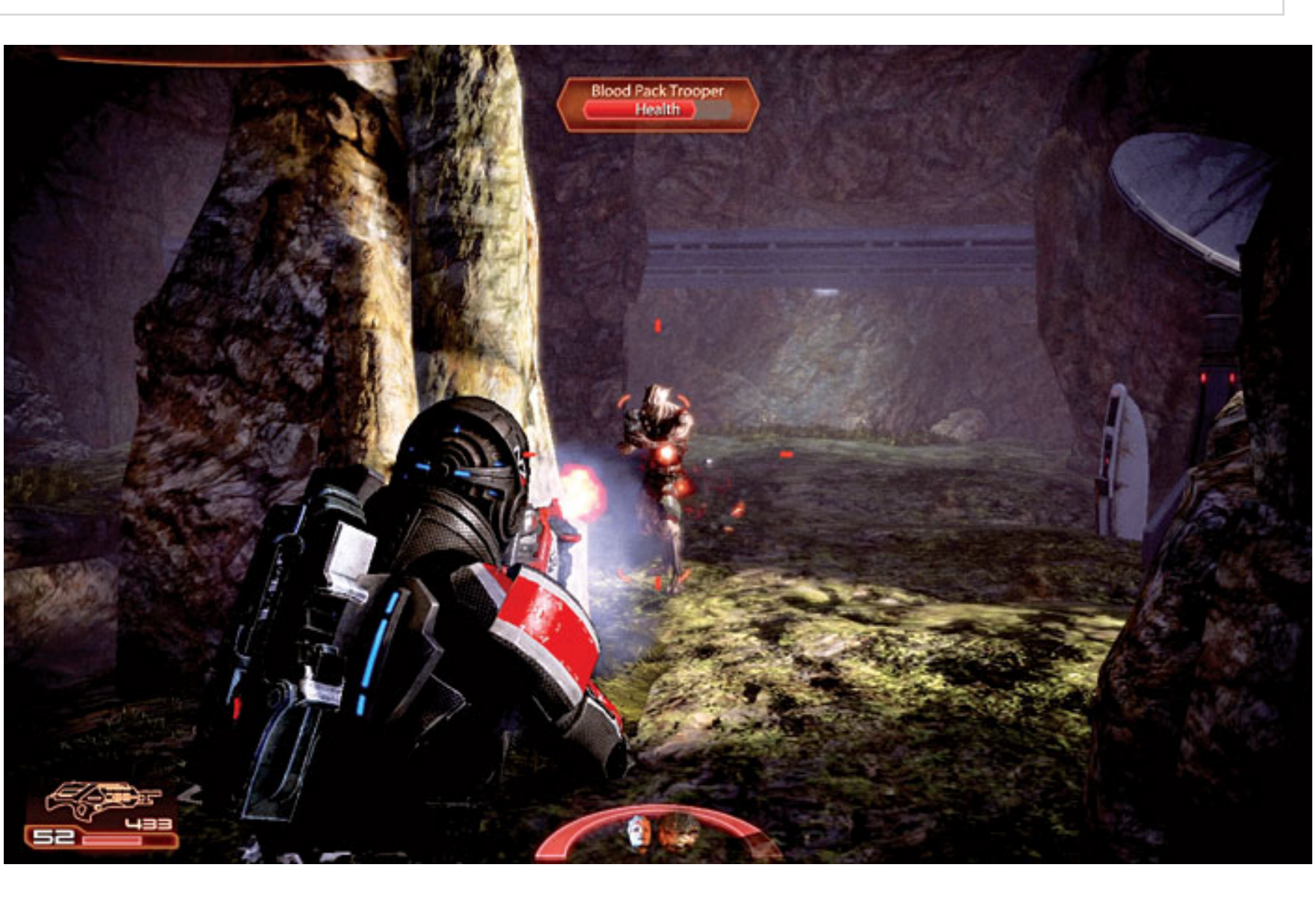
When you drop down into the plant, the Blood Pack forces attack. Troopers take cover behind rocks on the ledge directly across and down from you **[002]** .

Additional Blood Pack fighters, such as Blood Pack boom-squads, spread out in the tunnel below. Use the explosive containers to blast the mercs.

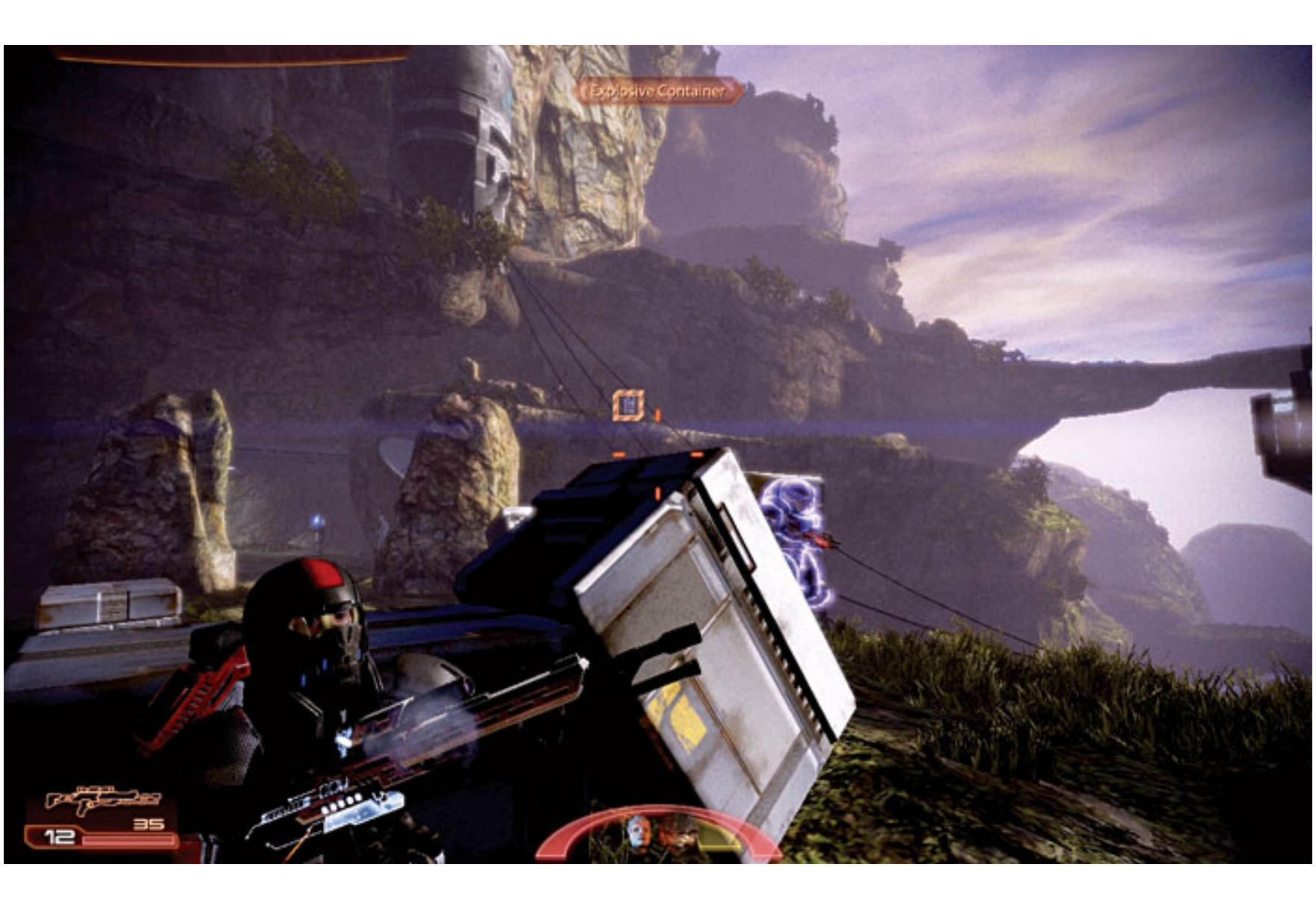
Then move down the metal ramps to close in on the plant and take the fight deeper into Blood Pack territory **[003]** .

Check out evidence from another datapad, and pick up crates of palladium as you inch toward the weapons plant.

Spoils of War > Resources > Refined Palladium > Open > 600 Palladium



[004]



[005]

You must cross another (larger) rock bridge to access the plant. Several mercs attempt to stop you on the bridge **[004]** .

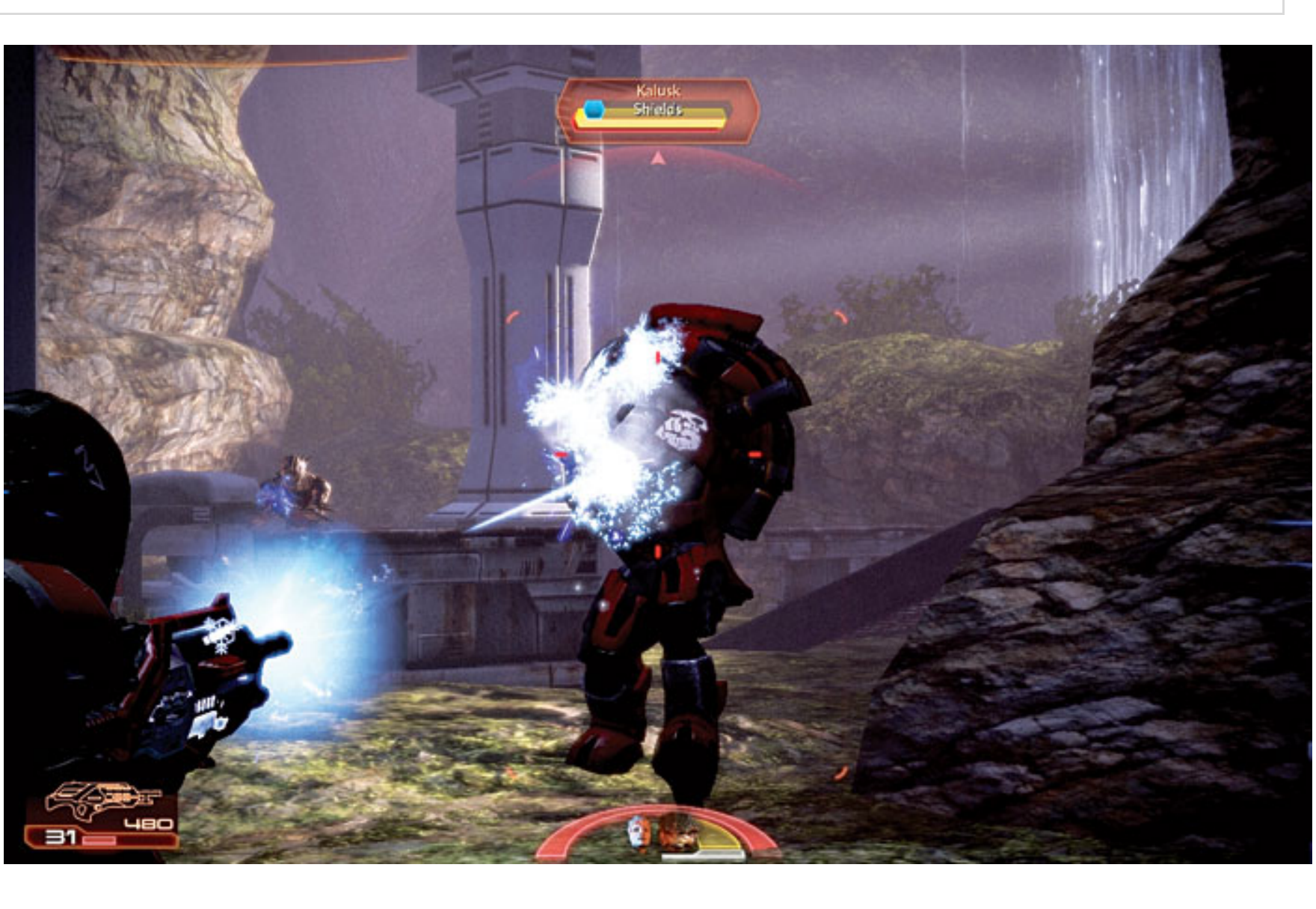
Seek cover from them with the crates. Look out for the mercs on the ledge above the bridge, too.

A boom-squad up there drops rockets on you **[005]** .

If you have a biotic attack you can arc, like Pull, try to grab the enemies off the ledge, or shoot the explosive canister close by the edge of the ledge.

Of those trying to cross the bridge to get to you, beware of pyros; make them your first targets or face a roasting.

Med Kit > +1 Medi-gel > 100 Credits



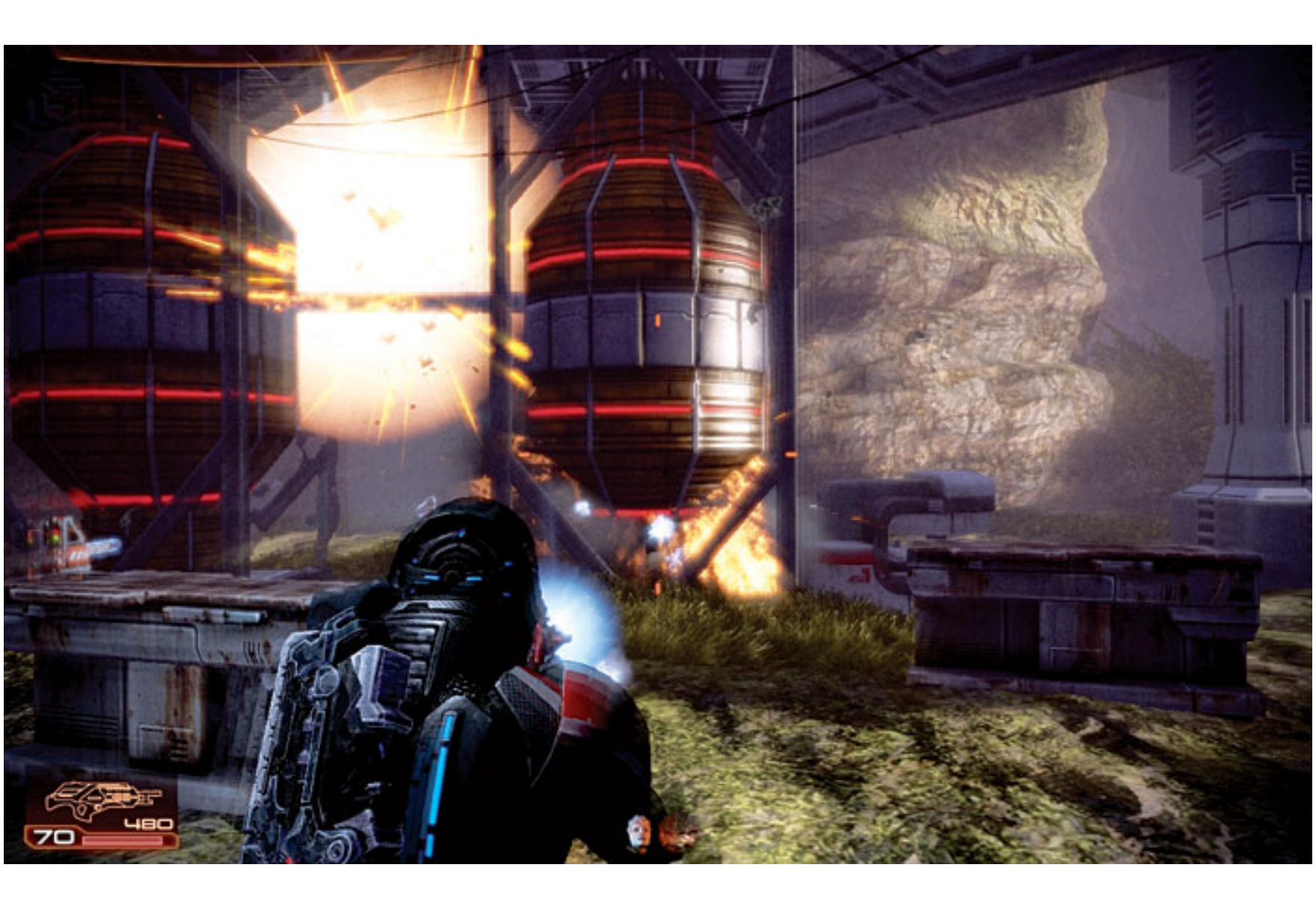
[006]

When you reach the actual weapons plant on the far side of the bridge (and through the door), you must target the containment cells at the bottom of the giant tanks to destroy the facility.

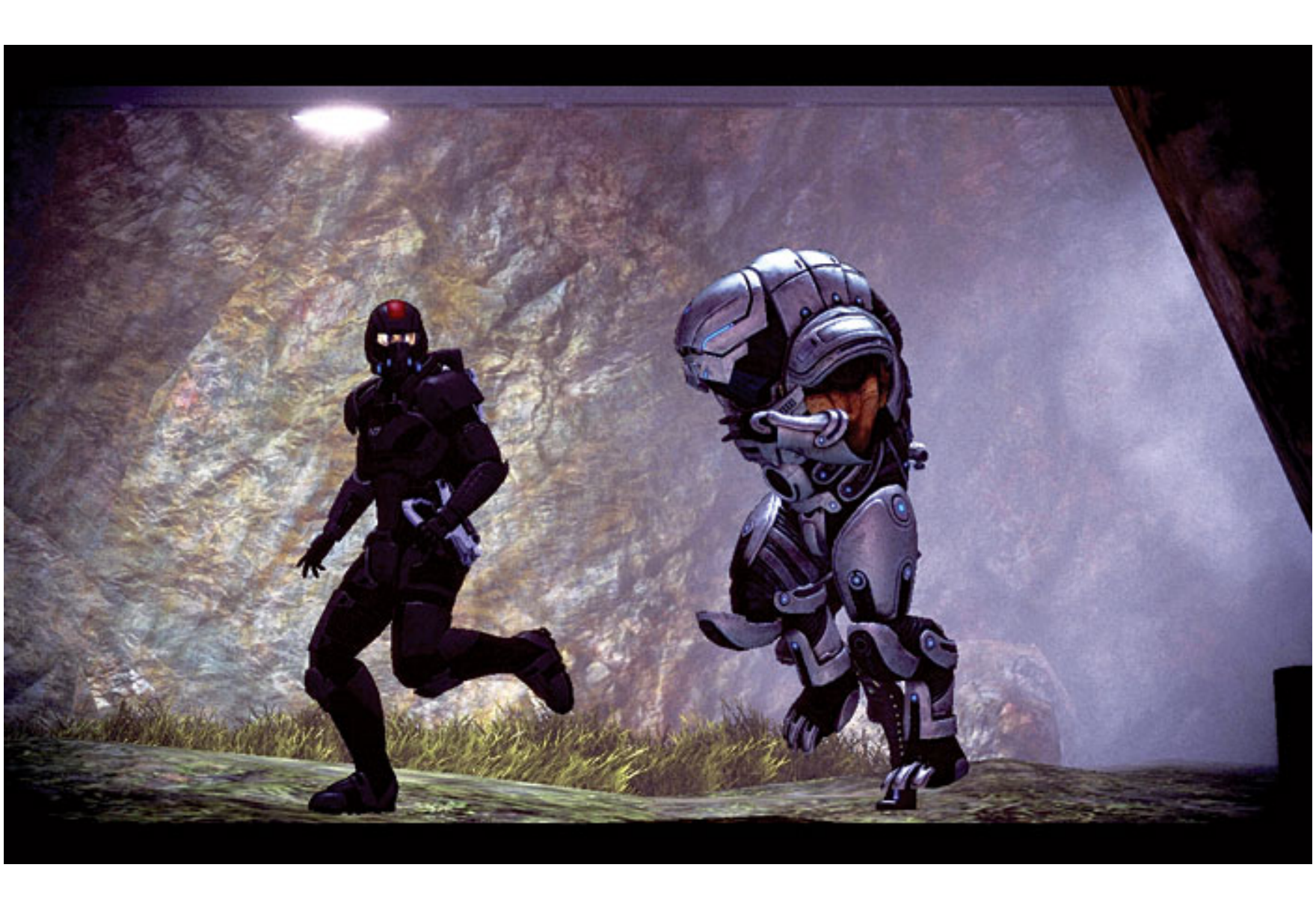
However, the Blood Pack isn't about to let you waltz in and ruin the plant without a fight.

Led by Kalusk **[006]** , a krogan, the Blood Pack fighters attack from all sides. Kalusk, though, is your main problem.

The krogan has both shields and armor, so it takes a lot of shots to bring him down. Then be sure to open the palladium before concluding this assignment.



[007]



[008]

After dropping Kalusk and blasting all four containment cells **[007]** , you need to get out of there.

Exit through the door that led into the plant to complete the assignment **[008]** . You receive both Cerberus funding and found credits, as well as your upgrade, once this assignment is over.

You may now begin the next Blood Pack special assignment.

Spoils of War > Resources > Refined Palladium > Open > 800 Palladium

Spoils of War > Credits Found > Awarded > 3,750 Credits

Upgrade > Cerberus Reward > Awarded > Microfusion Array

Special Assignment > N7: Blood Pack > Blood Pack Communications Relay Available

Blood Pack Communications Relay

Mission Data

Location: Milky Way > Crescent Nebula > Lusarn > Tarith

Experience Available: 125/156

Availability > After Completing N7: Blood Pack > Blood Pack Base or

Availability > By Scanning Planet > Tarith

Entities Encountered > Enemies

- Blood Pack > Boom-Squad
- Blood Pack > Salamul
- Blood Pack > Trooper
- Klixen

Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

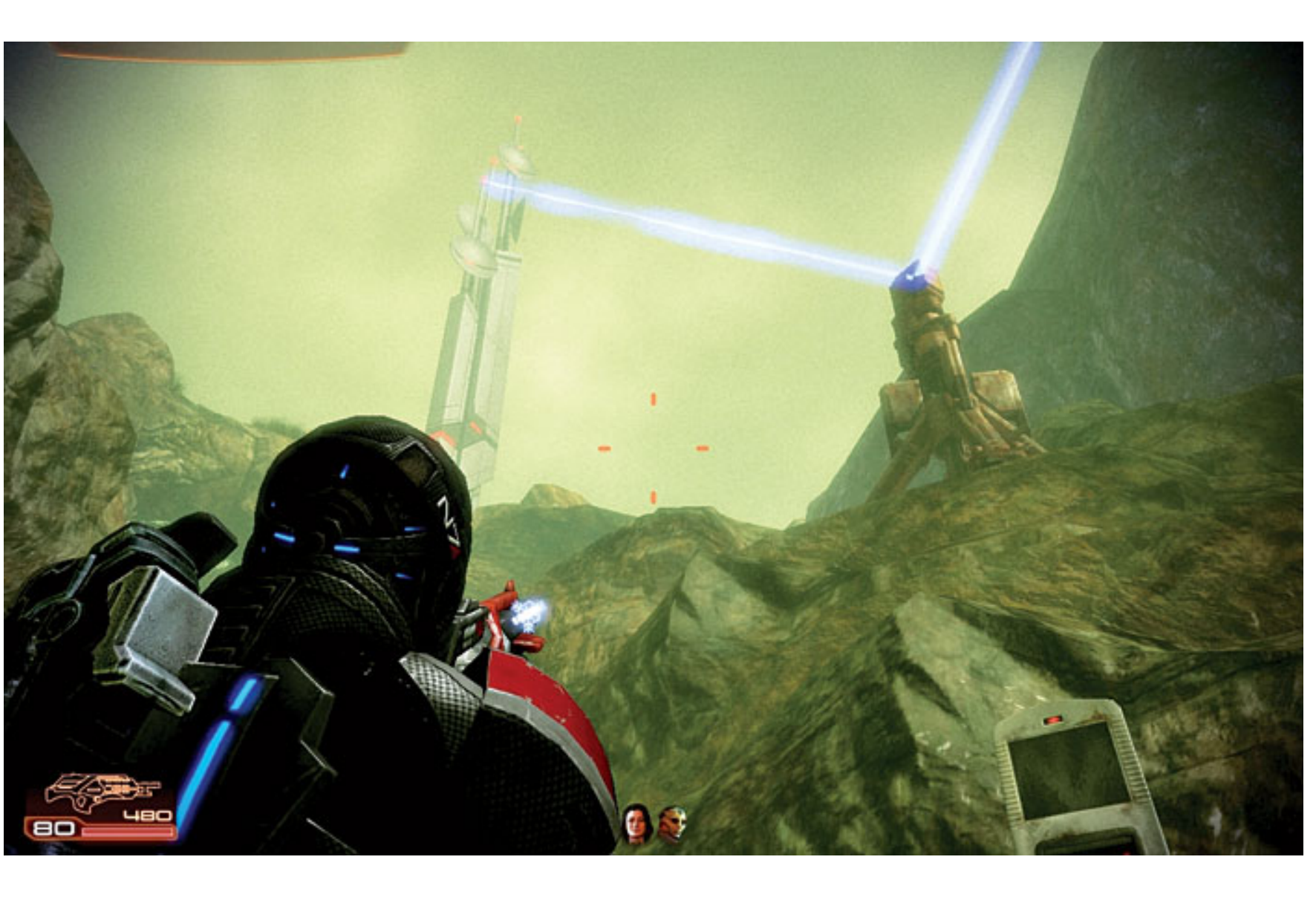
Spoils of War > Upgrades > Heavy Weapon Ammo (Microfusion Array)

Spoils of War > Resources > Platinum: 2,000

The Blood Pack mercenaries run a mining operation on Tarith, which also hosts a communications relay. Disable the communications tower to disrupt Blood Pack operations in the system.

This assignment appears on your galaxy map as "Disable Blood Pack Relay."

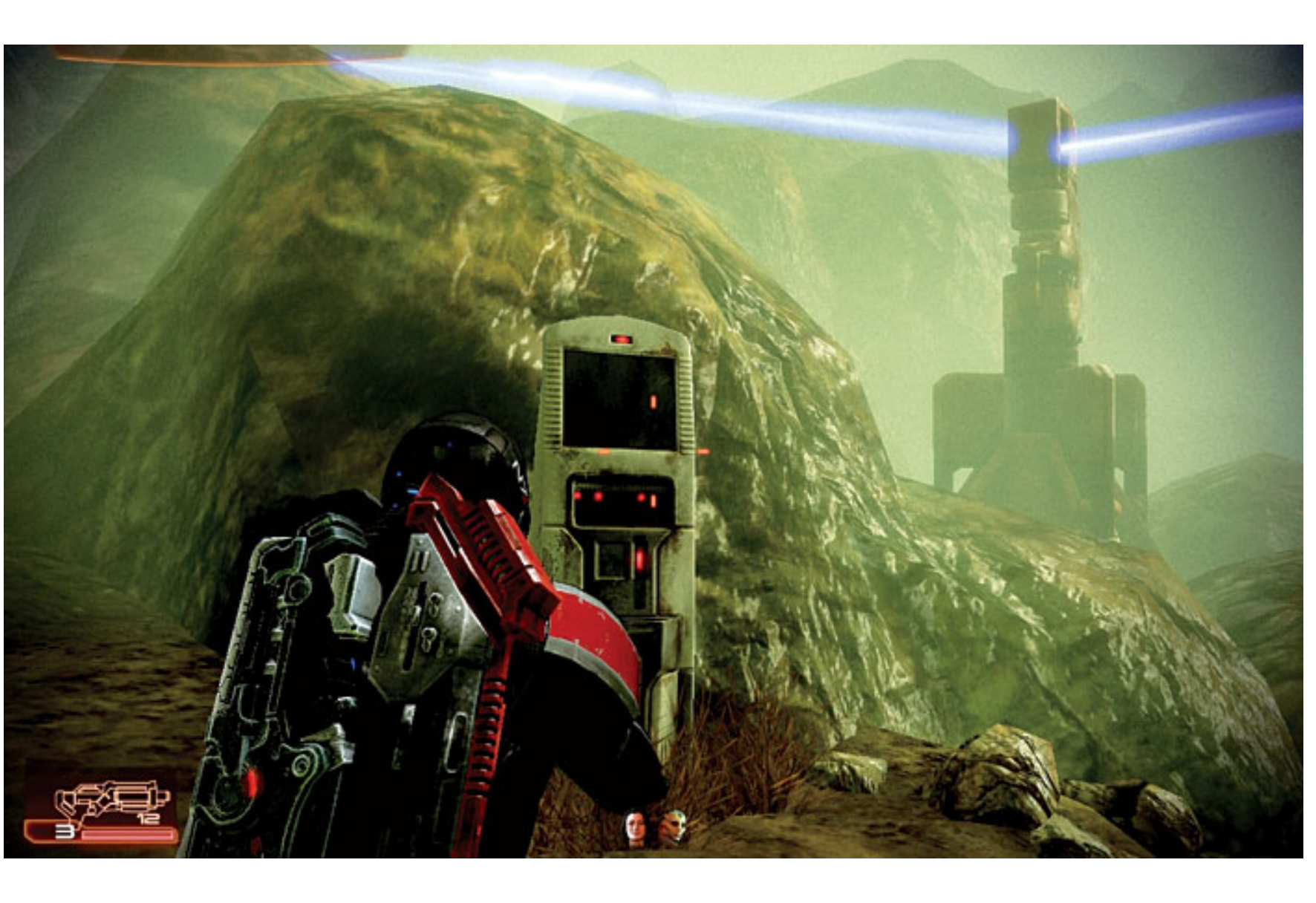
Disabling the Relay



[001]

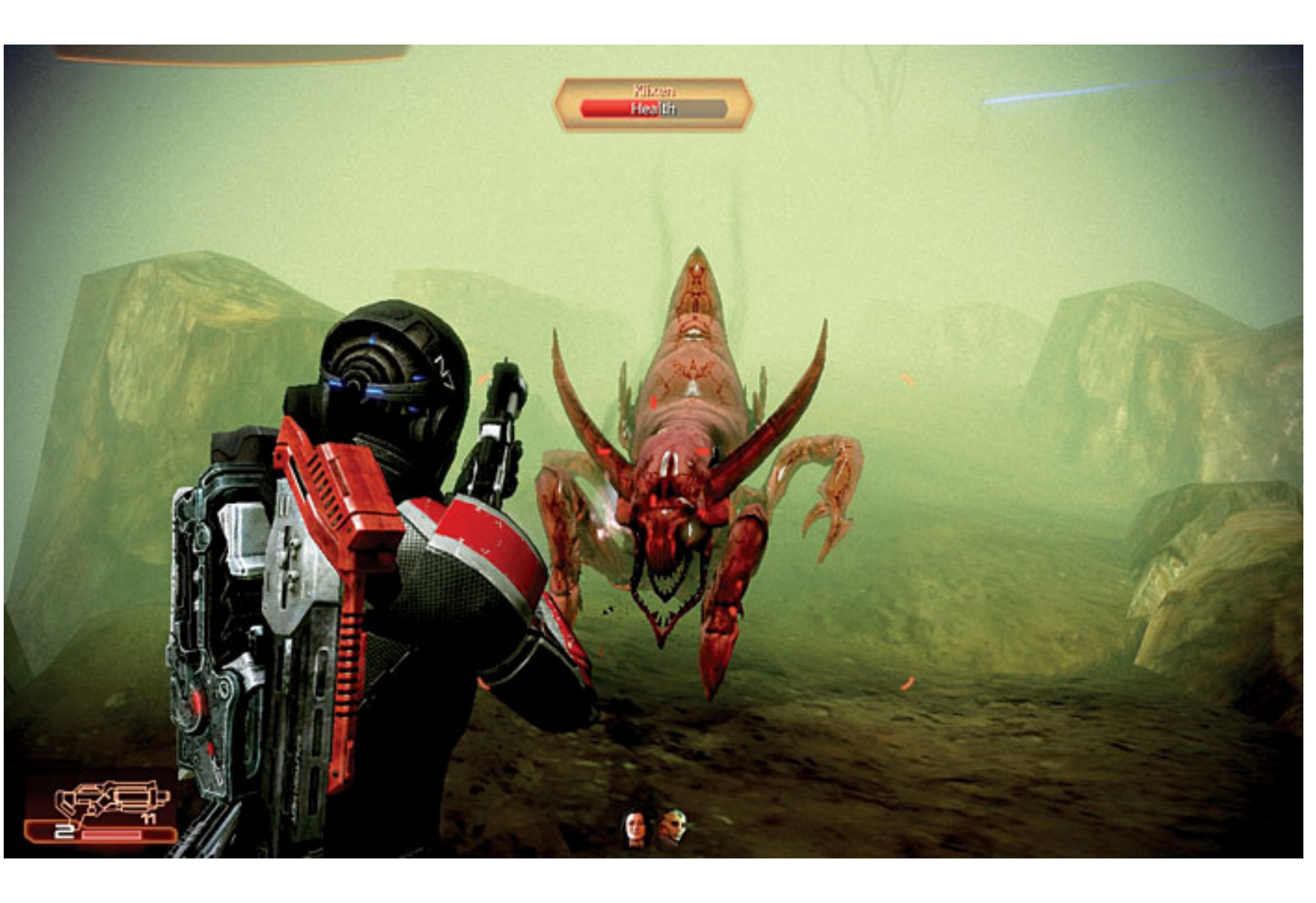
The atmosphere of Tarith is thick, making it hard to see very far. The outline of the communications relay is faintly visible in the distance, but the trail through the rocks to the tower is not as easy to discern.

Follow the beacons along the trail **[001]** to locate the base of the tower.

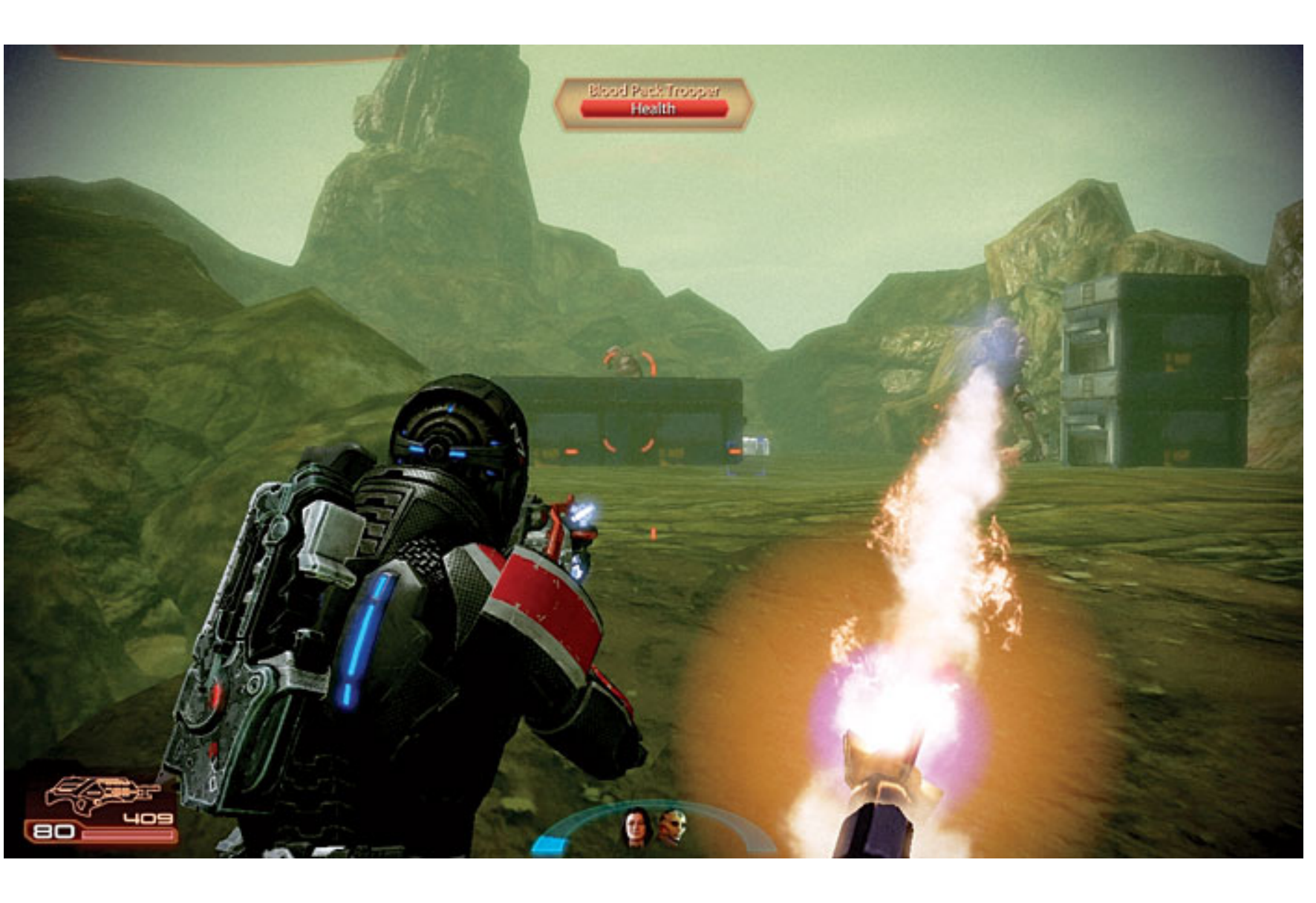


[002]

Each time you activate one of the beacons **[002]** , it fires a beam of energy to the next beacon. This effectively creates a path for you to follow through the rock maze. **[003].**



[003]



[004]

The communications relay disrupts your own radar, so watch out for klixen using the thick fog as cover **[003]** . Keep your distance and open fire on them.

The beacon beams lead you to the tower, but veer off the path to locate raw deposits of platinum. Look at the beacon path to see how far you've come.

As you progress through this maze, cutting down klixen and the odd Blood Pack straggler **[004]** (two are guarding the fifth platinum pickup), be sure you pick the following items up (venture off the main path to secure them all):

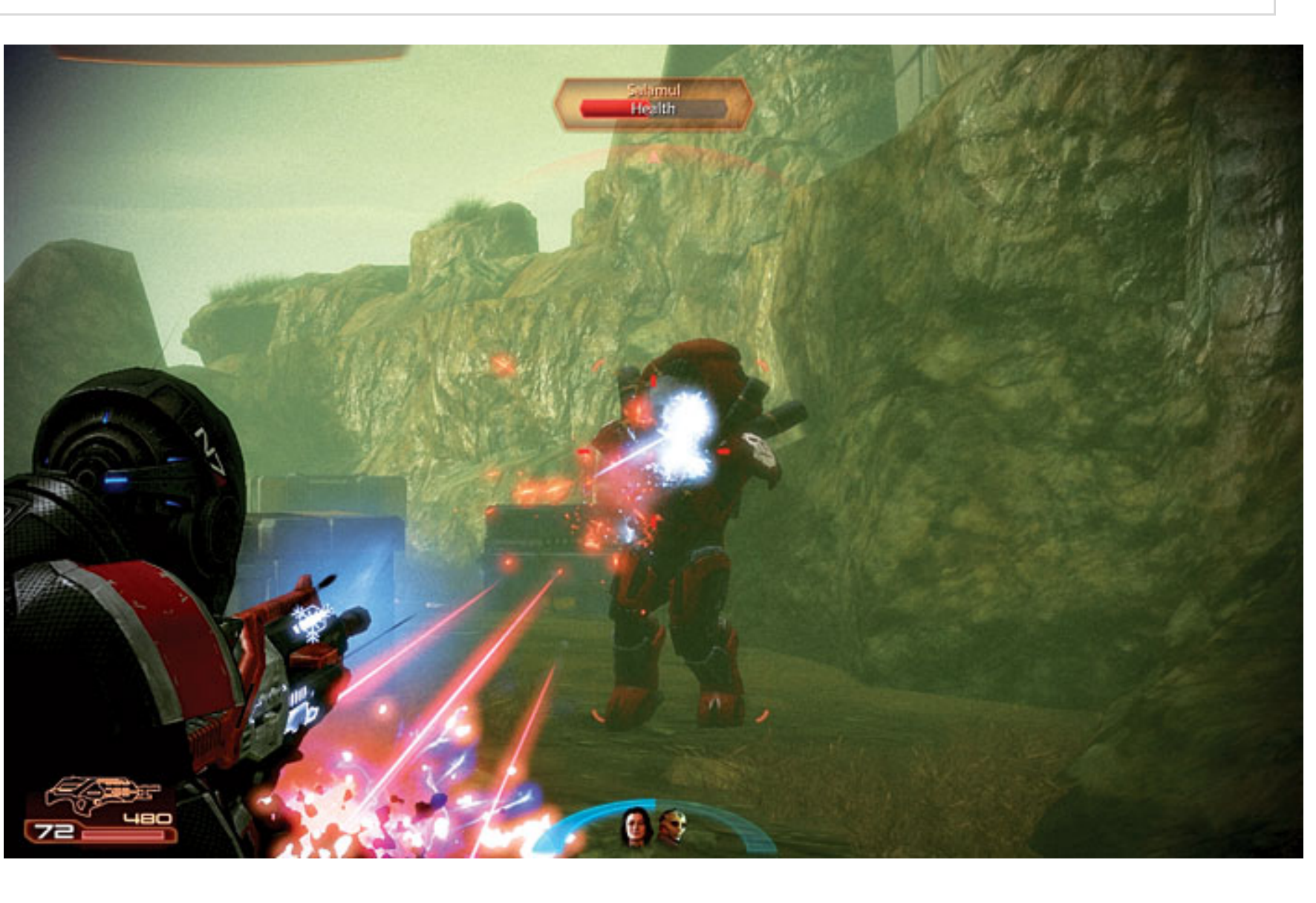
Spoils of War > Resources > Raw Material > Take > 400 Platinum

Spoils of War > Resources > Raw Material > Take > 400 Platinum

Spoils of War > Resources > Raw Material > Take > 400 Platinum

Spoils of War > Resources > Raw Material > Take > 400 Platinum

Spoils of War > Resources > Raw Material > Take > 400 Platinum

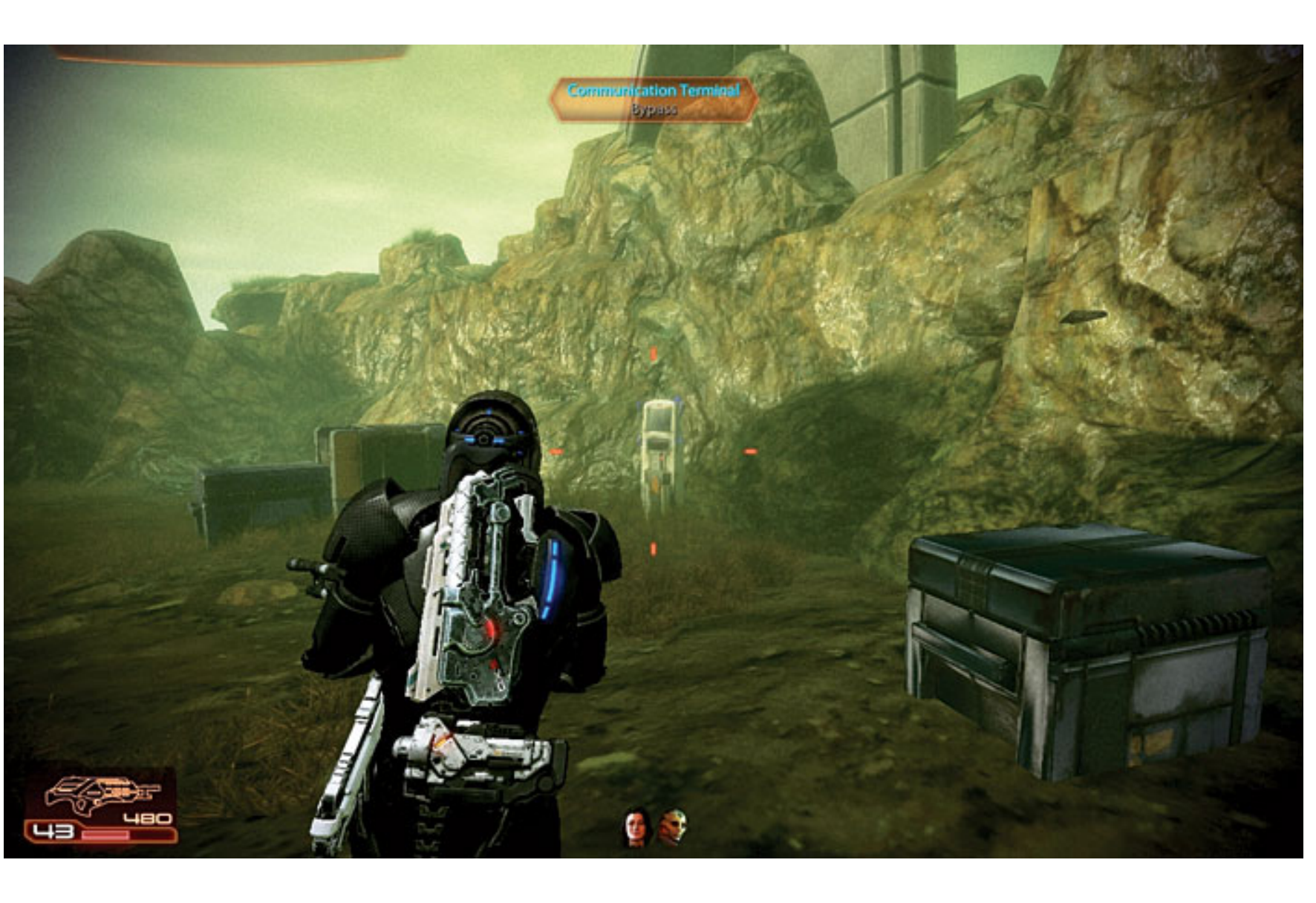


[005]

When you finally reach the base of the relay, look out for Blood Pack enemies. The Blood Pack is led by Salamul **[005]** , a krogan who is a capable biotic.

He uses Barrier to protect himself from your attacks and unleashes Warp throughout the battle. Salamul is brave and rushes you while his Blood Pack thugs fire rockets at you from the rear.

Salamul is tough enough to handle on his own, so take out the rocket troopers in the rear of the clearing so you can concentrate on the krogan without worrying about a rocket in the back of the head.



[006]

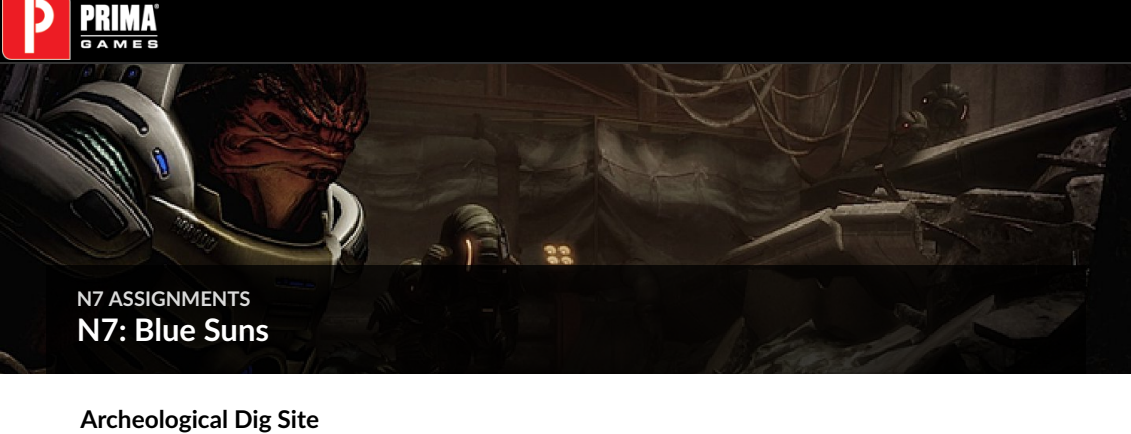
When Salamul and his minions are down, bypass the communications terminal **[006]** at the base of the tower to shut it down.

This should make it tough for the Blood Pack to coordinate its operations for a while.

You receive both Cerberus funding and found credits, as well as your upgrade, once this assignment is over.

Spoils of War > Credits Found > Awarded > 3,750 Credits

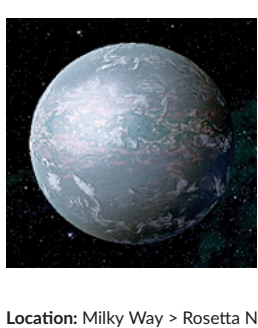
Upgrade > Cerberus Reward >
Awarded > Microfusion Array



N7: Blue Suns

Archeological Dig Site

Mission Data



Location: Milky Way > Rosetta Nebula > Enoch > Joab

Experience Available: 125/156

Availability > After Accepting Jacob's Loyalty: The Gift of Greatness

Entities Encountered > Enemies

- Blue Suns > Commander
- Blue Suns > Legionnaire
- Blue Suns > Lieutenant Locke
- Blue Suns > Trooper

Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > Element Zero: 500

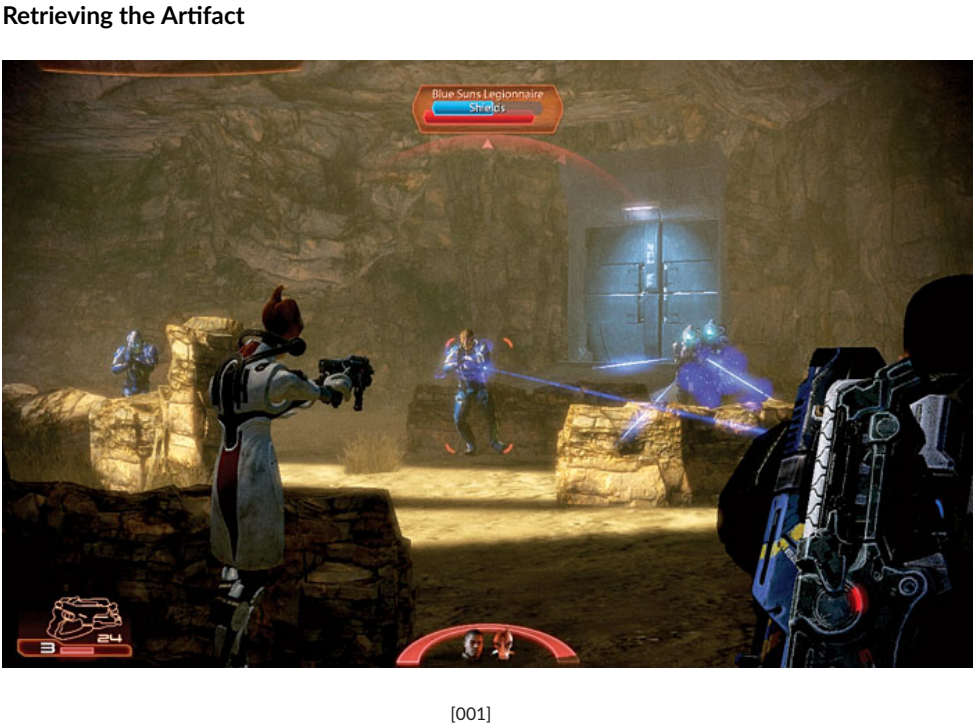
Scans of Joab reveal that an archeological dig site that has uncovered Prothean remains is under siege by Blue Suns mercenaries.

The Blue Suns must be stopped so that Prothean technology does not fall into dangerous hands.

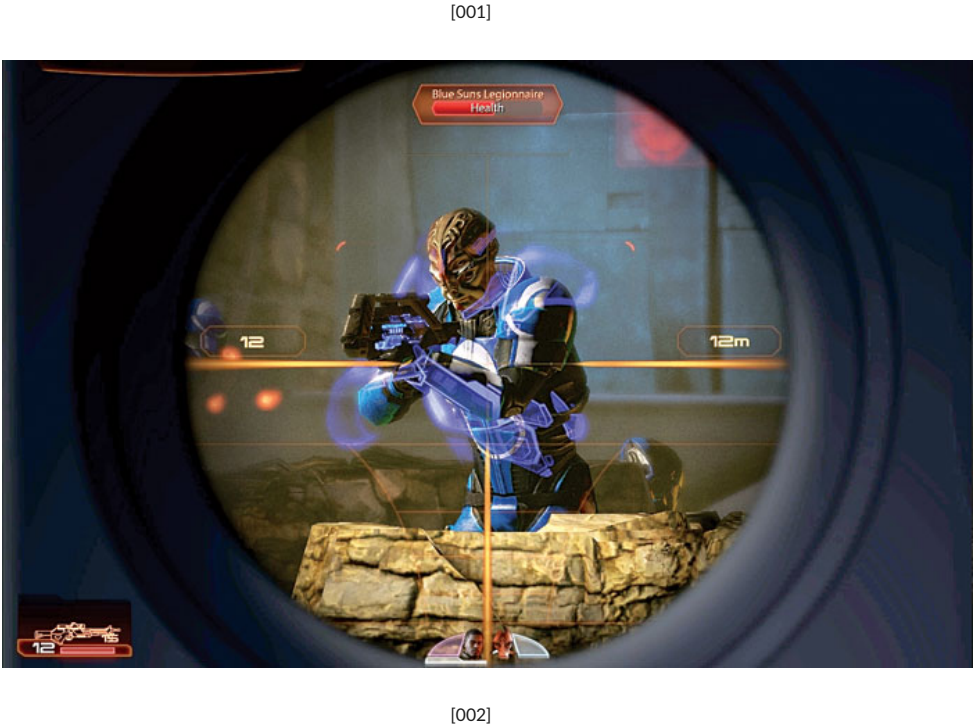
Note

You cannot take this assignment until you have revealed the Rosetta Nebula by accepting Jacob's loyalty mission.

Retrieving the Artifact



[001]



[002]

Unfortunately, the shuttle landing draws the attention of a Blue Suns scout. As you drop down to the surface, the merc runs inside the ruins to alert the rest of the group.

When you start to spread across the clearing in front of the entrance (direct your squad to set up a crossfire from various rocks), the Blue Suns erupt from the mine **[001]** .

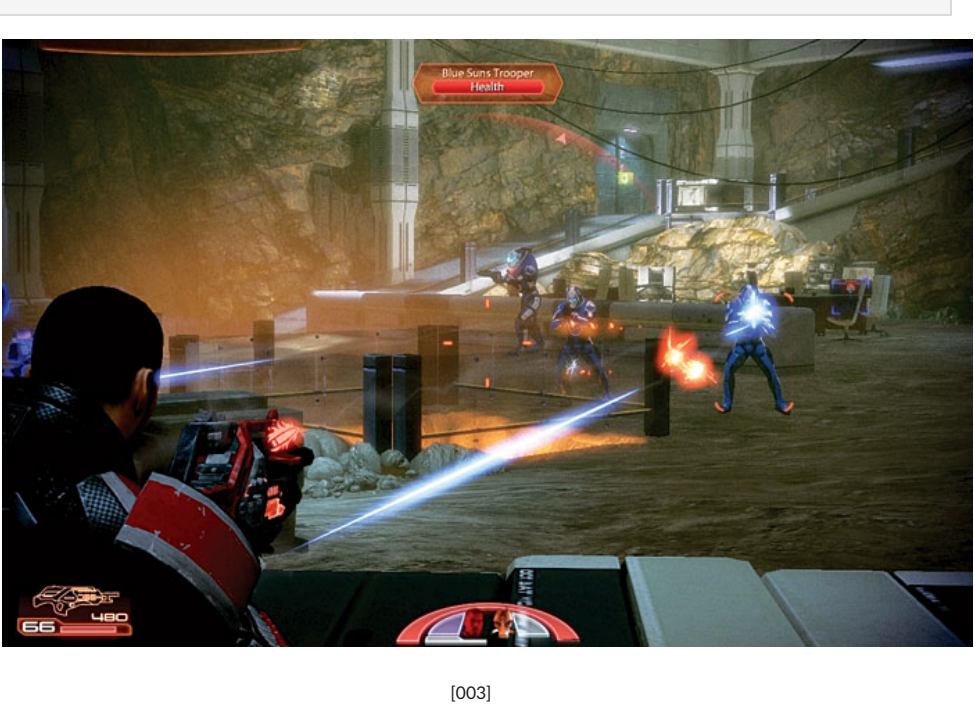
The mercs are led by a Blue Suns legionnaire **[002]** . His shields make it difficult to effectively use most biotic and tech attacks.

The troopers that flank him, though, are easy prey. Then pick up the crates of element zero from the clearing before moving into the mine.

Tip

Keep moving your squad around the rocks to prevent the mercs from coming up with a cohesive strategy. If they must choose between multiple targets, you can then easily catch their exposed flank.

Spoils of War > Resources > Refined Element Zero > Open > 175 Element Zero
Spoils of War > Resources > Refined Element Zero > Open > 125 Element Zero



[003]

Inside the mine, use the crates as cover against the Blue Suns. As before, spread your squad across the mine so the Blue Suns do not concentrate their fire on a single spot.

Reinforcements arrive via two doors **[003]** . The first is on the main floor, off to the left. The second is at the top of the ramp on the back wall of the chamber.

Pick off the reinforcements just as they enter the chamber so they cannot dig into cover themselves.

Following the battle, loot the room and the side ramped tunnel for credits (in the personal lockers) and a medi-gel.

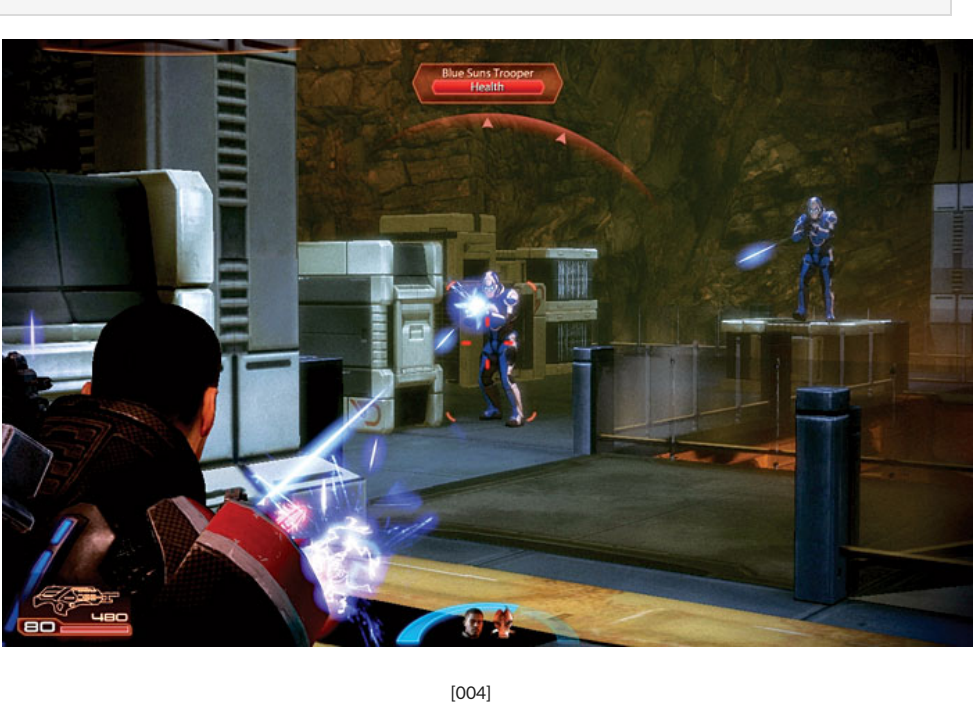
Caution

While fanning out across the chamber, watch out for the explosive containers. The Blue Suns will shoot them if you stand too close.

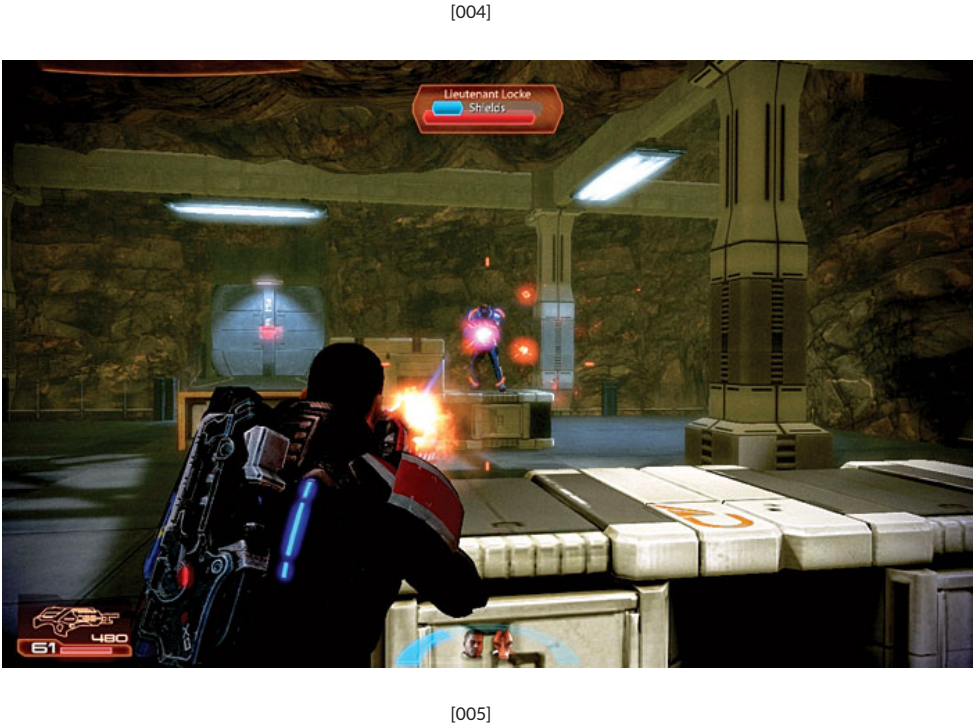
Tip

You may wish to use the side door and ramp and flank the foes on the upper ramp, shooting an explosive container at the very top to damage these foes.

Spoils of War > Personal Locker > Open > 750 Credits
Spoils of War > Personal Locker > Open > 750 Credits
Med Kit > +1 Medi-gel > 100 Credits
Spoils of War > Personal Locker > Open > 2,250 Credits



[004]



[005]

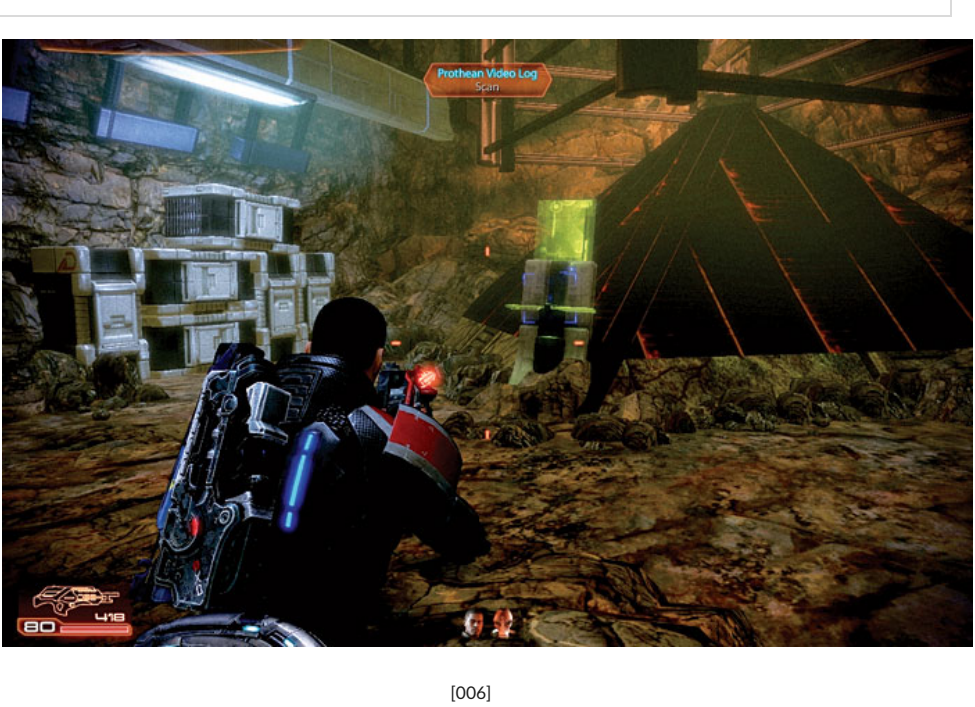
The door at the top of the large chamber leads to a smaller room with more crates and walkways to use as cover. More Blue Suns spring into action **[004]** .

They are tougher than the first wave of mercs, including a commando with both shields and armor. Use the upper landing of the room to spray bullets on the mercs below.

If you take the high ground, the mercs cannot effectively use cover. The Blue Suns are led by Lieutenant Locke **[005]** .

Locke has shields, so if you have any heavy weapon ammo, use it to blast through them and expose him. Then check the room; there is a crate of element zero just below the landing in the center of the chamber.

Spoils of War > Resources > Refined Element Zero > Open > 200 Element Zero



[006]

A datapad in the room reveals that an artifact has already been taken offworld on the MSV *Strontium Mule* . Enter the next room, though, to locate a Prothean ruin **[006]** .

Watch the video log on the ruin to see footage of a Reaper attacking a planet and wiping it off the face of the cosmos. This concludes the assignment.

You may now begin the next Blue Suns special assignment.

Special Assignment > N7: Blue Suns > MSV *Strontium Mule* Available

MSV Strontium Mule

Mission Data

Location: Milky Way > Omega Nebula > Arinlarkan > MSV *Strontium Mule*

Experience Available: 125/156

Availability > After Completing N7: Blue Suns > Archeological Dig Site
Entities Encountered > Enemies

- Blue Suns > Captain Vorhess
- Blue Suns > Command Bodyguard
- Blue Suns > Heavy
- Blue Suns > Legionnaire
- Blue Suns > Senior Engineer
- Blue Suns > Sergeant Boortis
- Blue Suns > Trooper
- FENRIS Mech

Spoils of War > Total Credits: 7,500

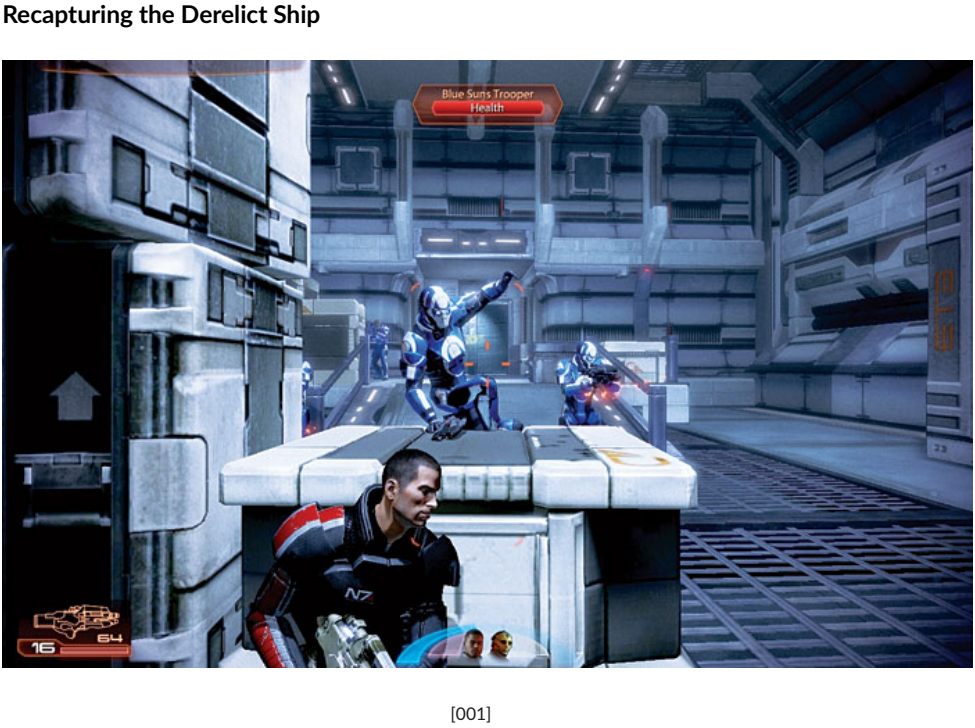
- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > Iridium: 2,000

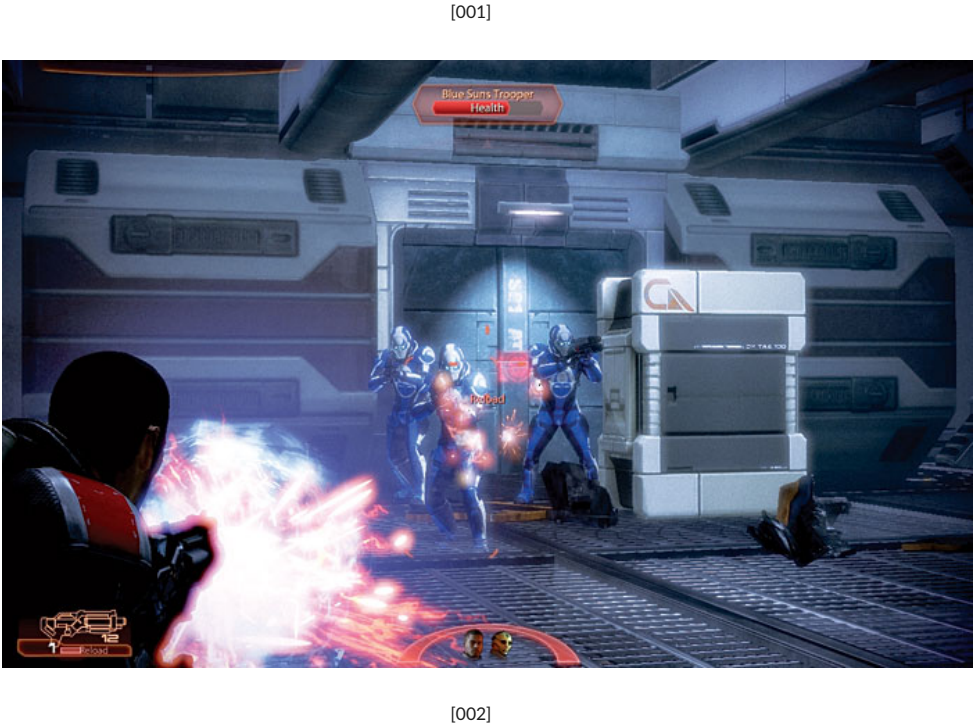
The MSV *Strontium Mule* has gone silent—the crew will not answer any hails despite repeated attempts. Scans, however, reveal that the ship is making transmissions using a known Blue Suns encryption key.

Board the ship via an emergency hatch in the cargo hold and stop the Blue Suns. This assignment appears on your galaxy map as "Recapture Freighter."

Recapturing the Derelict Ship



[001]



[002]

Upon entering the cargo hold of the vessel, take cover because the Blue Suns will flow through the door on the opposite side of the room within seconds **[001]** .

The Blue Suns crew includes troopers, legionnaires, and heavies, so watch out for rocket fire to streak through the air. There are explosive crates on the main floor, so be mindful about using those for cover.

They make a tempting trap for the Blue Suns, but if you can keep them pinned at the door by spreading out across the room and focusing all fire on their origin point, you are much better off.

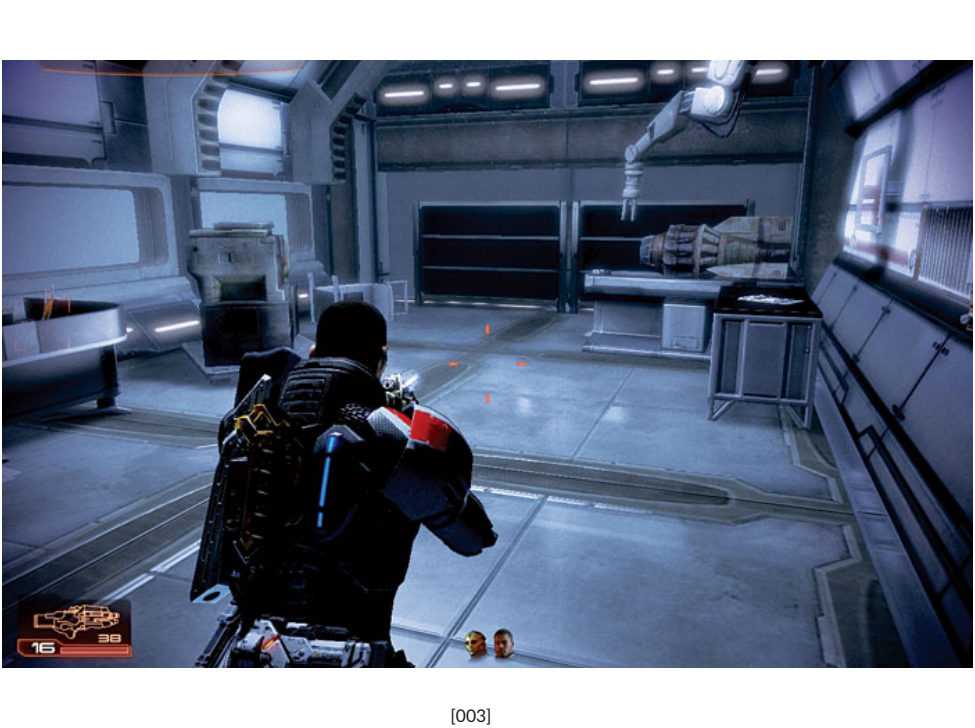
Before leaving, check the merc transmitter; it appears to be orders from Captain Vorhess after the recent boarding.

Now climb the ramps, passing the airlock security console, and locate a small Blue Suns patrol **[002]** . After the patrol has been neutralized, check another merc transmitter, with a message about some possible loot, and codes to unlock the cargo hold.

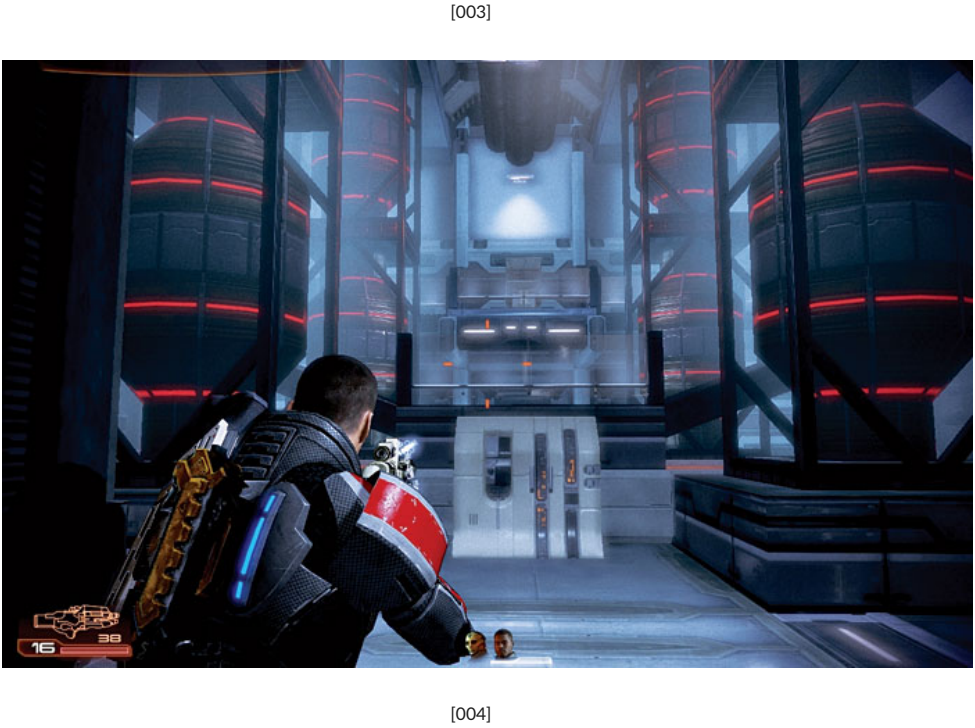
Head up the ramp and bypass the hub security console. This opens the previously locked doors.

There are three doors. Each winds around to another room of the ship that contains even more Blue Suns. Use the corridors to flank the Blue Suns.

If you place a squad member inside each corridor, you can attack the Blue Suns from multiple angles and keep them guessing.



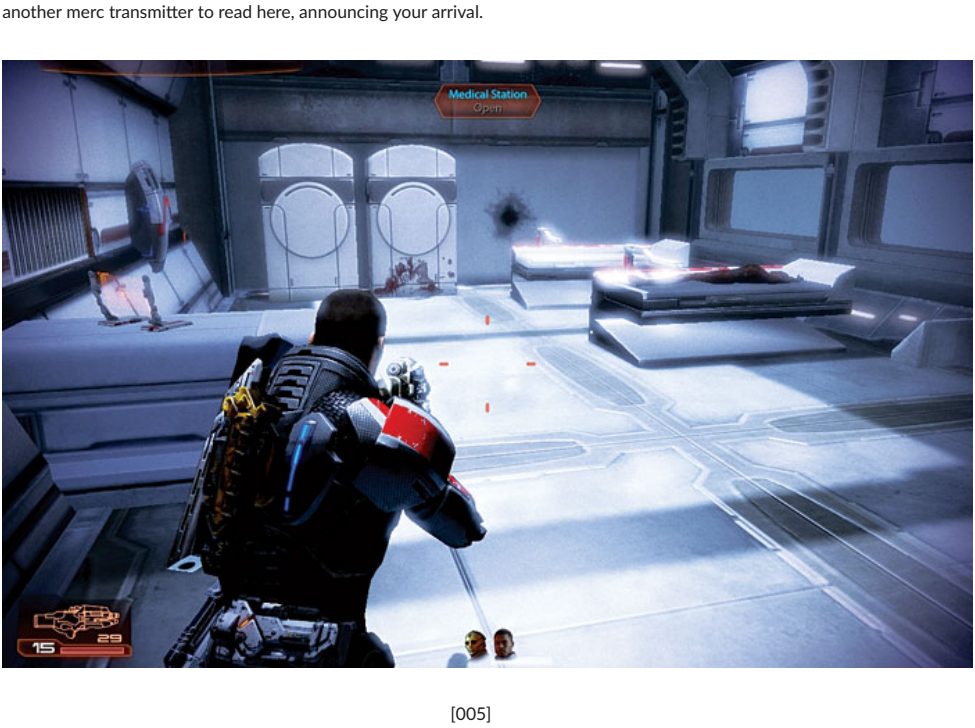
[003]



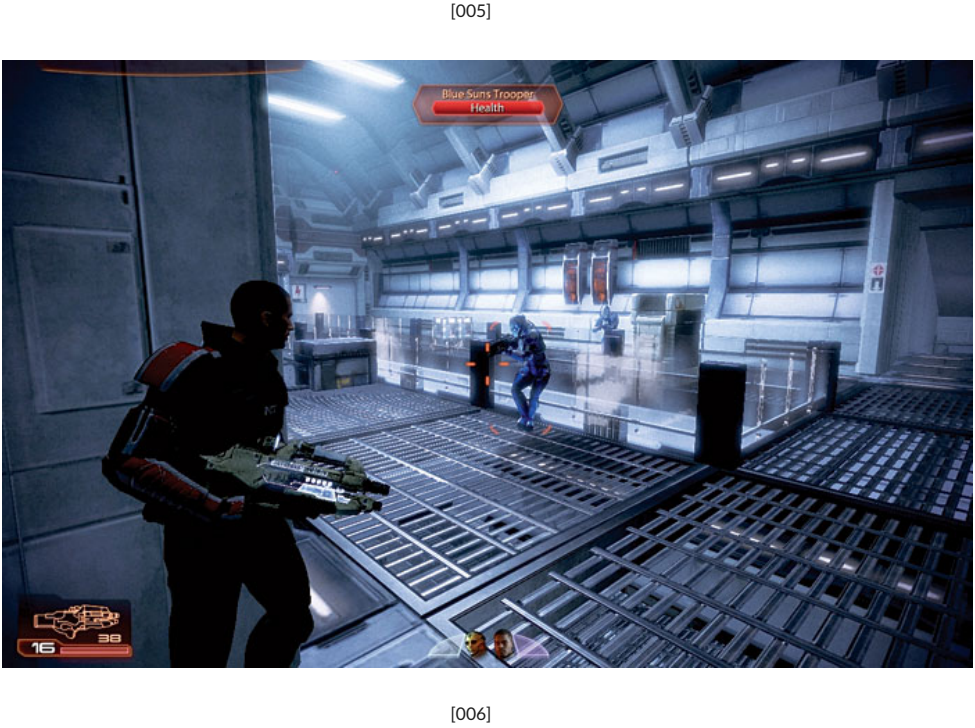
[004]

The left door leads to a corridor and a chamber with a maintenance records **[003]** terminal to read, then to a central upper walkway of the hold.

The middle door leads to a corridor directly into the engine room **[004]** where a main console is currently inactive; there is another merc transmitter to read here, announcing your arrival.



[005]



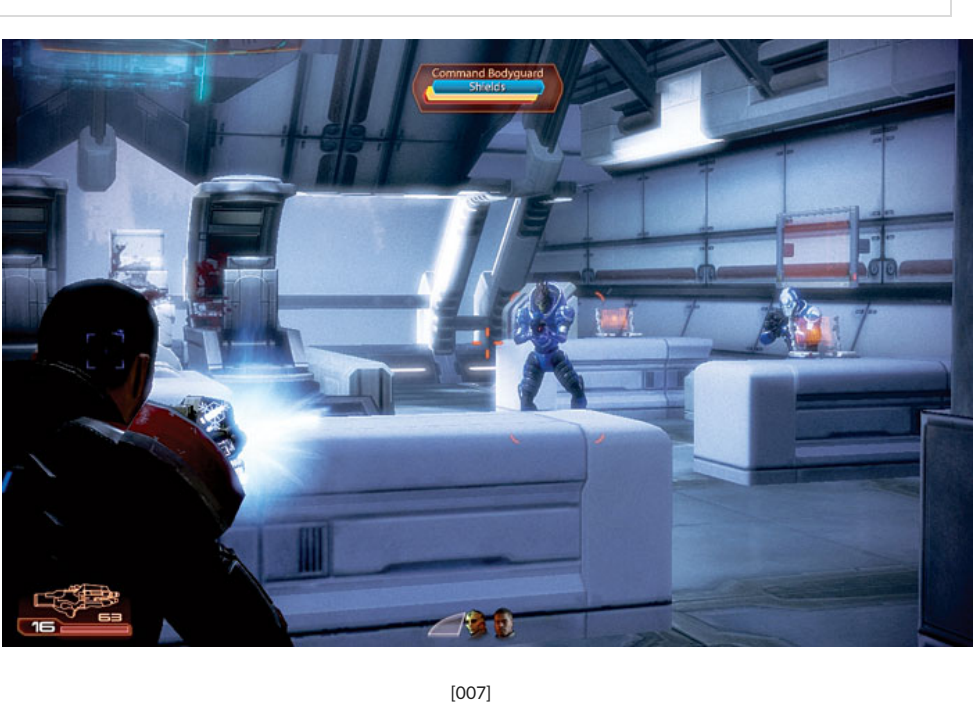
[006]

The right door leads to a corridor and a medical room **[005]** where medi-gel can be taken, and the corridor continues to the same central upper walkway of the hold **[006]** .

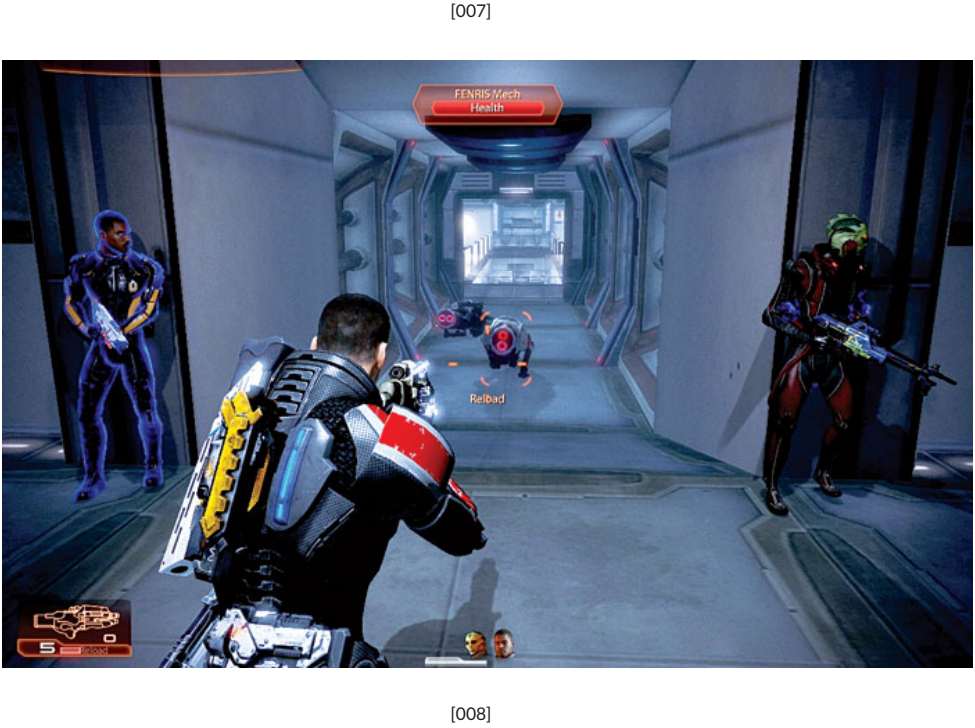
Expect combat at the walkway. Follow the corridor to the right of the MCS-77 sign to locate another security console. Bypass this to unlock the door to the bridge.

The transmission relay console on the left side is currently inoperable.

Medical Station > Open > Med Kit > 100 Credits



[007]



[008]

The bridge is the last stand for the Blue Suns thugs on the *Strontium Mule* **[007]** . The mercs are led by Captain Vorhess, a tough merc with shields.

However, even more dangerous is his bodyguard, who dons armor and has a shield up. Slam into cover and direct your squad to spread across the bridge.

Take out the troopers first since they have no armor or shields. Removing their guns from the battle early will let you concentrate on Vorhess and his guard.

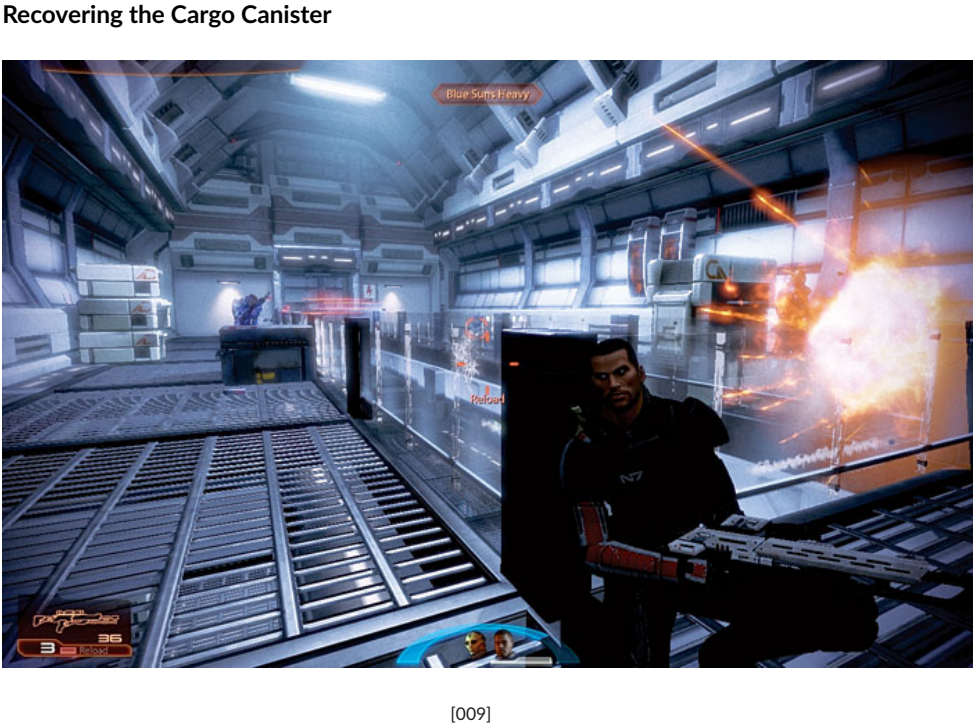
Do not engage Captain Vorhess or the bodyguard at close range. The guard has a powerful shotgun, so just stick to your cover and lay into the mercs with medium-range weapons, such as assault rifles or submachine guns (the latter are very effective for chipping through shields).

When you expose either Vorhess or the guard, use biotics or tech attacks to finish them off. Vorhess is able to engage his FENRIS mechs before dying **[008]** .

Turn around and face the bridge door to cut down the galloping mechs before they enter the bridge.

After checking the merc transmitter (messages regarding your intrusion), and the ship's main log for the code to access the cargo, push through the Blue Suns that fell in behind you in the hold.

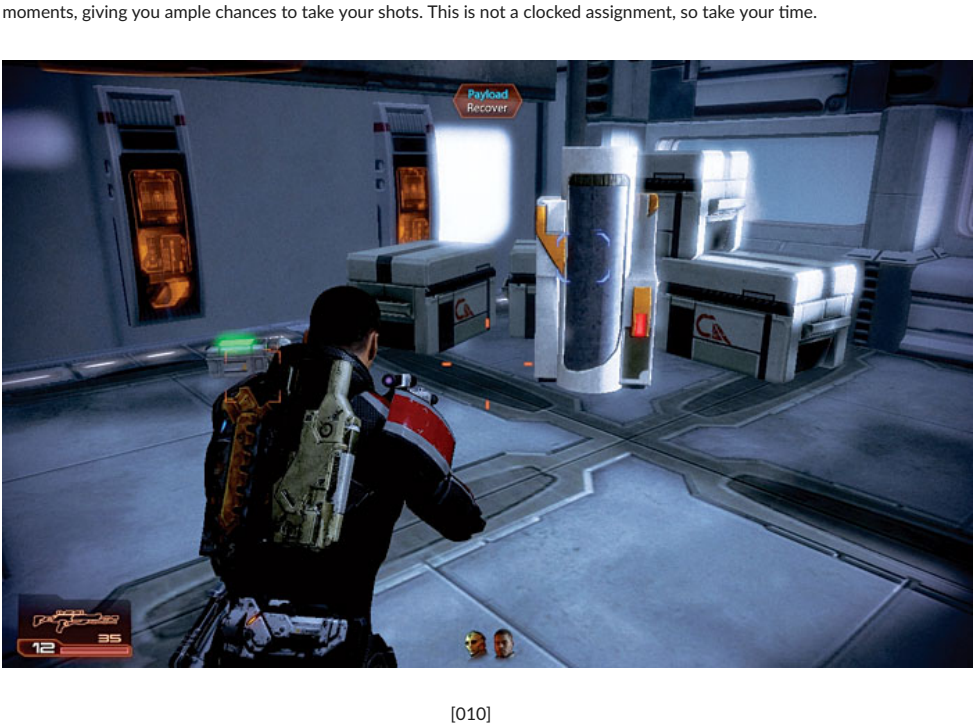
Recovering the Cargo Canister



[009]

The mercs on the upper walkway of the hold are led by Sergeant Boortis. They set up an ambush at the end of the corridor that you will not break through without taking heavy fire **[009]** .

Use the doorway of the bridge as cover and fire on the mercs from safety. The mercs will expose themselves for brief moments, giving you ample chances to take your shots. This is not a clocked assignment, so take your time.



[010]

The Prothean cargo is on the far side of the ship, through the corridor marked EP-8. Enter the (previously locked) storage room and check the merc transmitter on the desk; it's regarding a sneaky plan by Boortis.

Pick up the iridium in the smaller hold and the payload for your credits **[010]** , as well as to end the mission.

There is also a small mess hall in this area, where the flayed remains of the crew can be seen; this area is open throughout the assignment.

Spoils of War > Resources > Refined Iridium > Open > 2,000 Iridium
Spoils of War > Payload > Recover > 3,750 Credits

Note

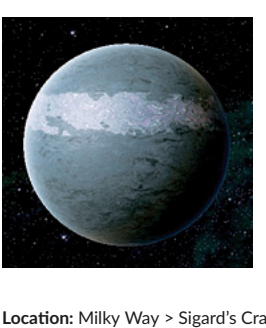
After returning to the *Normandy* , check your private terminal for a new message. Cerberus has discovered the location of the base where the MSV *Strontium Mule* was ambushed.

It's in the Sigurd's Cradle cluster, which is now placed on your galaxy map.

Special Assignment > N7: Blue Suns > Blue Suns Base Available

Blue Suns Base

Mission Data



Location: Milky Way > Sigard's Cradle > Decoris > Sanctum

Experience Available: 125/156

Availability > After Completing N7: Blue Suns > MSV *Strontium Mule*

Entities Encountered > Enemies

- Blue Suns > Captain Narom
- Blue Suns > Commander
- Blue Suns > Heavy
- Blue Suns > Trooper
- YMIR Mech

Spoils of War > Total Credits: 7,500

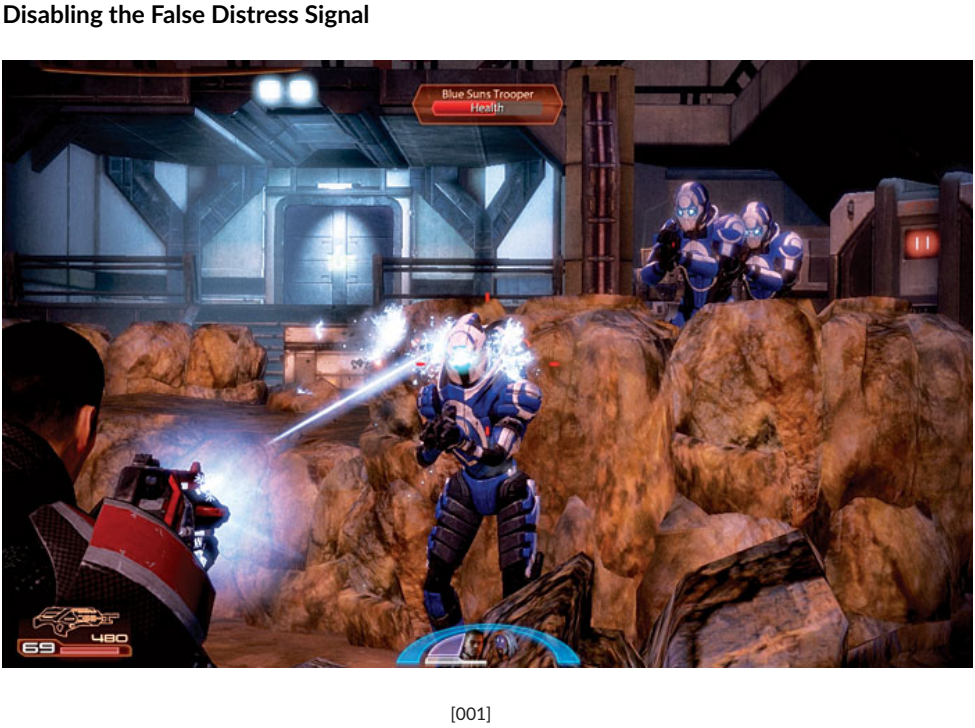
- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > Iridium: 2,000

The Blue Suns are using a false distress signal from their base on Sanctum to lure ships into an ambush. The distress signal must be disabled before any more vessels fall into the same trap as the MSV *Strontium Mule* .

This assignment appears on your galaxy map as "Disable False Signal."

Disabling the False Distress Signal



[001]

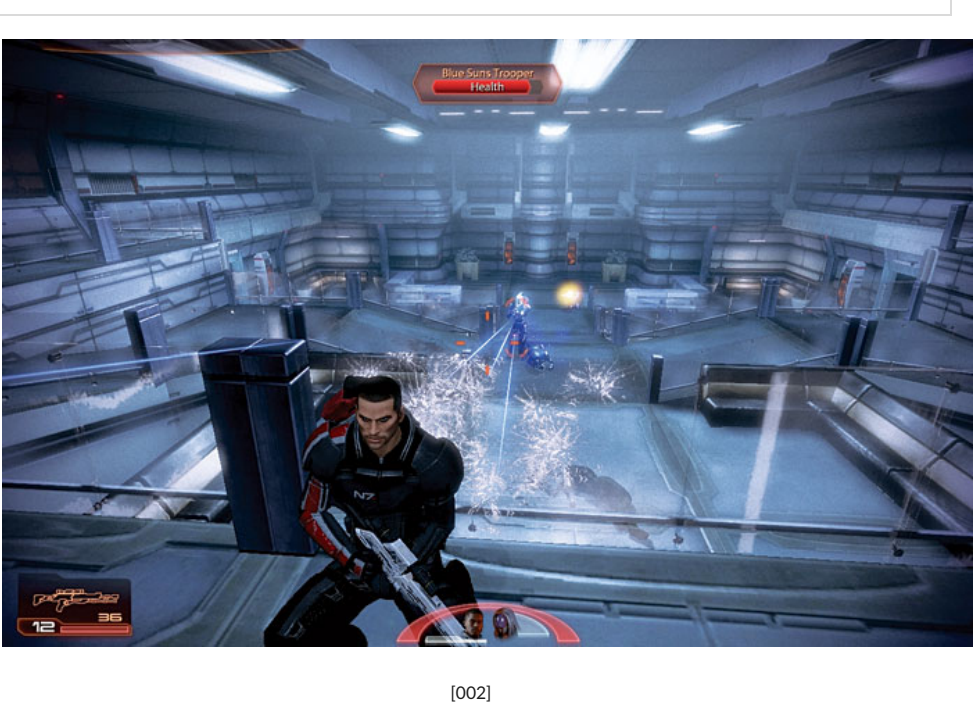
Just as at the mine entrance in the first part of N7: Blue Suns > Archeological Dig Site, the Blue Suns find themselves in a fortified position. You must push into their territory **[001]** .

Surround the door to their base by spreading the squad across the clearing and ducking behind the rocks for cover.

When the mercs explode from the front door to attack, your multiple positions prevent them from becoming a unified fighting force. With their attentions split, it is easier to pick them off.

Then look for a crate of iridium in front and to the left of the base door.

Spoils of War > Resources > Refined Iridium > Open > 400 Iridium



[002]

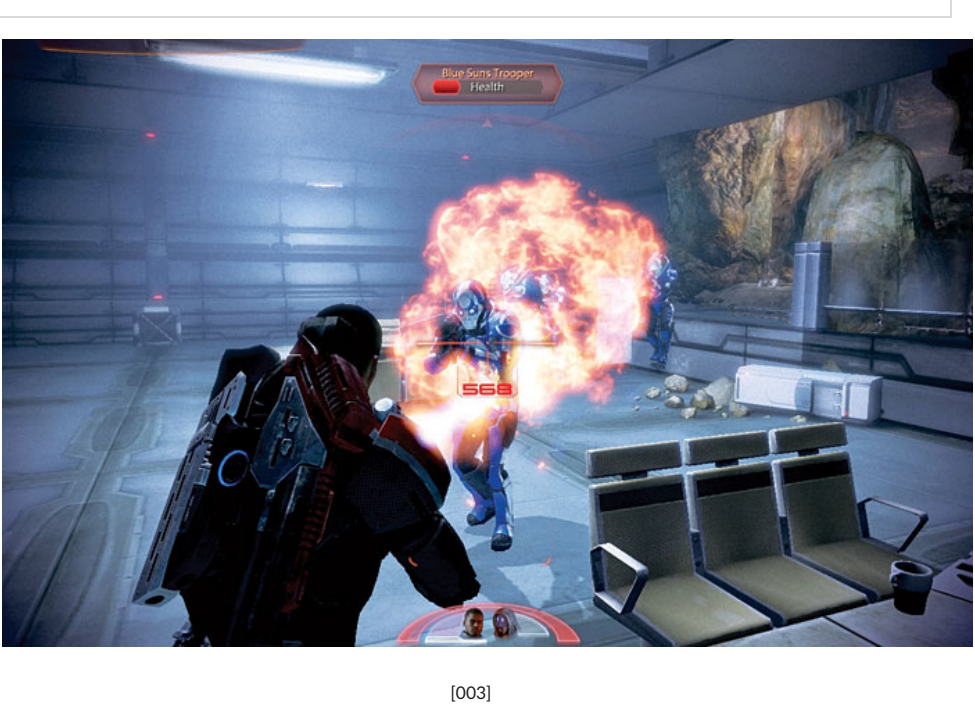
Inside the base, you have the advantage of high ground **[002]** . The mercs, including a powerful commando, must come up to meet you.

Use cover at the top of the room to rain fire down on the mercs as they attempt to wind up the ramps and take your position. As before, split the squad to cover all ramps.

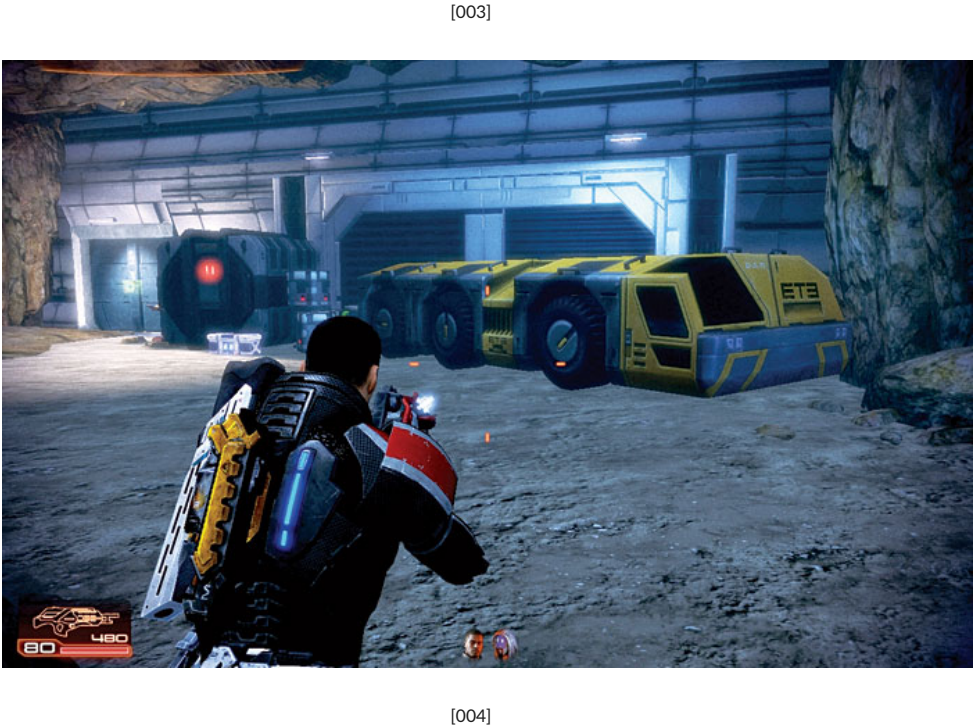
Keep an eye on your teammates, though. If the mercs try to strong-arm one particular ramp, you will need to help out.

With the coast clear, check out the living quarters at the bottom of the room (off to the right) to locate a datapad with some minor information and a wall safe stuffed with credits.

Spoils of War > Wall Safe > Bypass > 1,875 Credits



[003]



[004]

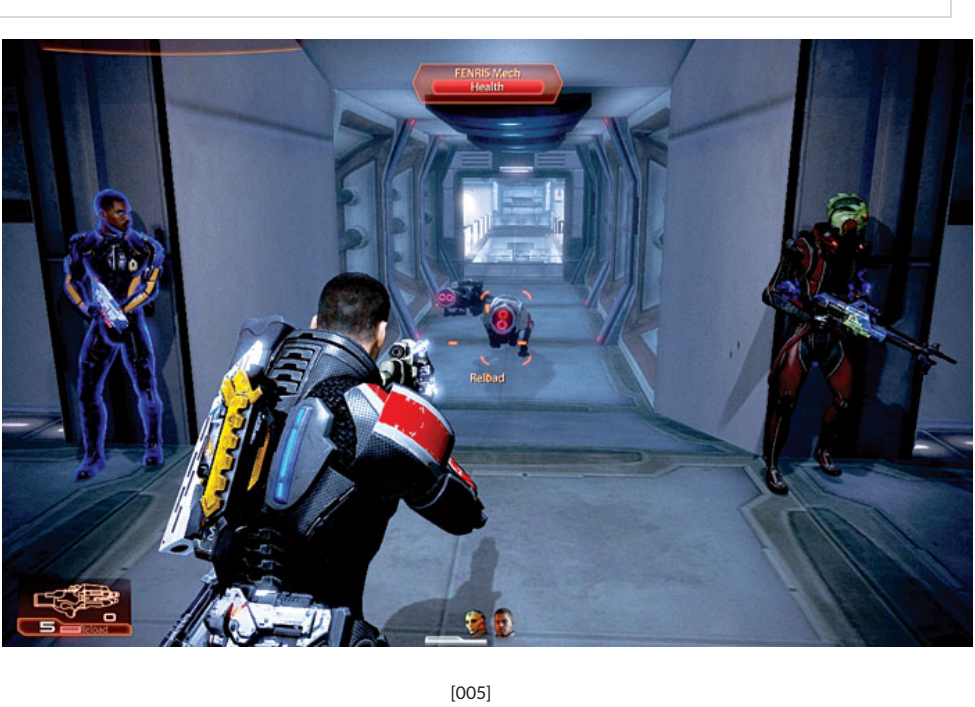
Next, move into the mess hall, checking the Closure Notice on the wall to the right before you enter. A mining accident has left a gaping hole in the wall of the mess hall.

The Blue Suns use that mine to enter the hall and launch their attack **[003]** . There is ample cover in the mess hall, so stake out positions and train your fire on the Blue Suns that emerge from the mine.

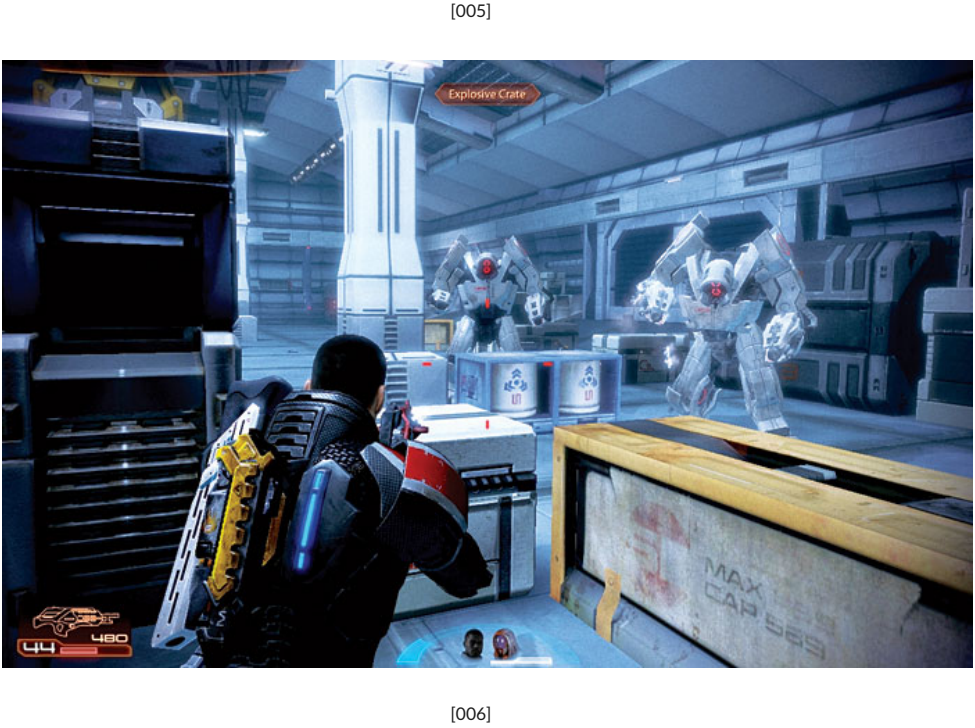
Then enter the hole and the mine, looking to a lit alcove on your left for some iridium. Head deeper into the mine and check the metal work surface as you enter a larger chamber **[004]** ; there's more iridium here.

Now check the mine chamber for some power cells, a datapad, and yet more iridium.

Spoils of War > Resources > Refined Iridium > Open > 400 Iridium
Spoils of War > Resources > Refined Iridium > Open > 400 Iridium
Ammunition > Power Cells > 2 Heavy Weapon Ammo
Spoils of War > Resources > Refined Iridium > Open > 400 Iridium
Spoils of War > Resources > Refined Iridium > Open > 400 Iridium



[005]



[006]

The mine leads to a transportation hub. When you enter the room, the Blue Suns **[005]** activate two YMIR mechs. Though there is a lot of cover to use in the room (watch out for explosive crates), handling two YMIR mechs is not an easy job.

Fall back from the YMIR mechs and seek cover, popping out to attack **[006]** once their miniguns have temporarily fallen silent.

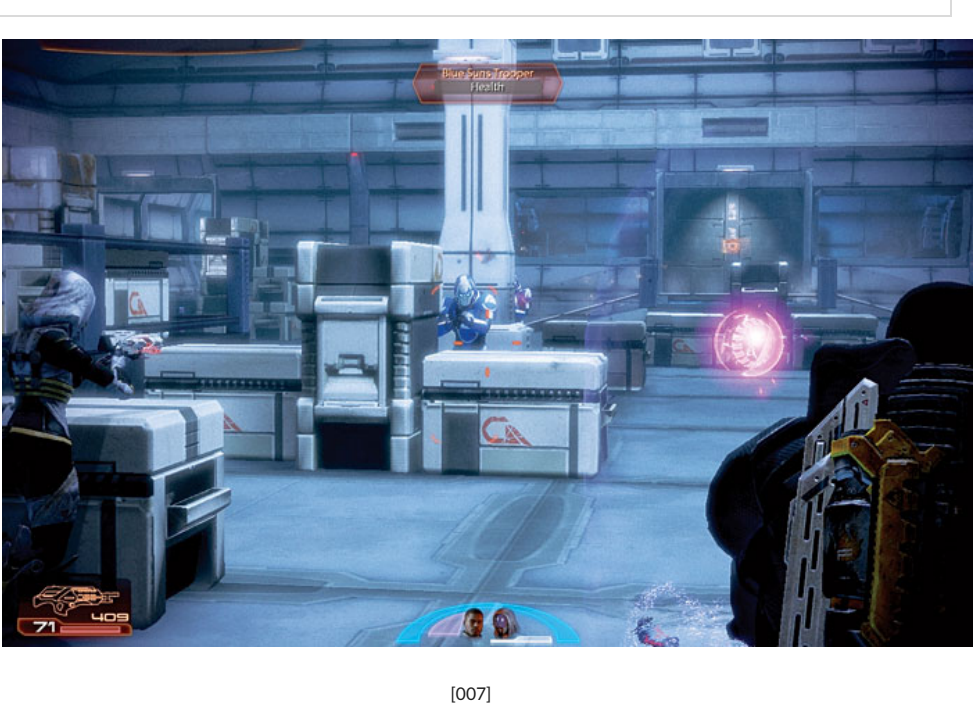
Aim for the heads—those are the mechs' weak spots. If you have any heavy weapon ammo, use it to break through the mechs' shields and armor.

Before or after the fight, check the small raised platform on the left side of the room. Shoot through the fragile crate blocking the ramp to retrieve the medi-gel behind it.

Tip

Miranda is useful on this assignment because her Overload weakens the YMIR mechs' shields.

Med Kit > +1 Medi-gel >100 Credits



[007]

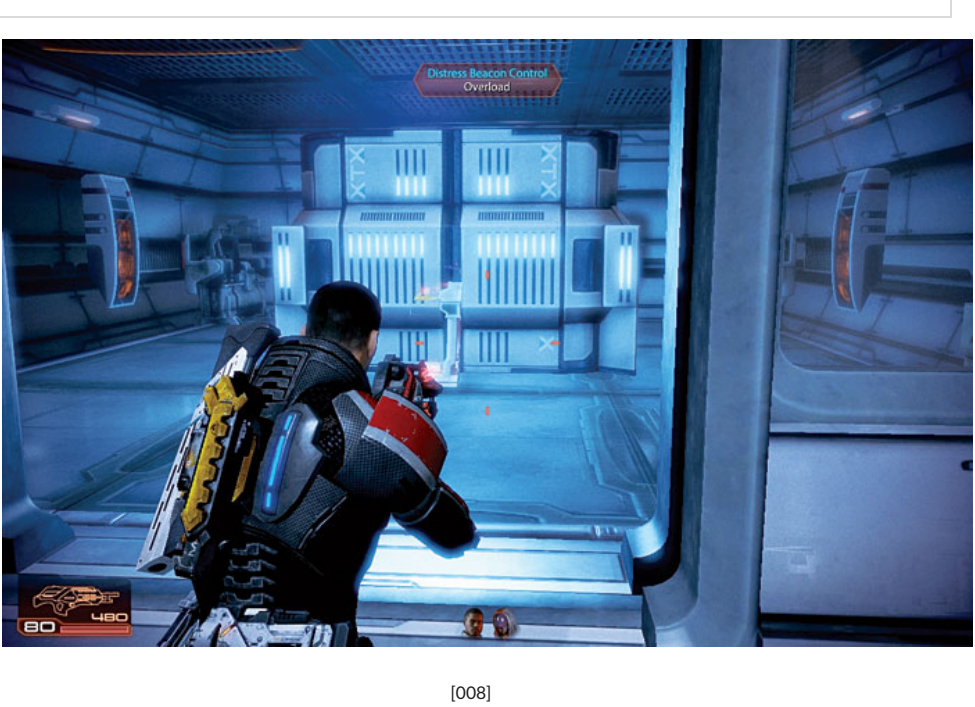
After the two YMIR mechs are down, the Blue Suns have no choice but to attack to keep you from retaking their base. The final merc band is led by Captain Narom.

He is the prime target, but do not ignore the troopers that flank him.

They may be weak, but if you let one get too close, they can ravage your shields with submachine gun fire.

When all foes are neutralized, check the left storage room ahead of you and empty the wall safe in the wall of the transportation hub.

Spoils of War > Wall Safe > Bypass > 1,875 Credits

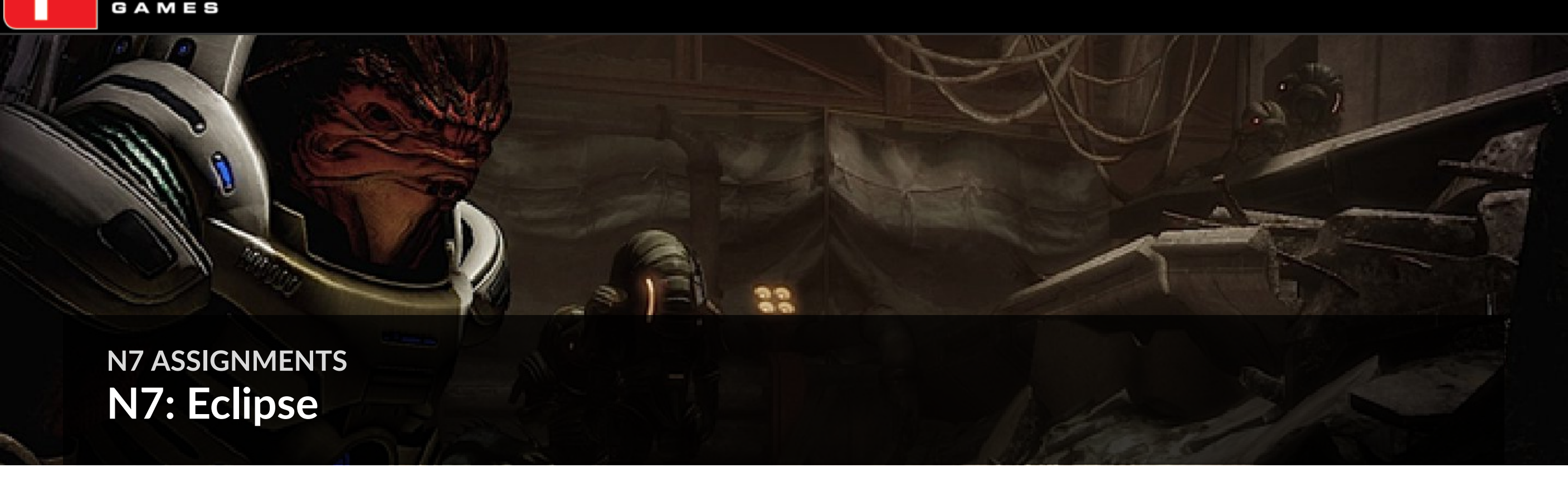


[008]

Now the battle is won, check the right transportation hub room for a computer terminal (where you can read missives), and then overload the distress beacon inside the middle room to put an end to the Blue Suns' dastardly plot **[008]** .

EDI will now warn you that an Alliance colony on Watson is under attack by batarian radicals; this begins the Javelin Missiles assignment (although it could have been accessed at any time).

Special Assignment > N7: Javelin Missiles Available



N7 ASSIGNMENTS

N7: Eclipse

Captured Mining Facility

Mission Data

Location: Milky Way > Crescent Nebula > Zelene > Helyme

Experience Available: 125/156

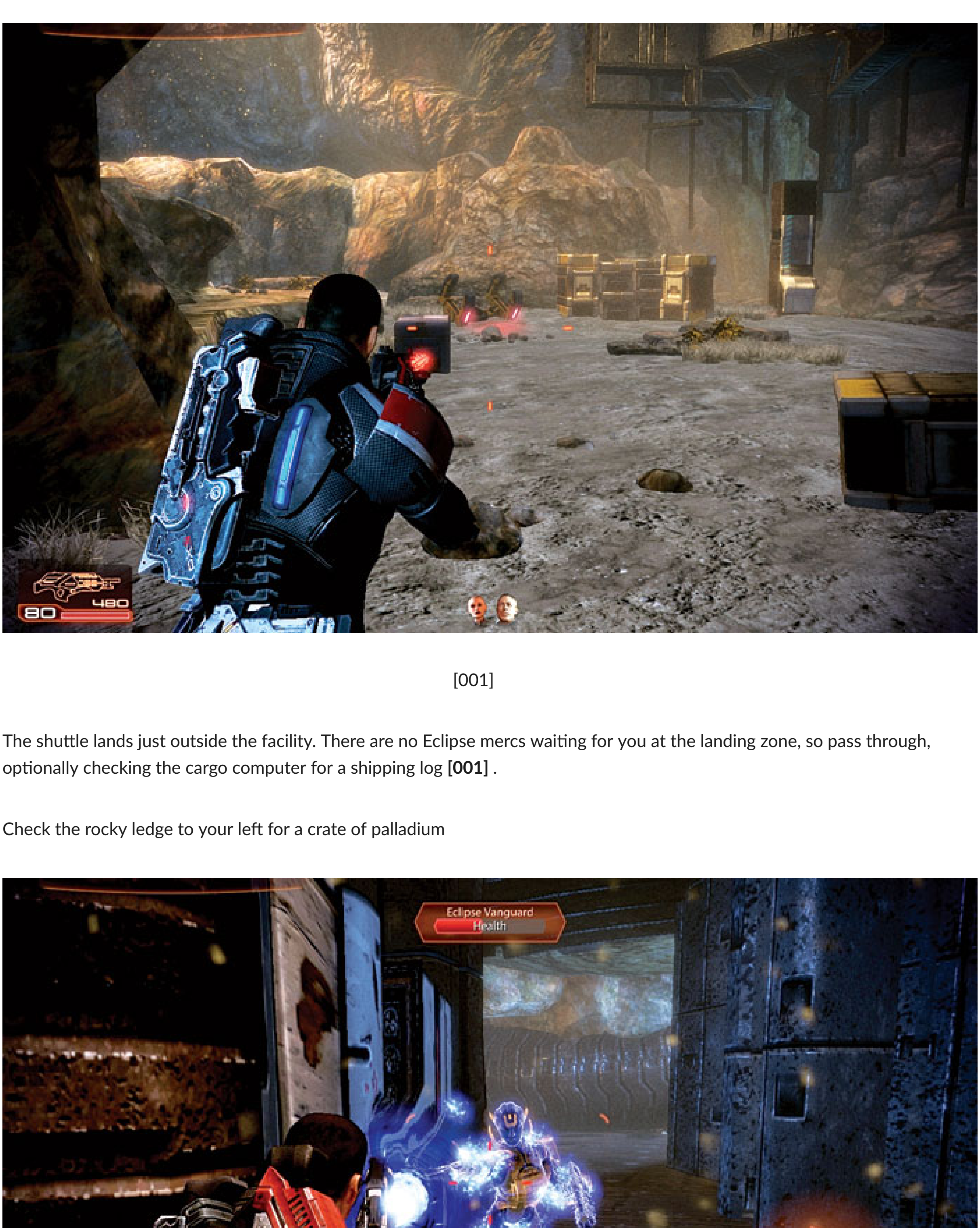
Availability > By Scanning Planet > Helyme
Entities Encountered > Enemies

- Eclipse > Captain Vorleon
- Eclipse > Heavy
- Eclipse > Trooper
- Eclipse > Vanguard
- Spoils of War > Total Credits: 15,000
- Cerberus Funding: 7,500
- Credits: 7,500

Spoils of War > Resources > Palladium: 4,000

Eclipse mercenaries have taken control of the Eldfell-Ashland Energy Corporation mining facility on Helyme. The mercenaries recently cut the facility's distress beacon.

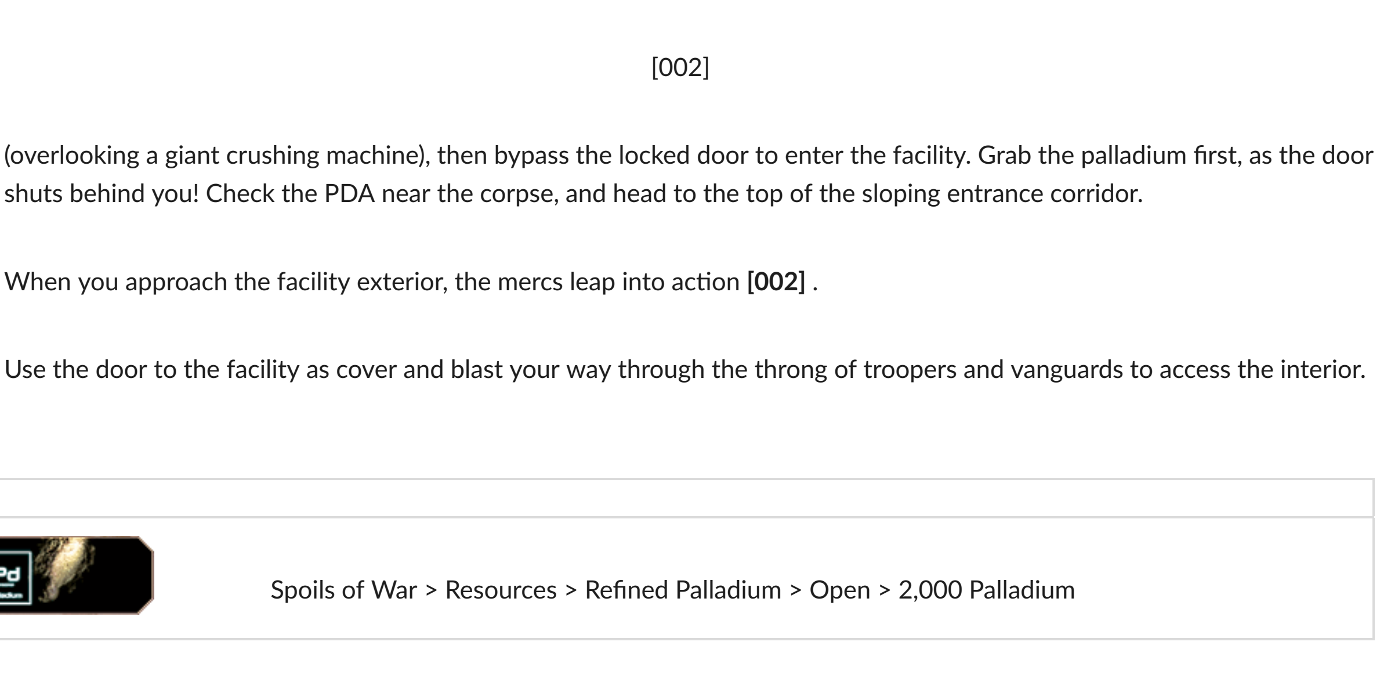
Investigating the Eclipse Presence



[001]

The shuttle lands just outside the facility. There are no Eclipse mercs waiting for you at the landing zone, so pass through, optionally checking the cargo computer for a shipping log **[001]** .

Check the rocky ledge to your left for a crate of palladium



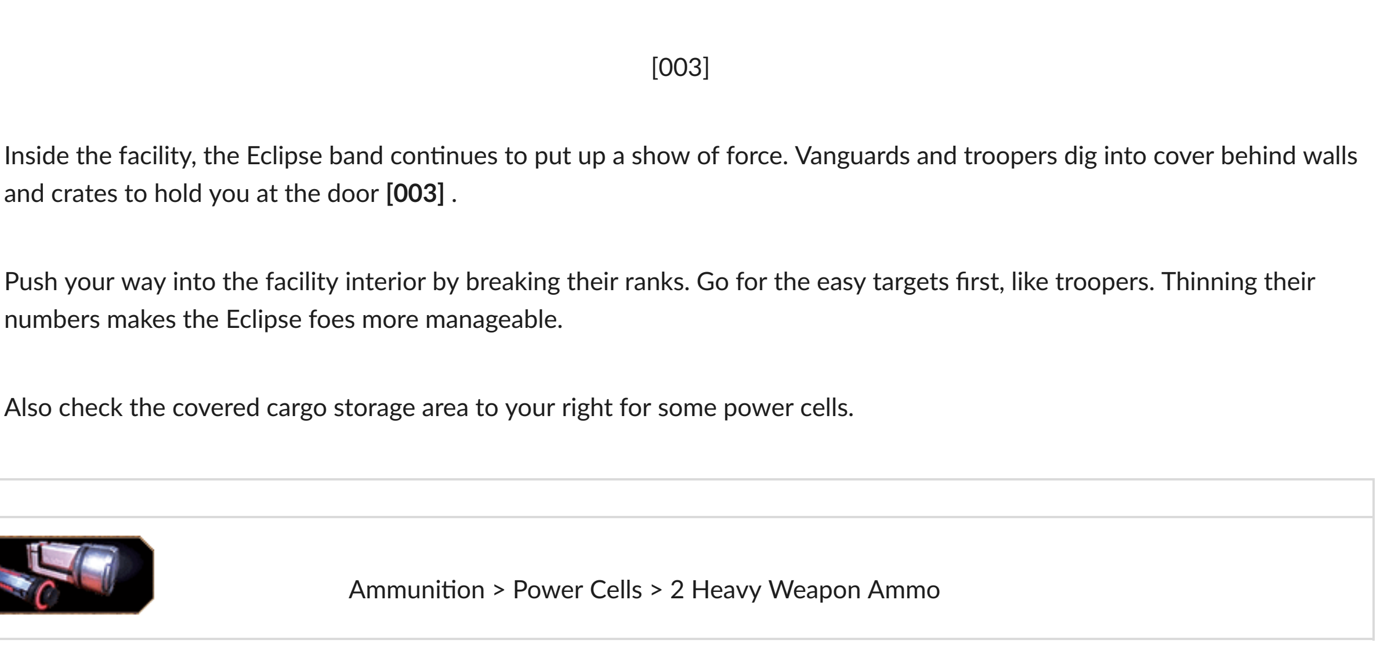
[002]

(overlooking a giant crushing machine), then bypass the locked door to enter the facility. Grab the palladium first, as the door shuts behind you! Check the PDA near the corpse, and head to the top of the sloping entrance corridor.

When you approach the facility exterior, the mercs leap into action **[002]** .

Use the door to the facility as cover and blast your way through the throng of troopers and vanguards to access the interior.

Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium



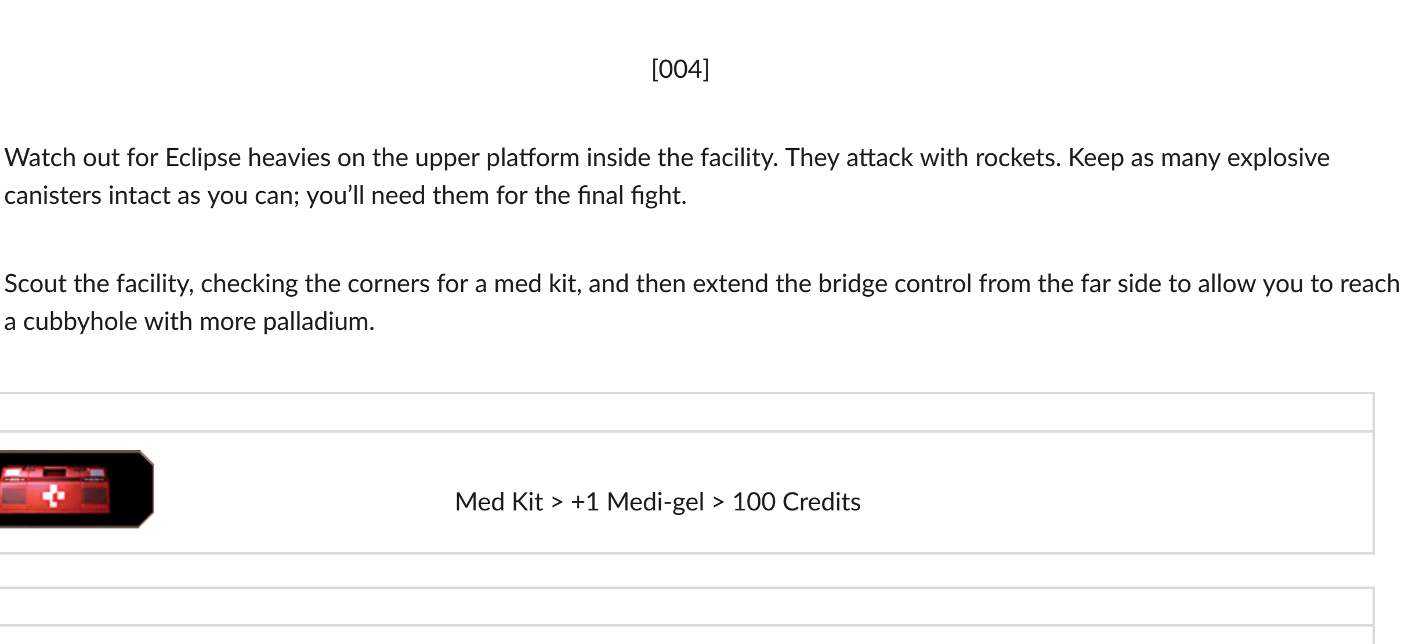
[003]

Inside the facility, the Eclipse band continues to put up a show of force. Vanguards and troopers dig into cover behind walls and crates to hold you at the door **[003]** .

Push your way into the facility interior by breaking their ranks. Go for the easy targets first, like troopers. Thinning their numbers makes the Eclipse foes more manageable.

Also check the covered cargo storage area to your right for some power cells.

Ammunition > Power Cells > 2 Heavy Weapon Ammo



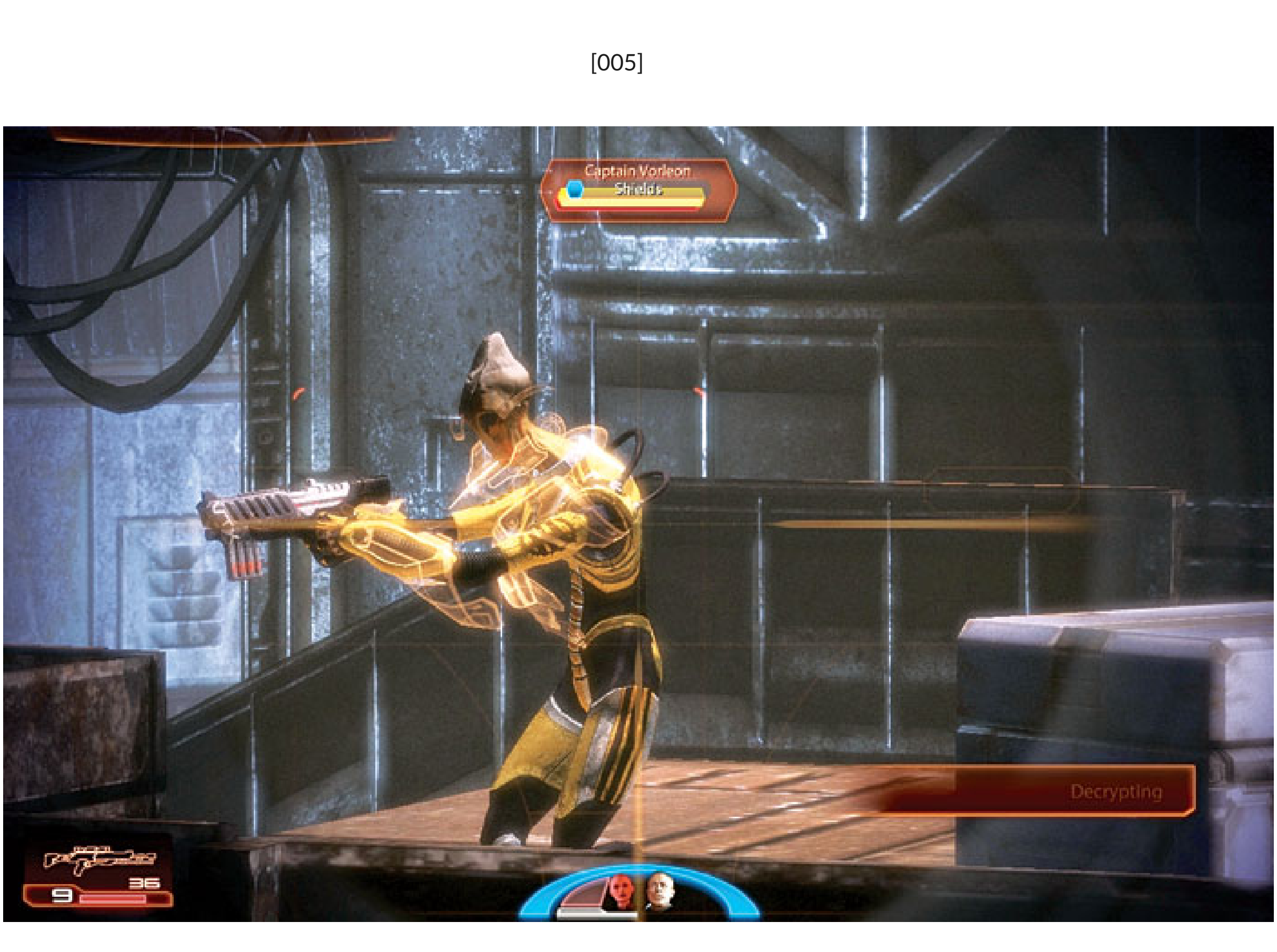
[004]

Watch out for Eclipse heavies on the upper platform inside the facility. They attack with rockets. Keep as many explosive canisters intact as you can; you'll need them for the final fight.

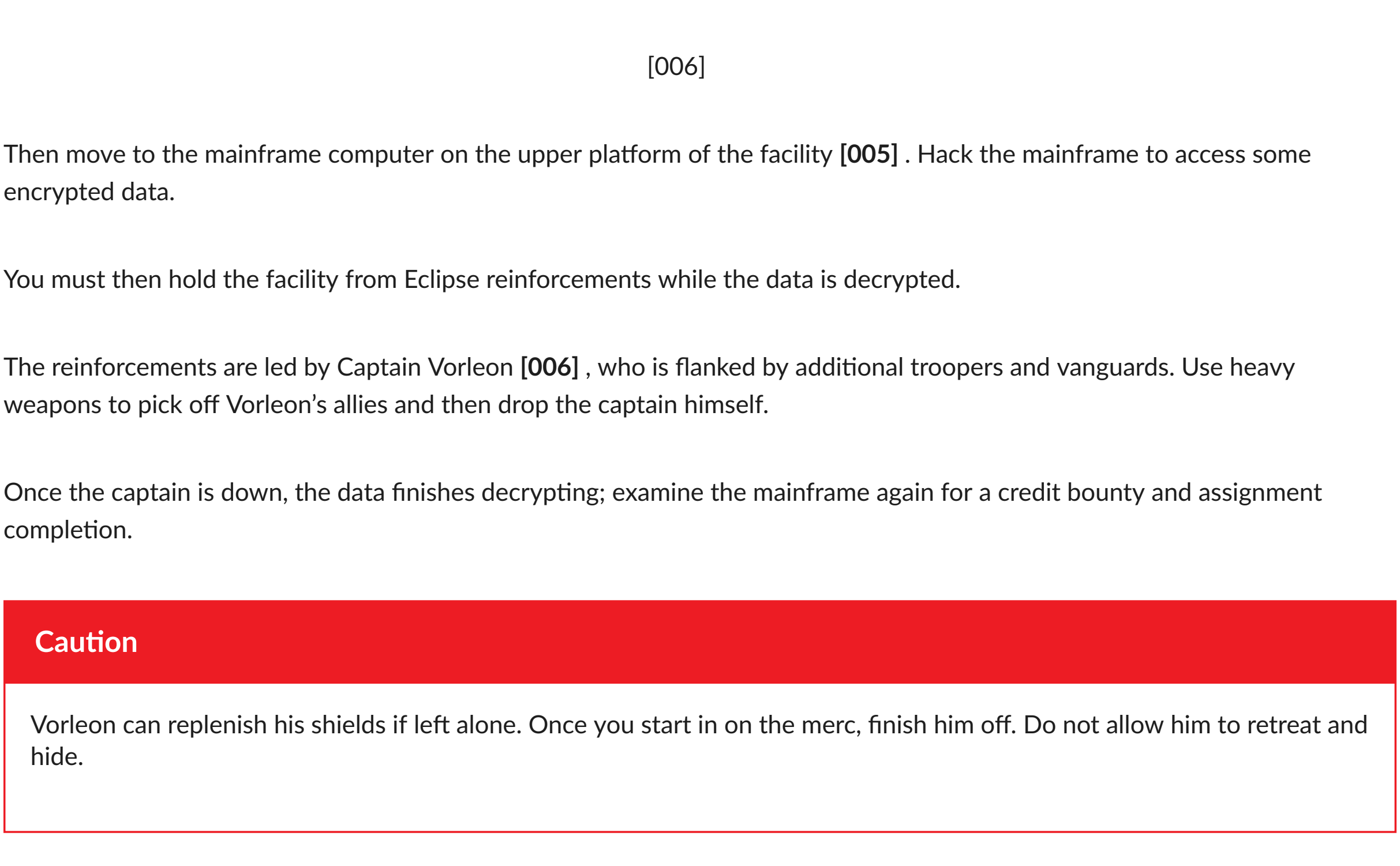
Scout the facility, checking the corners for a med kit, and then extend the bridge control from the far side to allow you to reach a cubbyhole with more palladium.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium



[005]



[006]

Then move to the mainframe computer on the upper platform of the facility **[005]** . Hack the mainframe to access some encrypted data.

You must then hold the facility from Eclipse reinforcements while the data is decrypted.

The reinforcements are led by Captain Vorleon **[006]** , who is flanked by additional troopers and vanguards. Use heavy weapons to pick off Vorleon's allies and then drop the captain himself.

Once the captain is down, the data finishes decrypting; examine the mainframe again for a credit bounty and assignment completion.

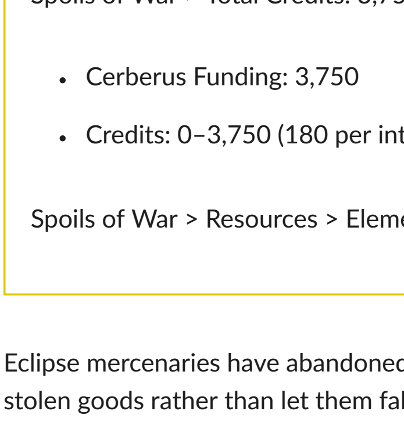
Caution

Vorleon can replenish his shields if left alone. Once you start in on the merc, finish him off. Do not allow him to retreat and hide.

Spoils of War > Mainframe > Decrypted > Examine > 7,500 Credits

Eclipse Smuggling Depot

Mission Data



Location: Milky Way > Hourglass Nebula > Faryar > Daratar

Experience Available: 125/156

Availability > By Scanning Planet > Daratar
Entities Encountered > Enemies

- YMIR Mech

Spoils of War > Total Credits: 3,750–7,500

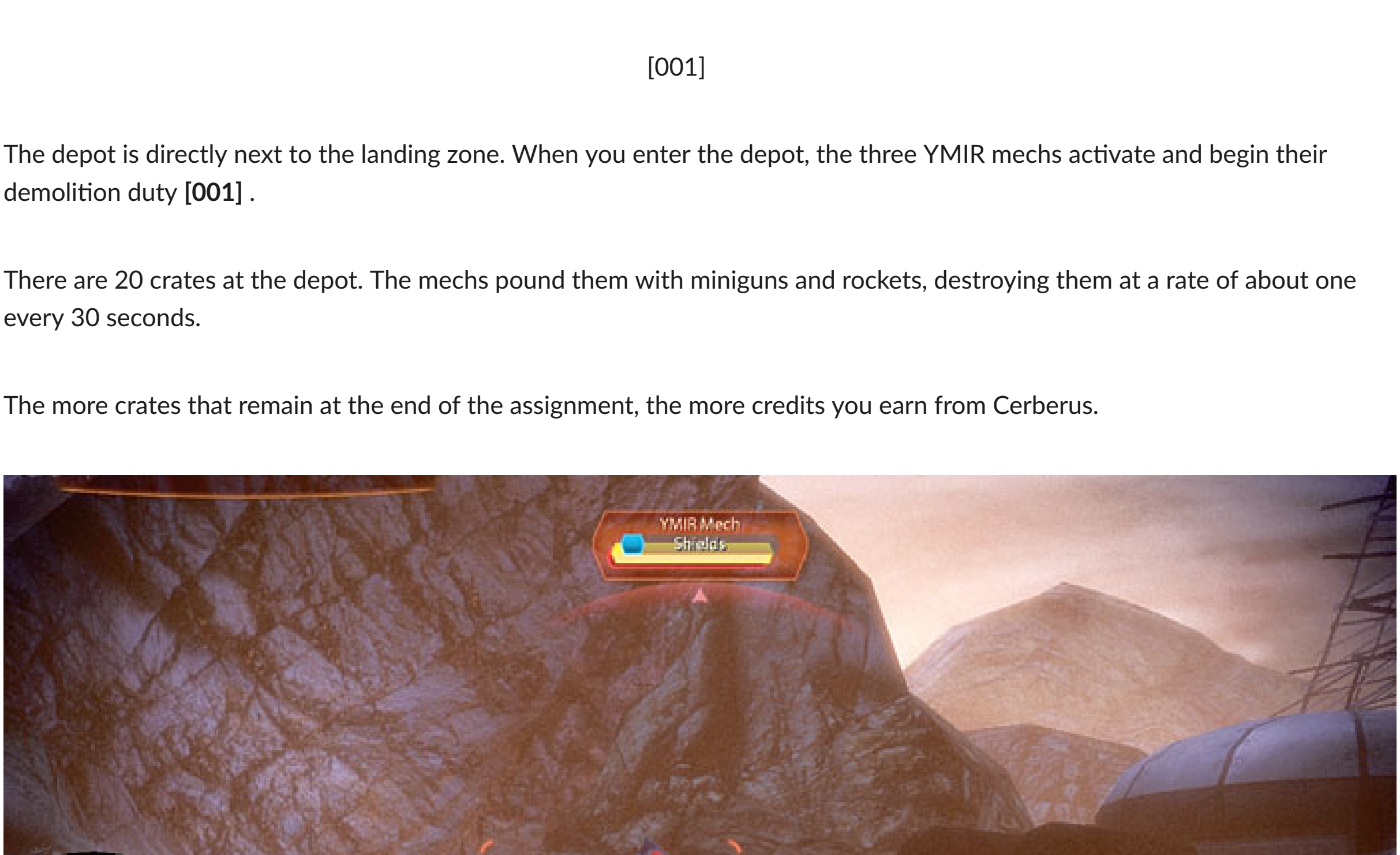
- Cerberus Funding: 3,750
- Credits: 0–3,750 (180 per intact crate)

Spoils of War > Resources > Element Zero: 500

Eclipse mercenaries have abandoned their smuggling depot on Daratar and left behind a trio of YMIR mechs to scuttle the stolen goods rather than let them fall into enemy hands.

Cerberus would like the cargo, so destroy the heavy mechs before they can eliminate the crates of goods.

Destroying the Heavy Mechs

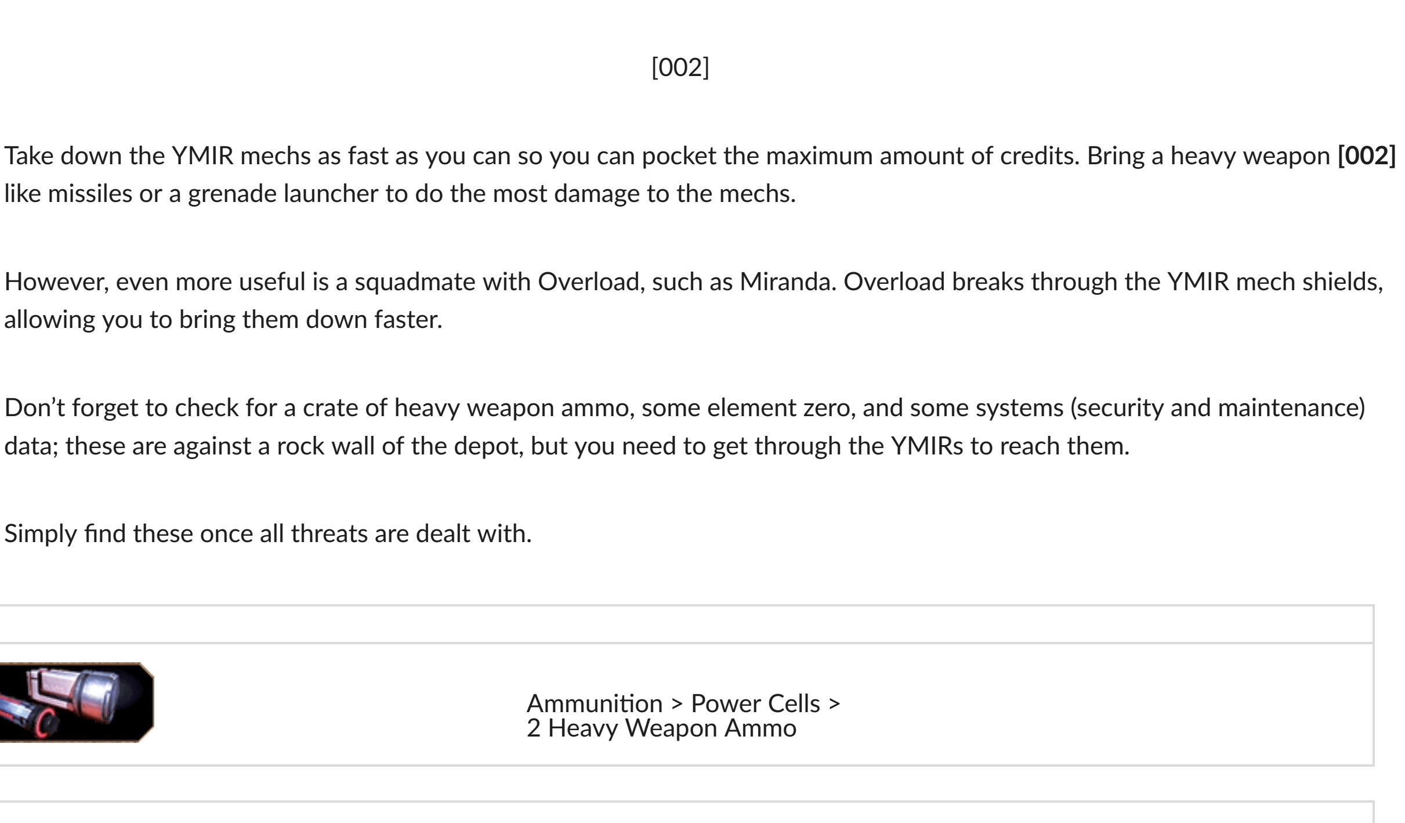


[001]

The depot is directly next to the landing zone. When you enter the depot, the three YMIR mechs activate and begin their demolition duty **[001]** .

There are 20 crates at the depot. The mechs pound them with miniguns and rockets, destroying them at a rate of about one every 30 seconds.

The more crates that remain at the end of the assignment, the more credits you earn from Cerberus.



[002]

Take down the YMIR mechs as fast as you can so you can pocket the maximum amount of credits. Bring a heavy weapon **[002]** like missiles or a grenade launcher to do the most damage to the mechs.

However, even more useful is a squadmate with Overload, such as Miranda. Overload breaks through the YMIR mech shields, allowing you to bring them down faster.

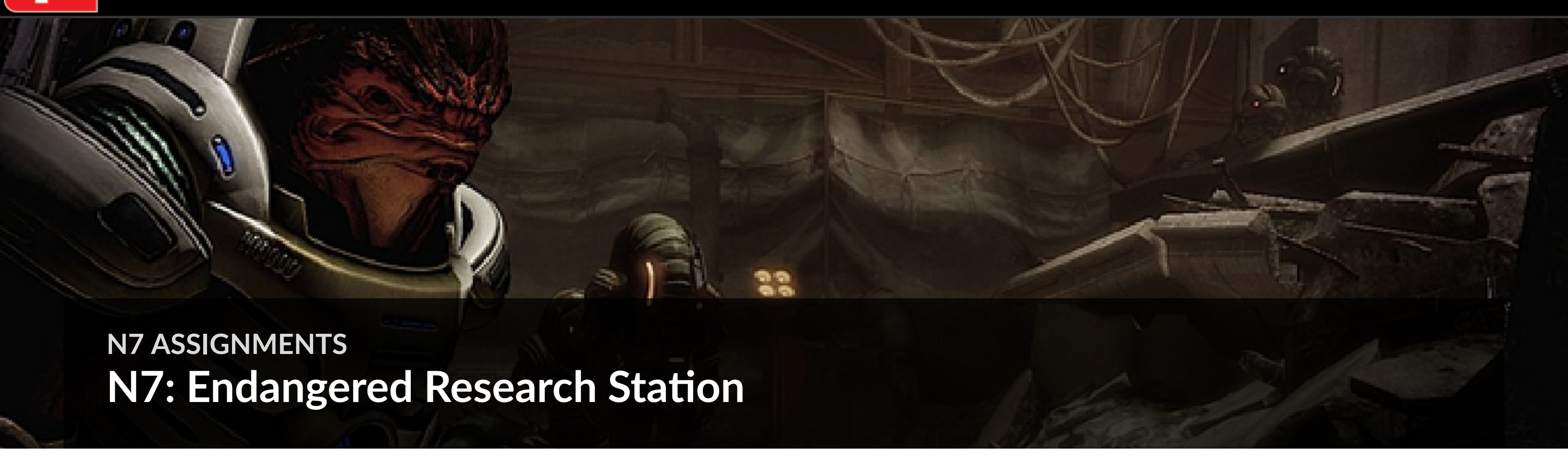
Don't forget to check for a crate of heavy weapon ammo, some element zero, and some systems (security and maintenance) data; these are against a rock wall of the depot, but you need to get through the YMIRs to reach them.

Simply find these once all threats are dealt with.

Ammunition > Power Cells >
2 Heavy Weapon Ammo

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Resources > Refined Element Zero > Open > 500 Element Zero



N7: Endangered Research Station

Mission Data

Location: Milky Way > Caleston Rift > Solveig > Sulfur > Sinmara (Moon)

Experience Available: 125/156

Availability > After Completing Mission: Horizon, then Scanning Planet > Moon > Sinmara

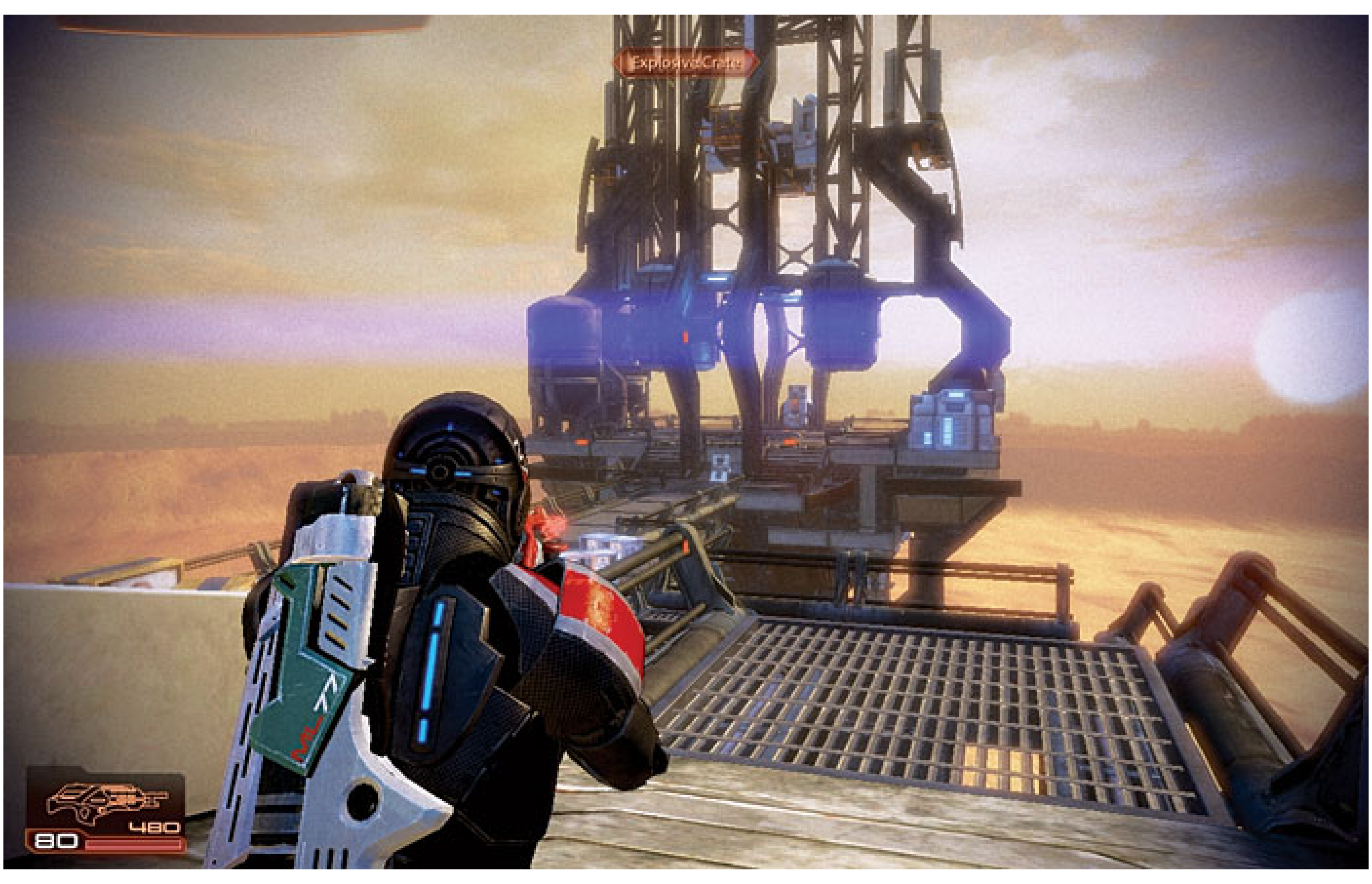
Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > Palladium: 2,000

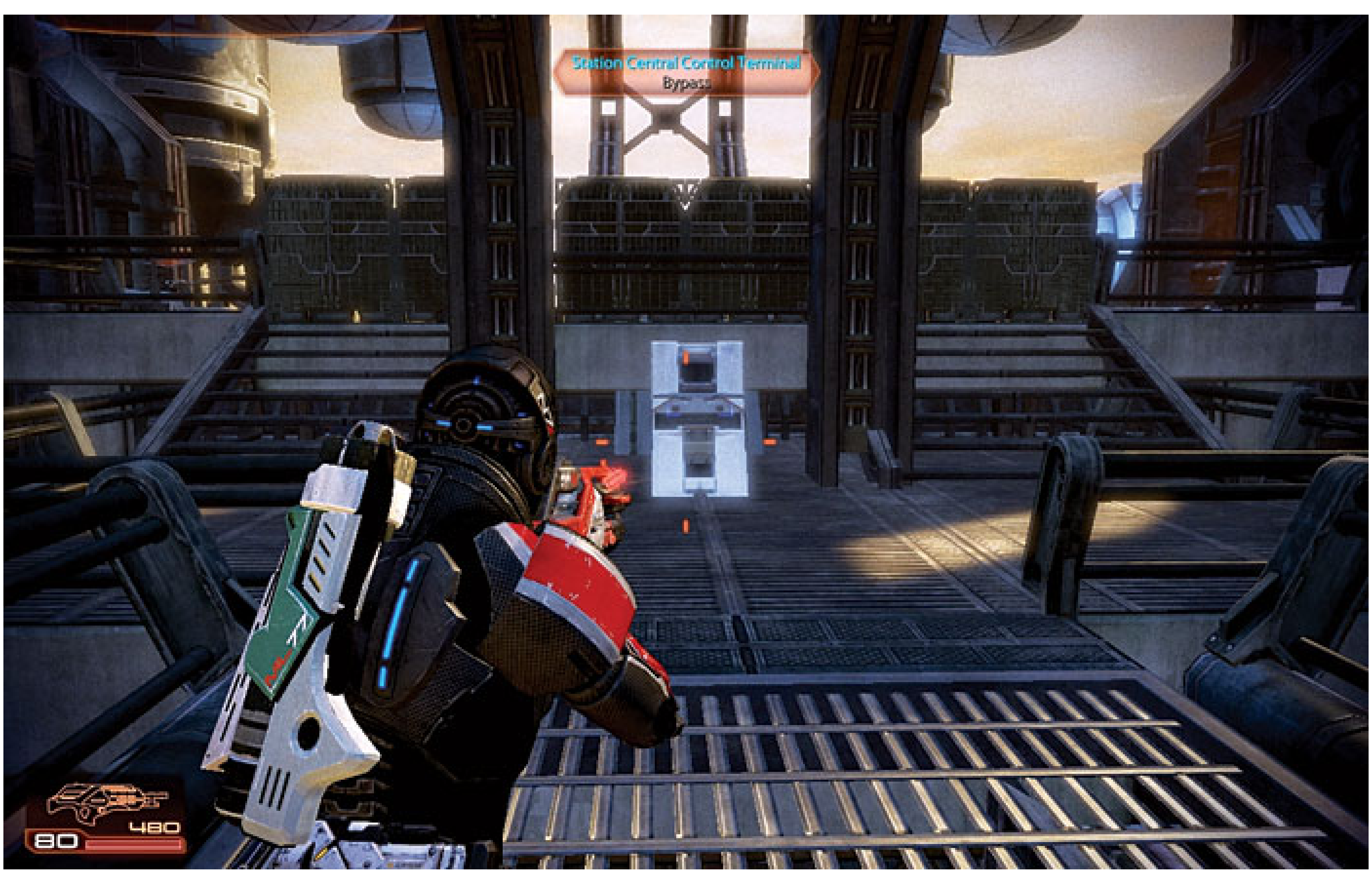
The magnetic shielding that protects the human colony on Sinmara is failing. If the shielding goes offline, the entire colony below is vulnerable to its sun's solar flares. Save the colony by reactivating the shields.

Activating the Magnetic Shield



[001]

There are no enemies in this assignment, so you perform this mission without any squadmates.



[002]

After landing on the shield platform, move across the sky walkway **[001]** , pausing to salvage some broken generator parts.

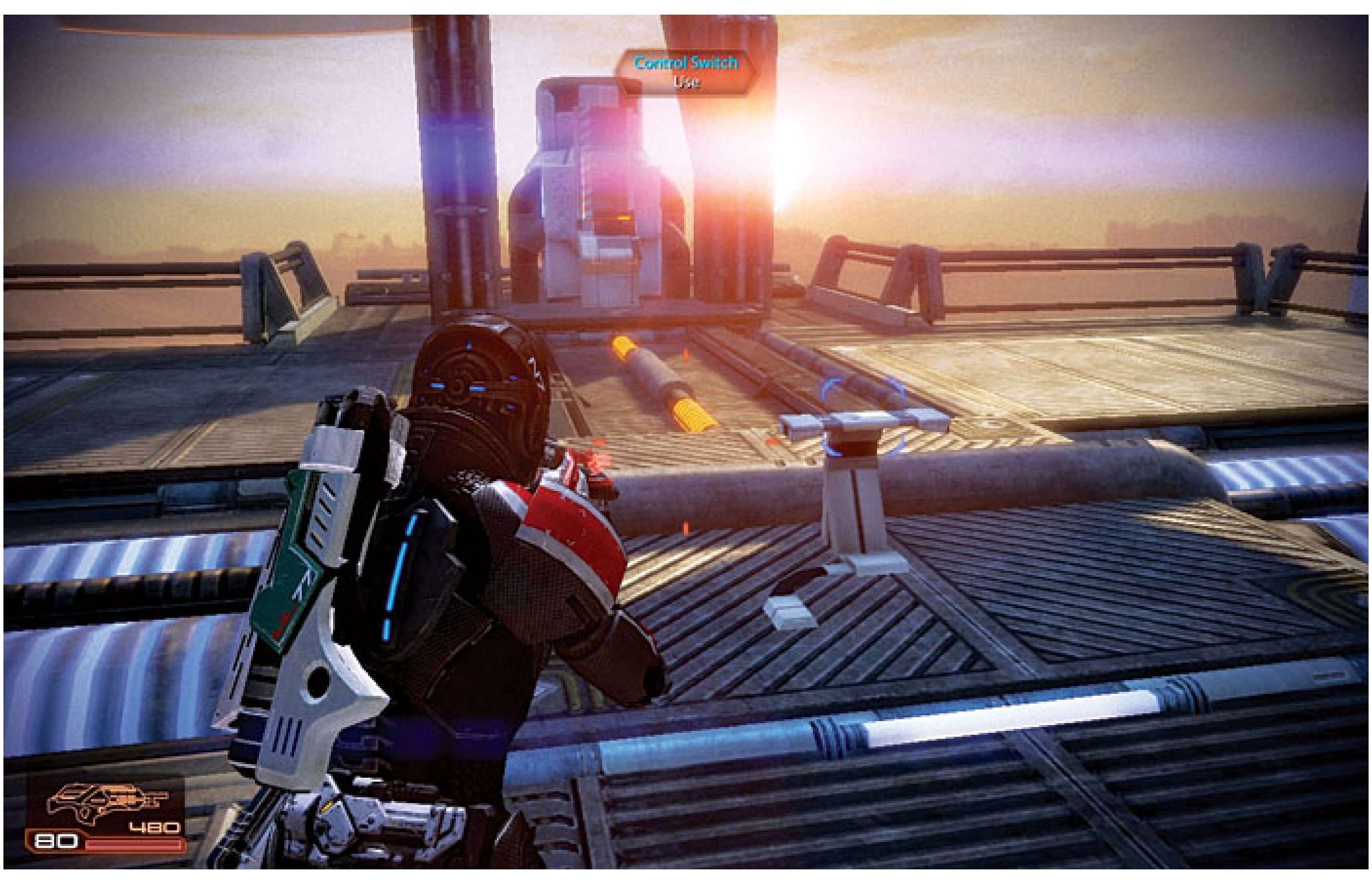
Then approach the station control terminal and lower the doors up to the main platform **[002]** .

The system must be turned on in a specific order by powering up components in the correct order to effectively jump-start the shields.

Spoils of War > Resources > Broken Generator > Salvage > 2,000 Palladium

Tip

The mission ends following the activation of the shields, so make sure you pick up the crate of palladium on the landing platform first.

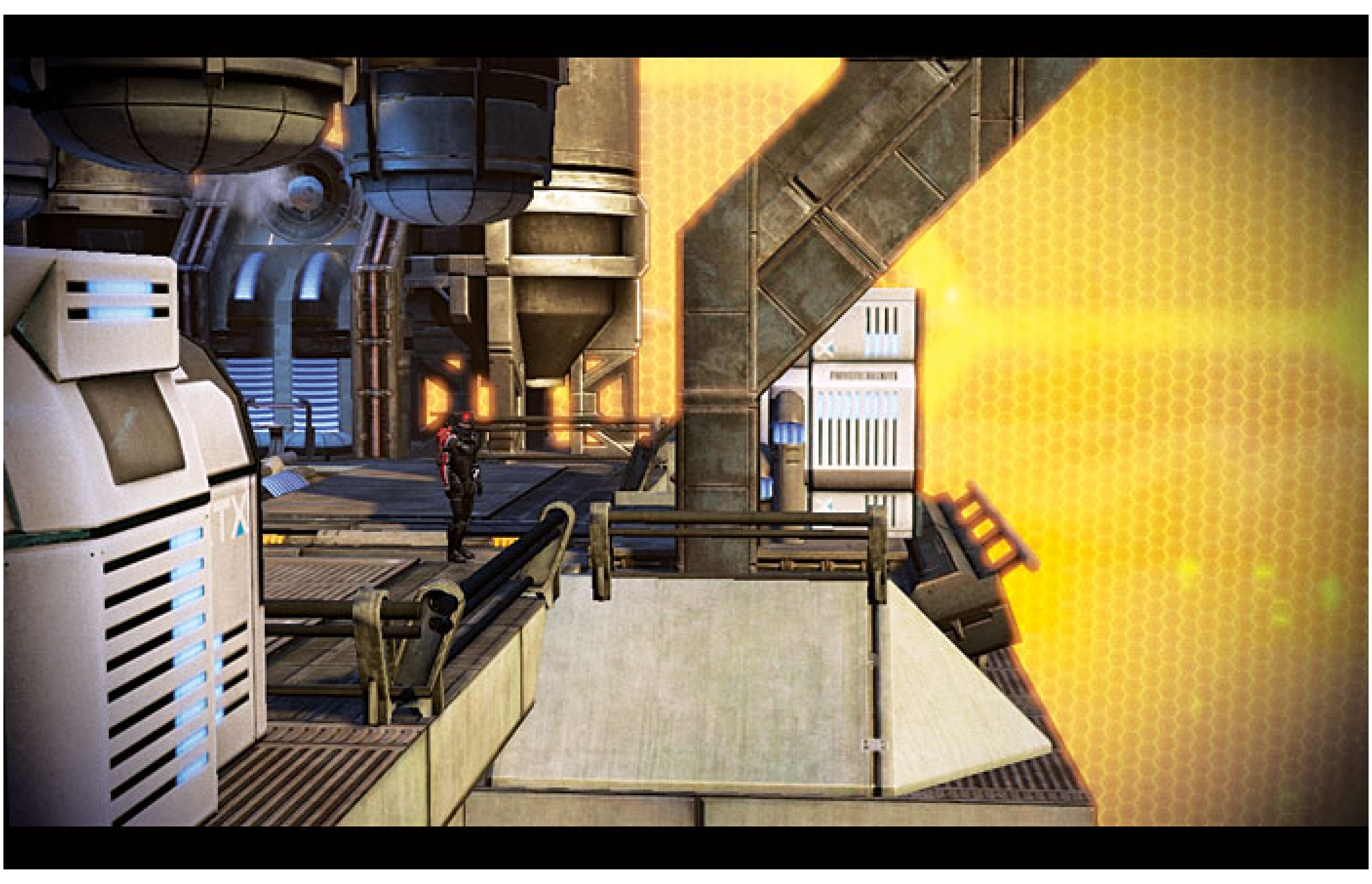


[003]

The control switch in the center of the platform is the key to the system **[003]** . Every time you access the switch, you redirect power to one of the three systems that make up the shield.

First, access the switch to run power to the shield generator, which is on your right. Turn on the shield generator.

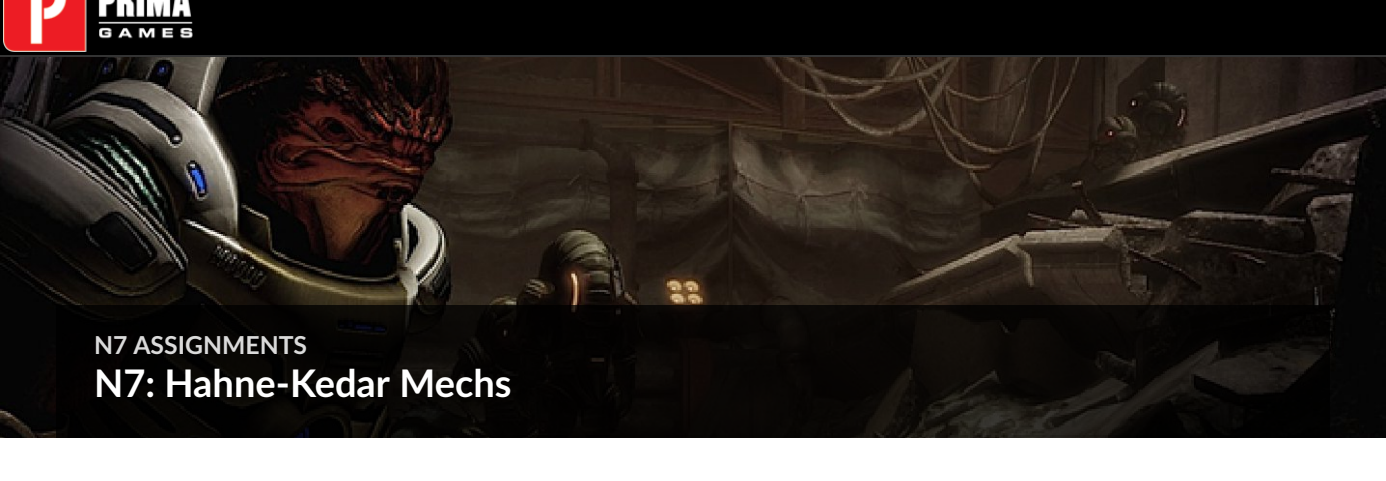
Because the shield is not up, you must engage the coolant system so it does not overheat.



[004]

The coolant system is to the left. Access the control switch to power up the cooling system. Once the coolant system has been activated, return to the switch and direct power to the shield controls.

Bypass the console to reactivate the shields and save the colony **[004]** .

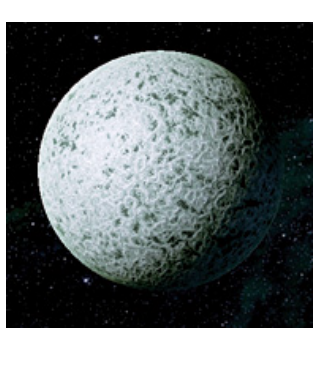


N7 ASSIGNMENTS

N7: Hahne-Kedar Mechs

Wrecked Merchant Freighter

Mission Data



Location: Milky Way > Eagle Nebula > Amun > Neith

Experience Available: 125/156

Availability > By Scanning Planet > Neith
Entities Encountered > Enemies

- LOKI Mech
- YMIR Mech

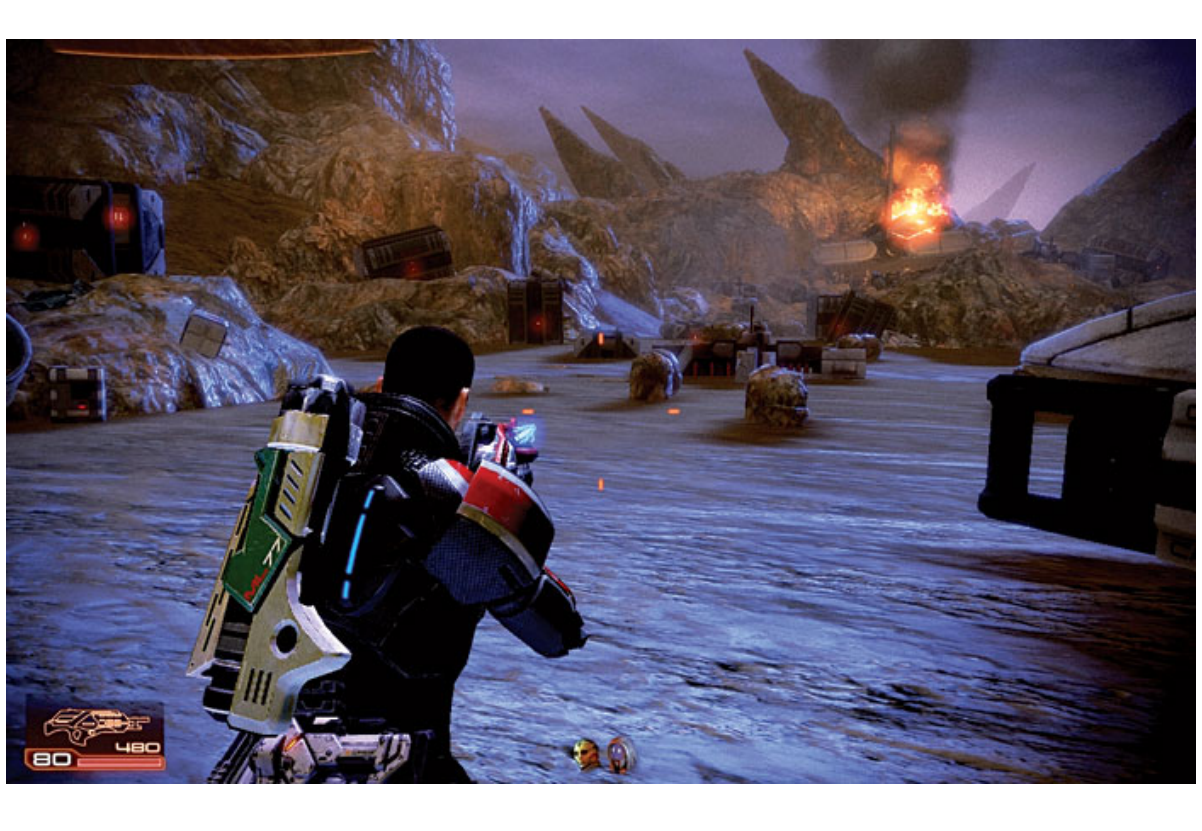
Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

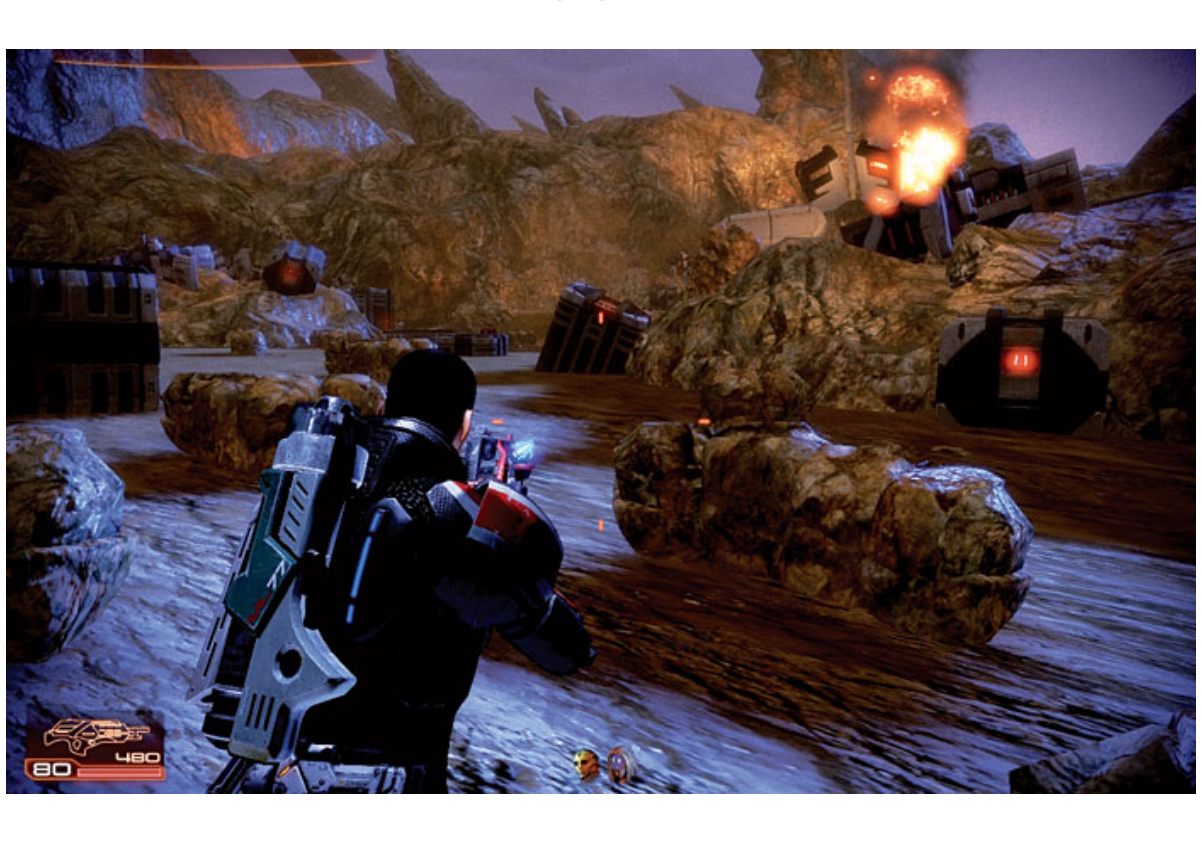
Spoils of War > Resources > Platinum: 2,000

Scans of the planet Neith reveal the wreckage of a merchant freighter; the MSV *Corsica* . The crash was catastrophic; no survivors are apparent. However, the scans also show movement at the crash site. Investigate the crash to determine what happened and to discover the source of movement at the crash site.

Investigating the Shipwreck



[001]



[002]

The site of the crash is littered with debris. Scour the site **[001]** on either side for damaged mech parts you can salvage for credits and crates of platinum.

Pick up all of the platinum and mech parts now because a sandstorm is coming in that will soon make it difficult to see.

Work your way past the containers and scattered debris, and examine the system status report for a check on the remains of the craft's various sections.

Check the navigator's log for audio before the crash. On the far side of the site **[002]** is an evacuation order to listen to, close to a med kit and more items to scavenge.

Check the shipping manifest; the craft was carrying a payload of mechs.

Spoils of War > Resources > Refined Platinum > Open > 560 Platinum

Spoils of War > Damaged Mech Parts > Salvage > 1,500 Credits

Spoils of War > Resources > Refined Platinum > Open > 440 Platinum

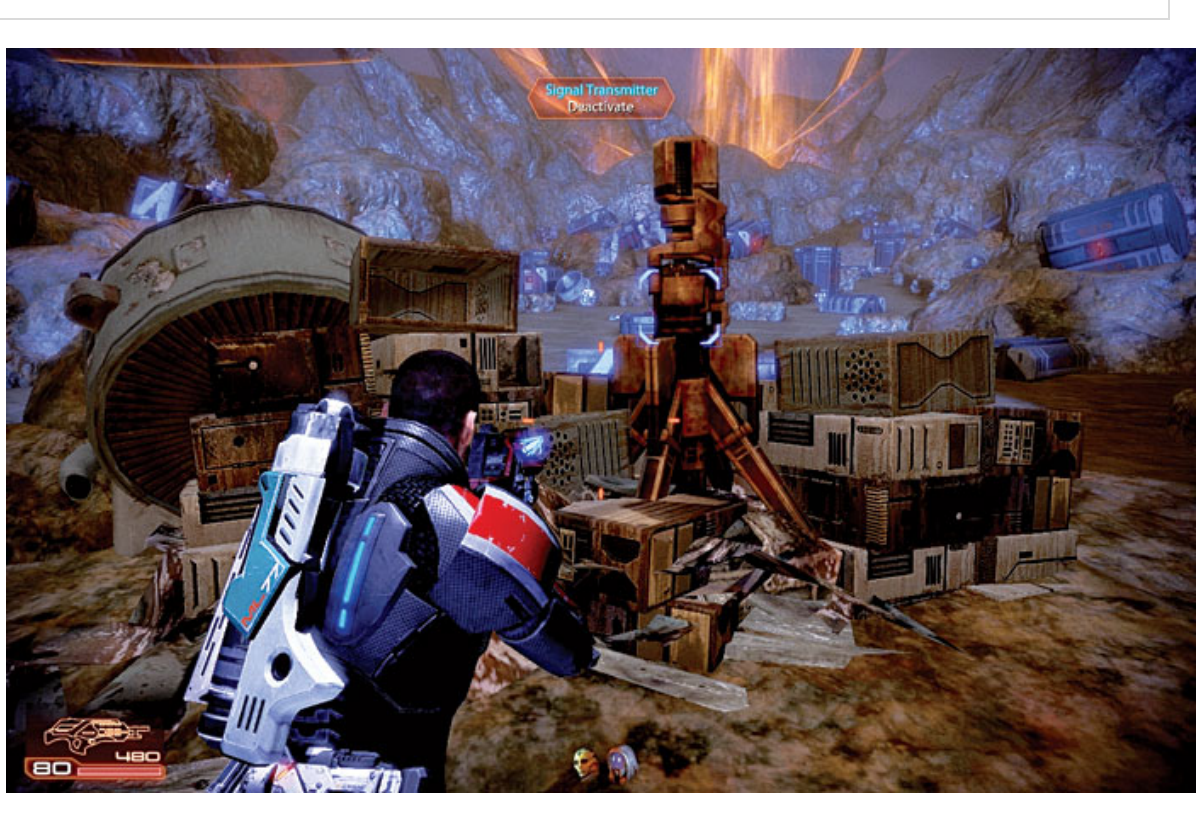
Spoils of War > Damaged Mech Parts > Salvage > 1,500 Credits

Spoils of War > Resources > Refined Platinum > Open > 580 Platinum

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Damaged Mech Parts > Salvage > 750 Credits

Spoils of War > Resources > Refined Platinum > Open > 420 Platinum



[003]

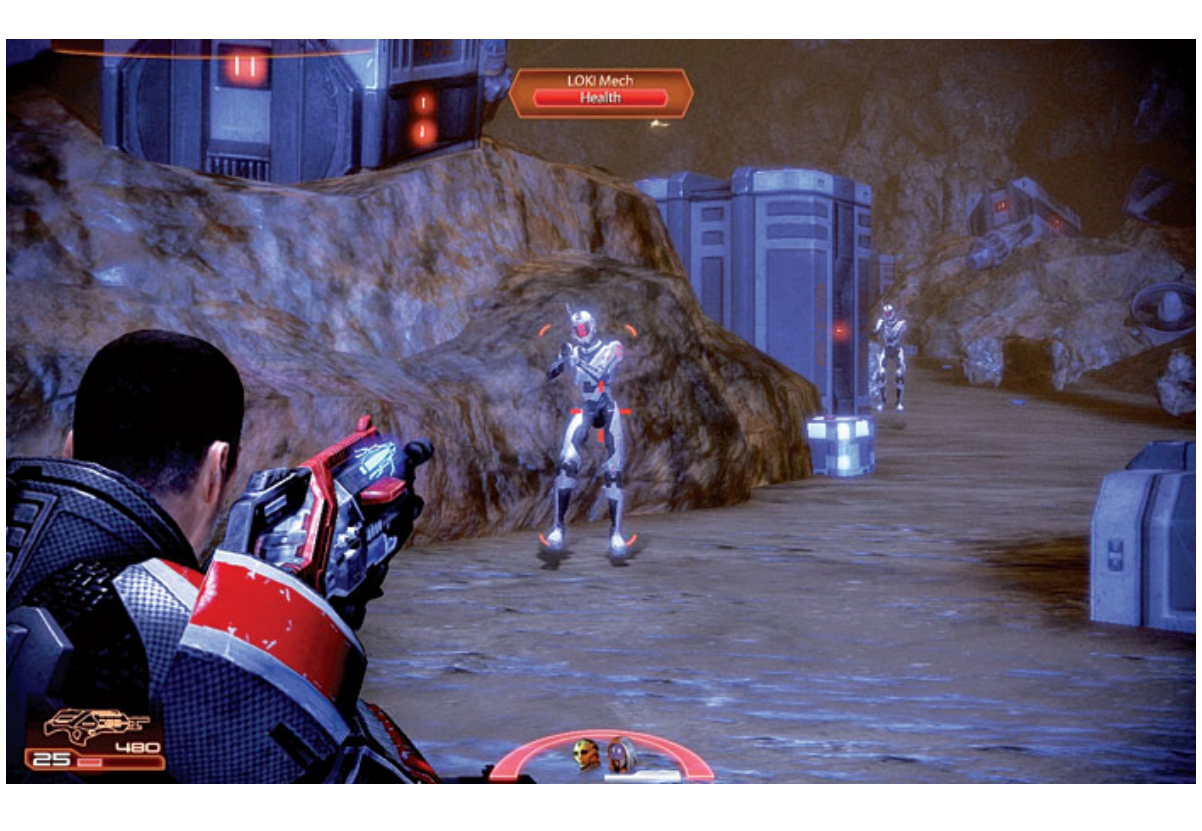
When you finally reach the shipwreck, pick up the crate of power cells to restock your heavy weapon. Inspect the security report to read about the mechs aboard the freighter activating on their own and taking the ship.

In the battle, the ship crashed on Neith. Deactivate the distress beacon **[003]** at the wreckage and then head back to the shuttle.

Now deactivate the signal transmitter.

Ammunition > Power Cells > 2 Heavy Weapon Ammo

Escaping to the Shuttle



[004]

When you shut off the transmitter, you finally see signs of movement at the crash site as indicated by initial scans. LOKI mechs are converging on your position.

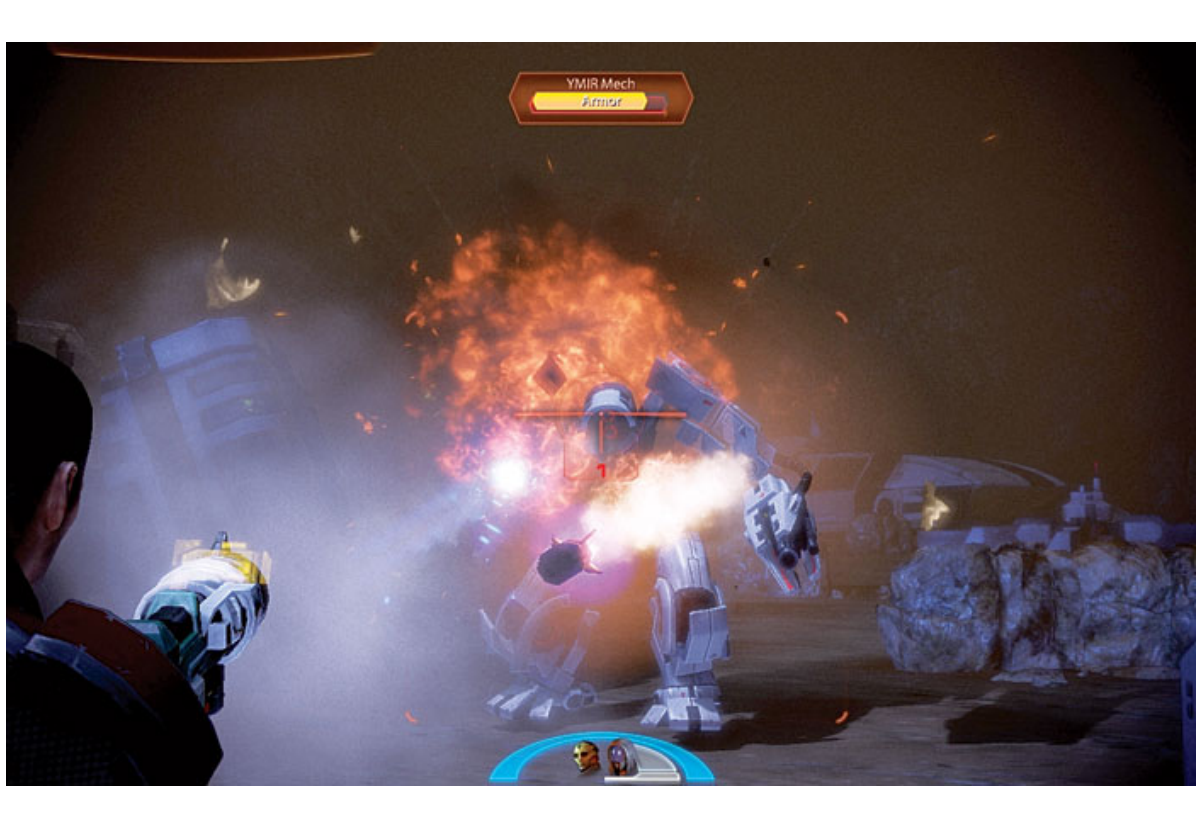
You must rush to the shuttle to escape the mech attack. However, as you press back toward the shuttle drop zone, the sandstorm begins to ravage the site.

The closer you get to the shuttle, the more limited visibility becomes. Plow through as many mechs as necessary **[004]** to reach the shuttle.

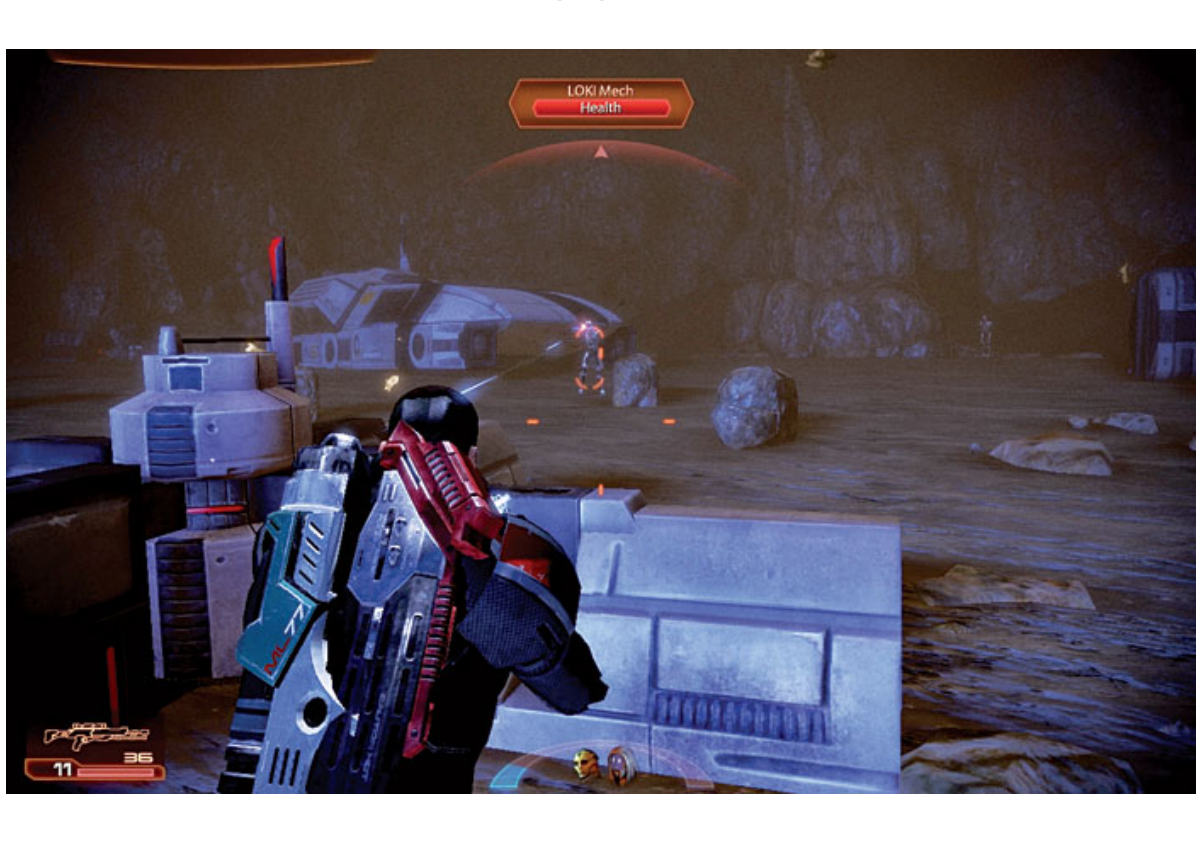
You will not destroy them all—they just keep coming. You just need to reach the shuttle.

Tip

Cryo ammo freezes the mechs in their tracks.



[005]



[006]

As you close in on your shuttle, a YMIR mech stomps out of the storm **[005]** . You must take down this mech to reach the shuttle, as fleeing may result in it targeting and slaying you.

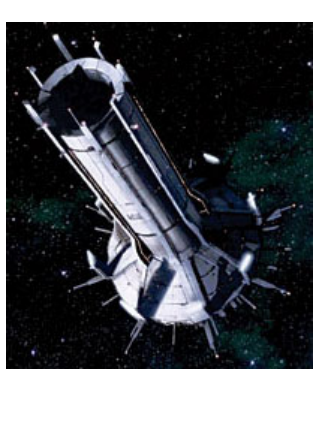
Slam into cover and spread your squad out to attack the YMIR from multiple angles. After dropping the YMIR mech, get to the shuttle **[006]** and return to the *Normandy* .

EDI will now advise you that the MSV *Corsica* last docked at the Jarrahe Station, beginning the following assignment:

Special Assignment > N7: Hahne-Kedar Mechs > Abandoned Research Station Available

Abandoned Research Station

Mission Data



Location: Milky Way > Eagle Nebula > Strabo > Jarrahe Station

Experience Available: 125/156

Availability > After Completing N7: Hahne-Kedar Mechs > Wrecked Merchant Freighter

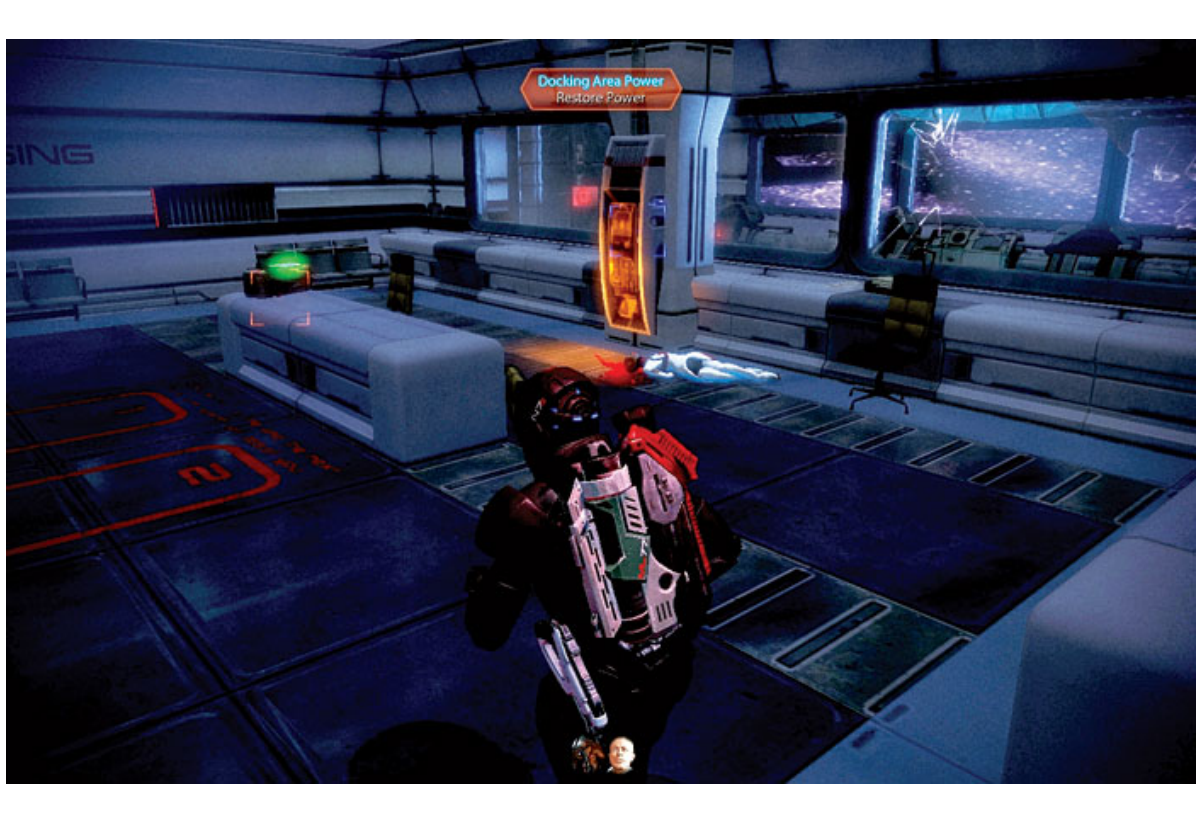
Spoils of War > Total Credits: 7,500
Cerberus Funding: 3,750
Credits: 3,750

Spoils of War > Resources > Iridium: 2,000

The shipwreck was determined to be the MSV *Corsica* , a merchant freighter. The ship's last reported location was the Jarrahe Station.

Investigate the station to discover what caused the mechs on the freighter to malfunction and attack the crew. This assignment appears on your galaxy map as "Investigate Abandoned Station."

Escaping Jarrahe Station



[001]

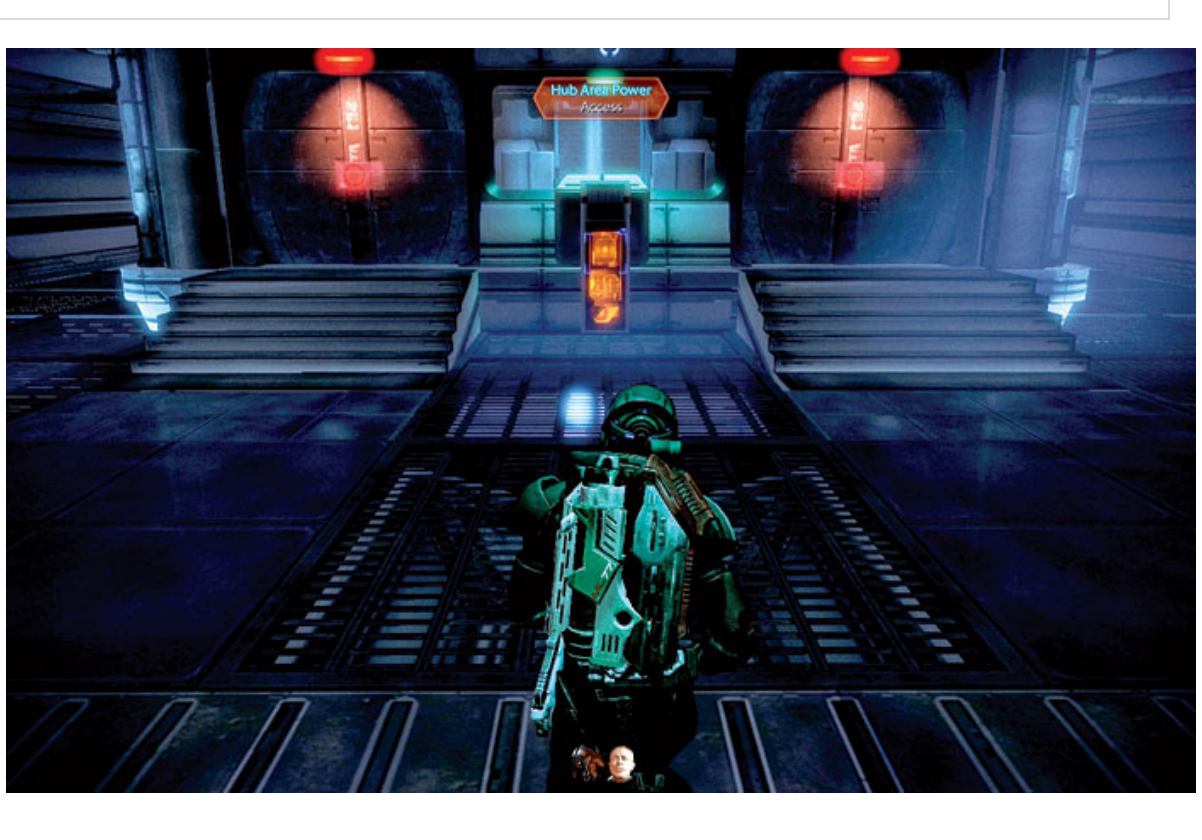
The Jarrahe Station is a ghost ship. The entire crew is dead, killed without mercy. The station's intelligence is on red alert and is protecting itself from intruders.

You must somehow thwart the intelligence and get off the station. As you methodically explore the station, be sure to discover crates of iridium, pick up datapads, and access terminals to learn more about the crew's final hours.

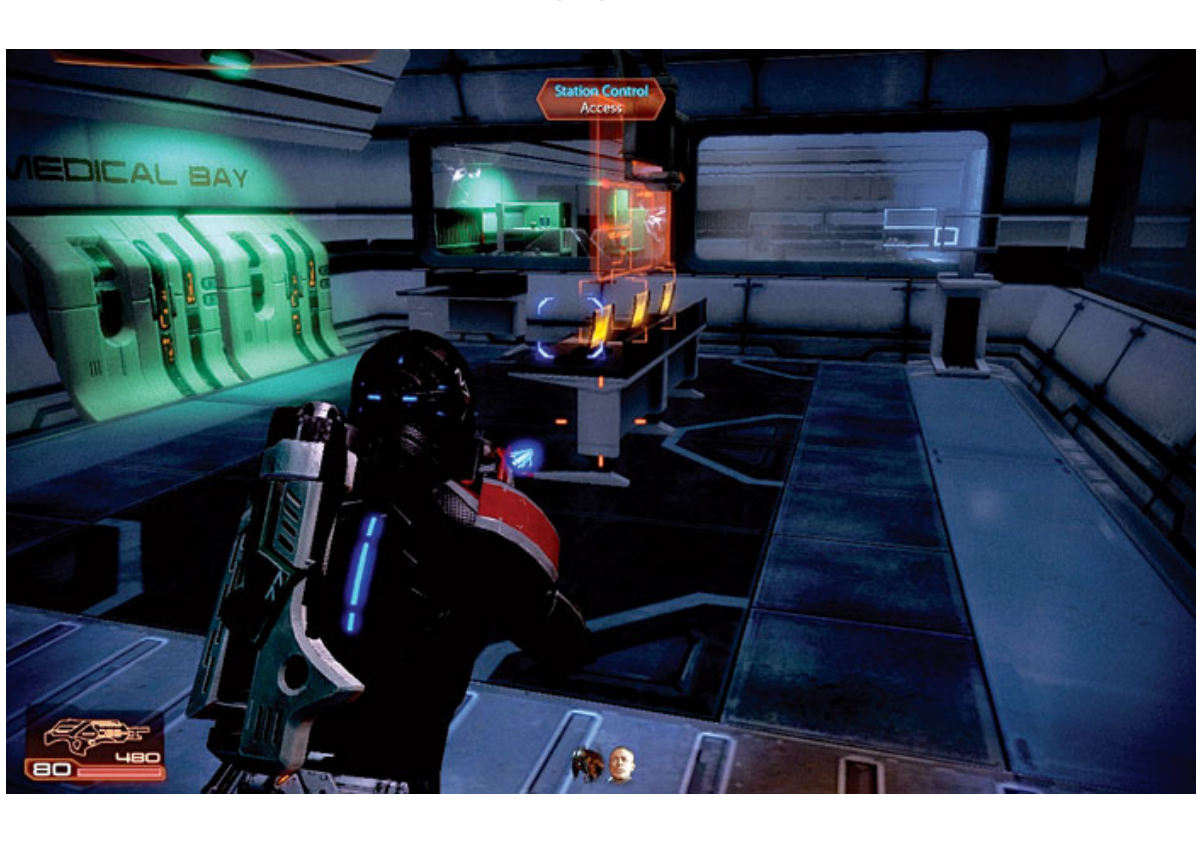
Read the first PDA, and then open the first available door, leading to a small docking area room **[001]** . Collect the iridium, then check the docking area power.

Spoils of War > Resources > Refined Iridium > Open > 600 Iridium

Spoils of War > Resources >
Refined Iridium > Open > 400 Iridium



[002]



[003]

You cannot shut down the station without opening the locks to the intelligence core. You must press deeper into the station. Head further into the ship until you reach the hub area power room **[002]** .

Check the nearby corpse for another informative PDA. Then check out the living quarters (note the sign next to the door, so you know where you're going).

Head through the mess hall (checking for another PDA), open the door to the medical office on the right, and claim some medi-gel before restoring the power via the living quarters controls **[003]** .

The controls unlock a series of computers on a nearby table. Access the computers in the following order, right middle, left middle, until you hear the computer remark that five doors are enabled.

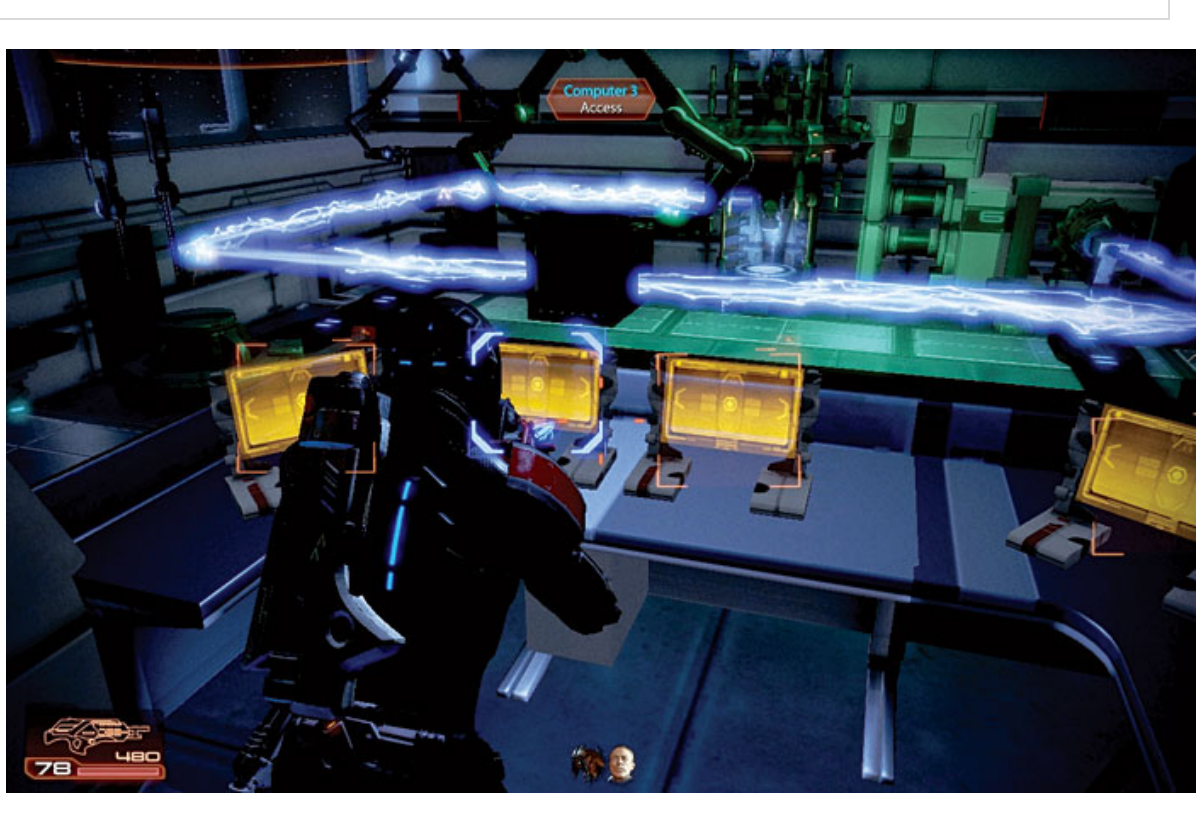
Head through the previously locked door and into the barracks, which can be checked for credits.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Personal Locker > Open > 525 Credits

Spoils of War > Personal Locker > Open > 750 Credits

Spoils of War > Personal Locker > Open > 375 Credits



[004]

Return to the power control room and move into the research lab. There is iridium here. Use the console to restore lab power and then check out the reflective armor prototyping facility on the floor through the window, and below.

Spoils of War > Resources > Refined Iridium > Open > 400 Iridium

Spoils of War > Resources > Refined Iridium > Open > 600 Iridium

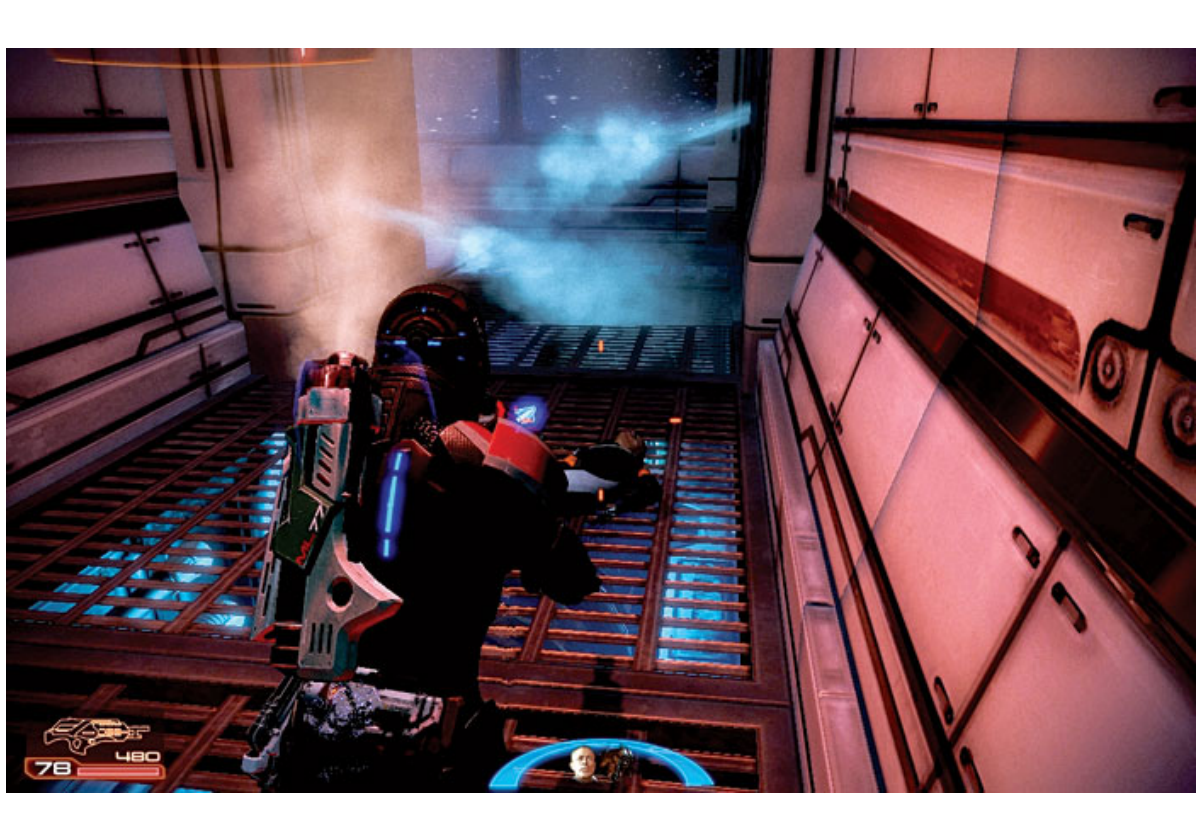
There are four accessible computer terminals at the desk overlooking the facility (numbered from 1 to 4). These terminals adjust the position of the armor plating panels **[004]** .

Each time you adjust a plate, an electrical beam arcs through the facility. Adjust the plates to bounce the beam across the facility and blast the computer in the back.

You must turn the second plate so the beam moves between the two plates without any reflection to solve the puzzle. Blasting open the computer in the back of the facility unlocks engineering.

This can be achieved by either fiddling with each computer until the beam is reflected through the panels correctly, or by maneuvering the panels using the quickest method:

computer 1, computer 2, computer 2 again, computer 4, computer 4 again, computer 4 once more, and finally computer 3.



[005]

Now, move to engineering from the central power room. The corridor through engineering is lined with pipes leaking intermittent blasts of plasma **[005]** .

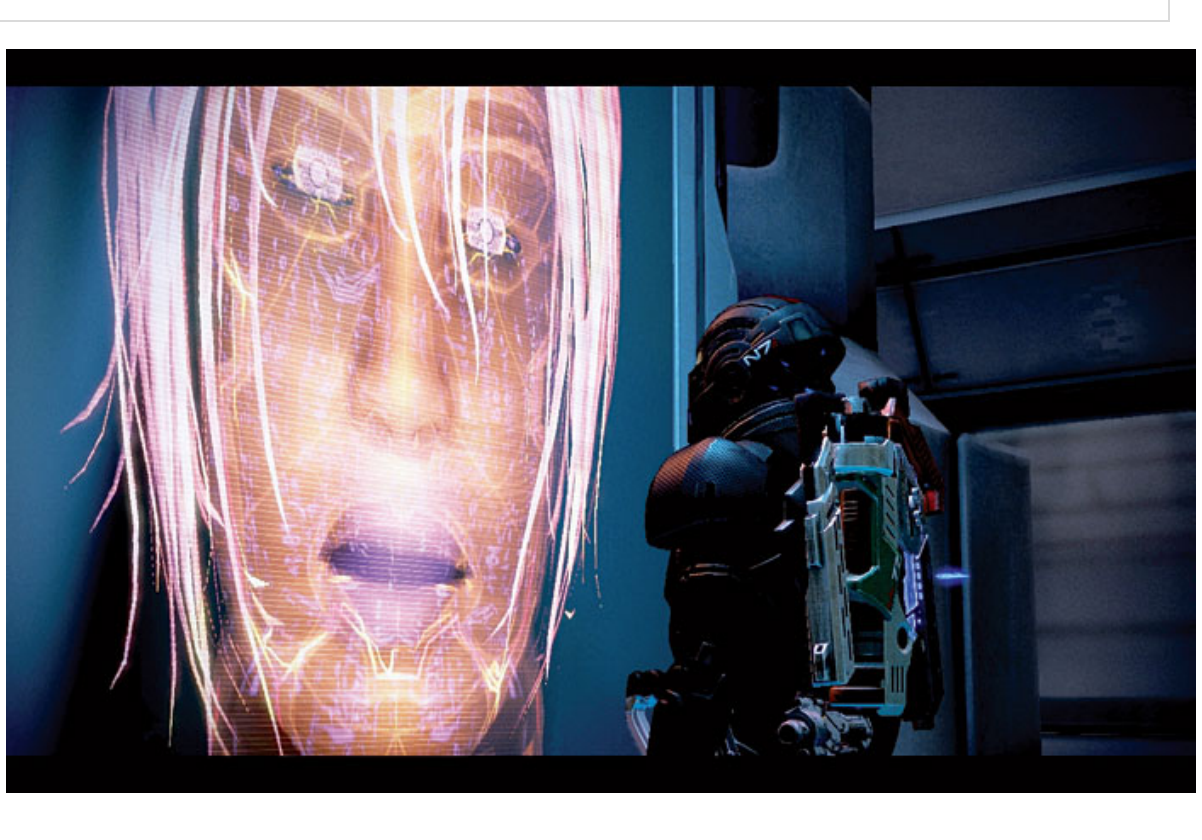
These plasma blasts are dangerous. If caught in a blast, you lose shields and health.

Your squad can get in real trouble in here, so order them to stay back (ideally in the side corridor to the right, just through the engineering door, where a PDA, med kit, and more credits can be found), then dart through the plasma on your own.

The engineering power switch is at the end of the corridors. Restore the power and retrace your steps.

Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Personal Locker > Open > 1,350 Credits



[006]

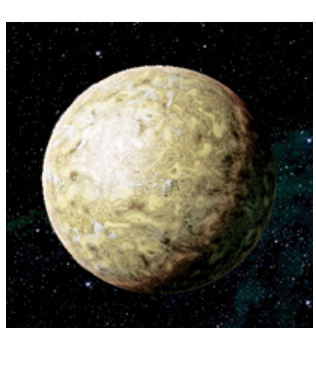
Return to the central hub and access the hub area power, unlocking the doors leading to the ship's VI mainframe intelligence core.

Once inside, shut down the mainframe **[006]** to end the VI's reign of terror. When you return to the *Normandy* , check your private terminal for a message that leads to the final assignment in this series: Hahne-Kedar Facility.

Special Assignment > N7: Hahne-Kedar Mechs > Hahne-Kedar Facility Available

Hahne-Kedar Facility

Mission Data



Location: Milky Way > Titan Nebula > Haskins > Capek

Experience Available: 125/156

Availability > After Completing N7: Hahne-Kedar Mechs > Abandoned Research Station
Entities Encountered > Enemies

- FENRIS Mech
- LOKI Mech
- YMIR Mech

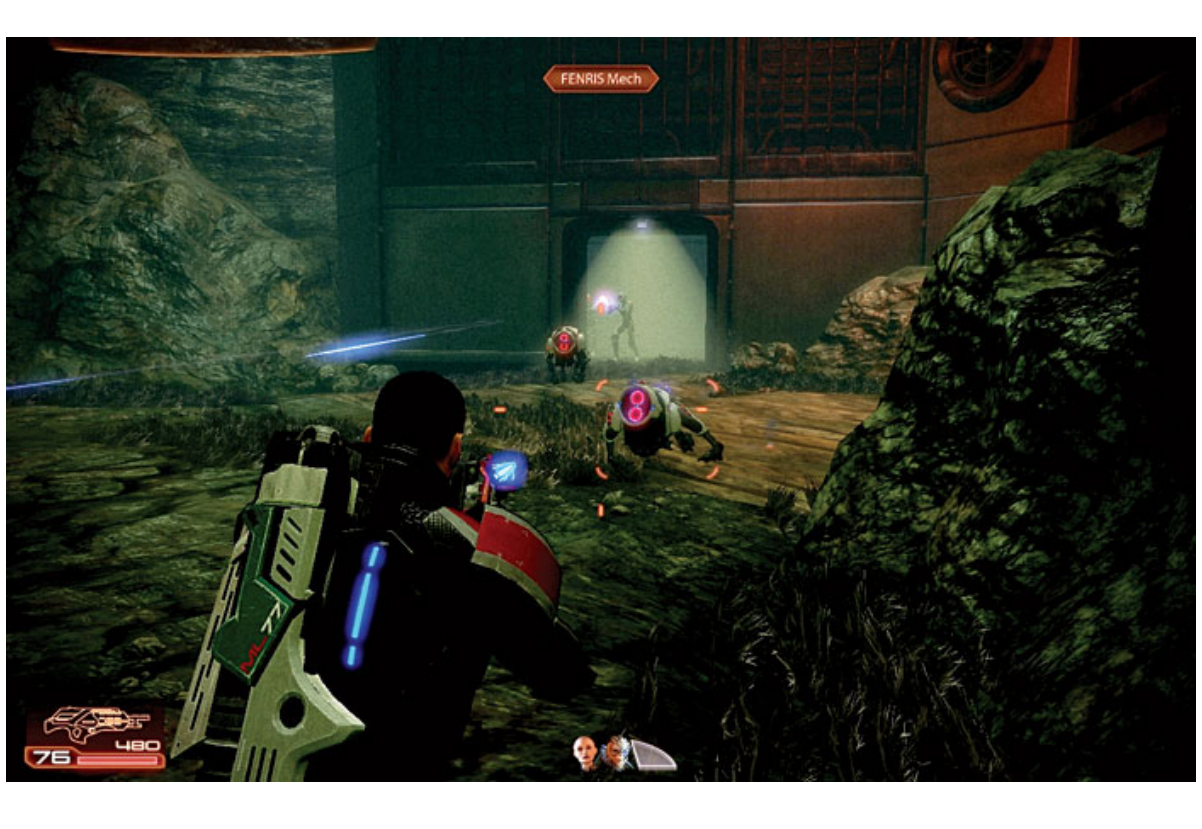
Spoils of War > Total Credits: 7,500
Cerberus Funding: 3,750
Credits: 3,750

Spoils of War > Resources > Element Zero: 500

Data mined from the station's intelligence in the previous assignment reveals that a virus caused the malfunction. The source of the virus is the Hahne-Kedar Facility on the planet Capek.

This is a mech factory. The facility must be shut down before it can ship any more infected mechs that turn on humans. This assignment appears on your galaxy map as "Disable Infected Production Line."

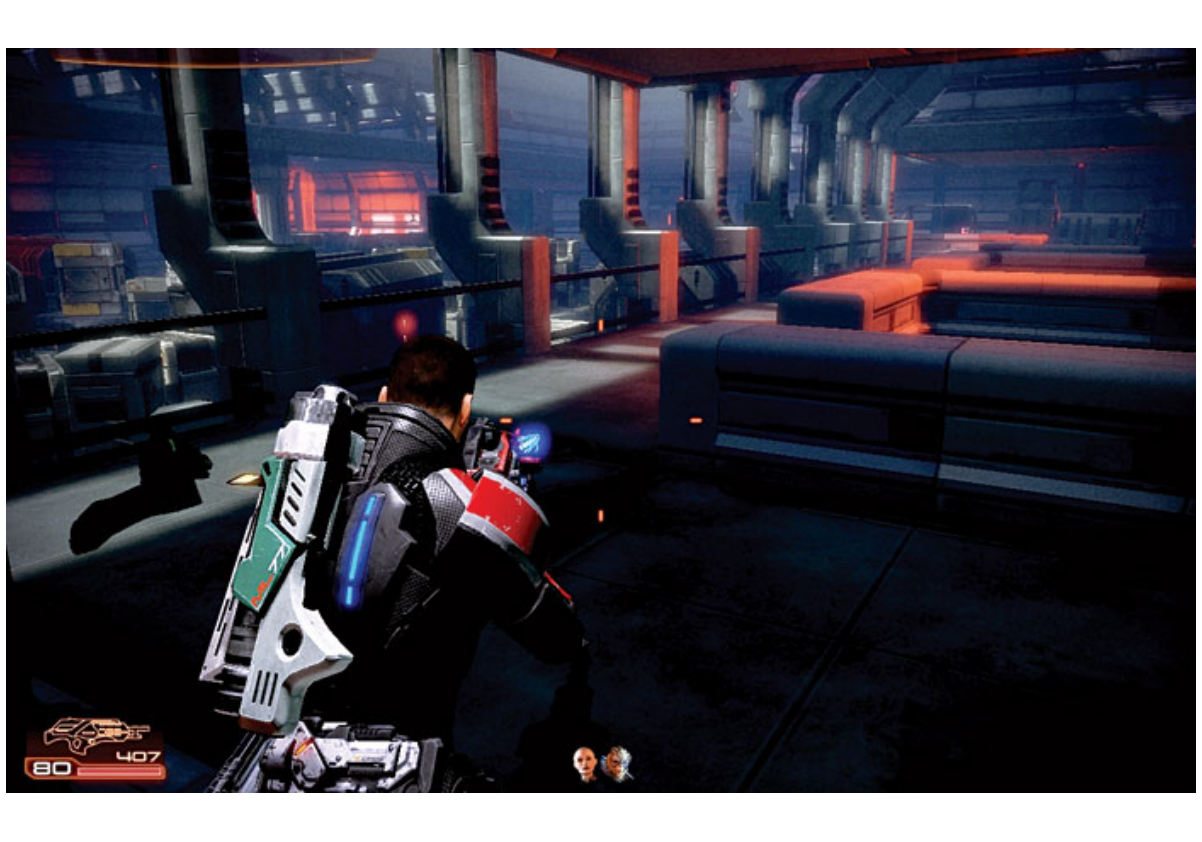
Shutting Down the Factory



[001]

The Hahne-Kedar facility sits eerily silent on the surface of Capek. When you approach the entrance to the factory, fan out so you can efficiently take down the small army of FENRIS and LOKI mechs that race through the front door as you draw near **[001]** .

Blast the mechs and then slip inside the factory.



[002]

There are several dead bodies inside. The mechs were infected by a systemwide virus and destroyed each other.

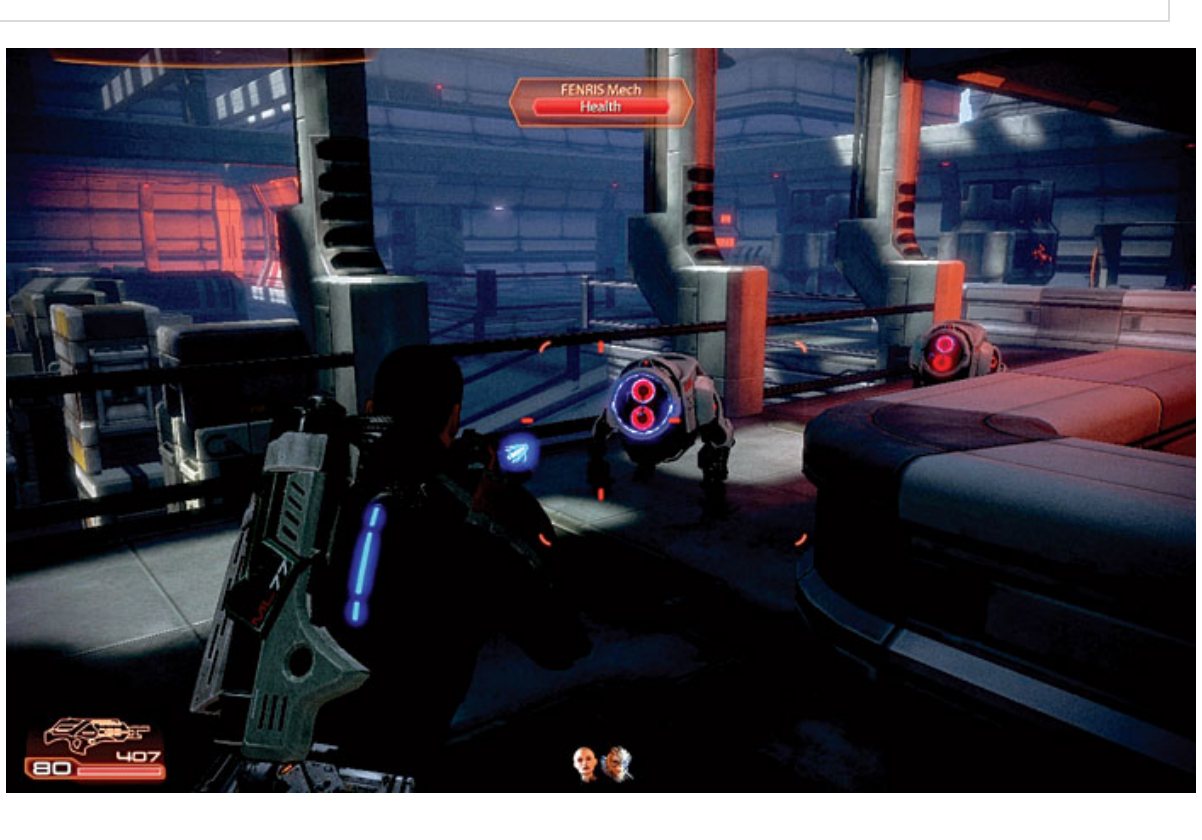
Grab the medi-gel from the nearby counter, empty the wall safe, and access the terminal. The terminal contains several messages about the emergency situation at the factory and the mech malfunctions.

Then ease onto the factory floor **[002]** , check a datapad for further information, and pick up a crate of element zero.

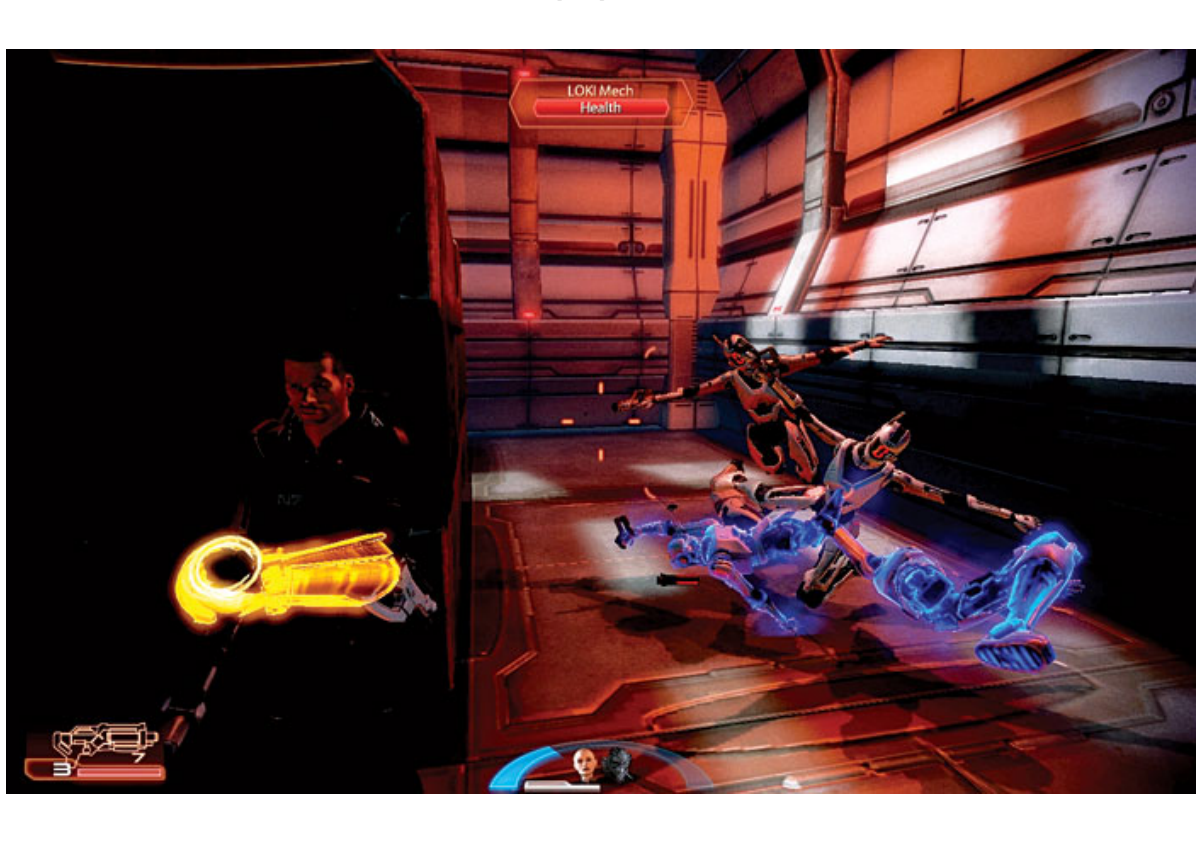
Med Kit > +1 Medi-gel > 100 Credits

Spoils of War > Wall Safe > Bypass > 3,750 Credits

Spoils of War > Resources > Refined Element Zero > Open > 150 Element Zero



[003]



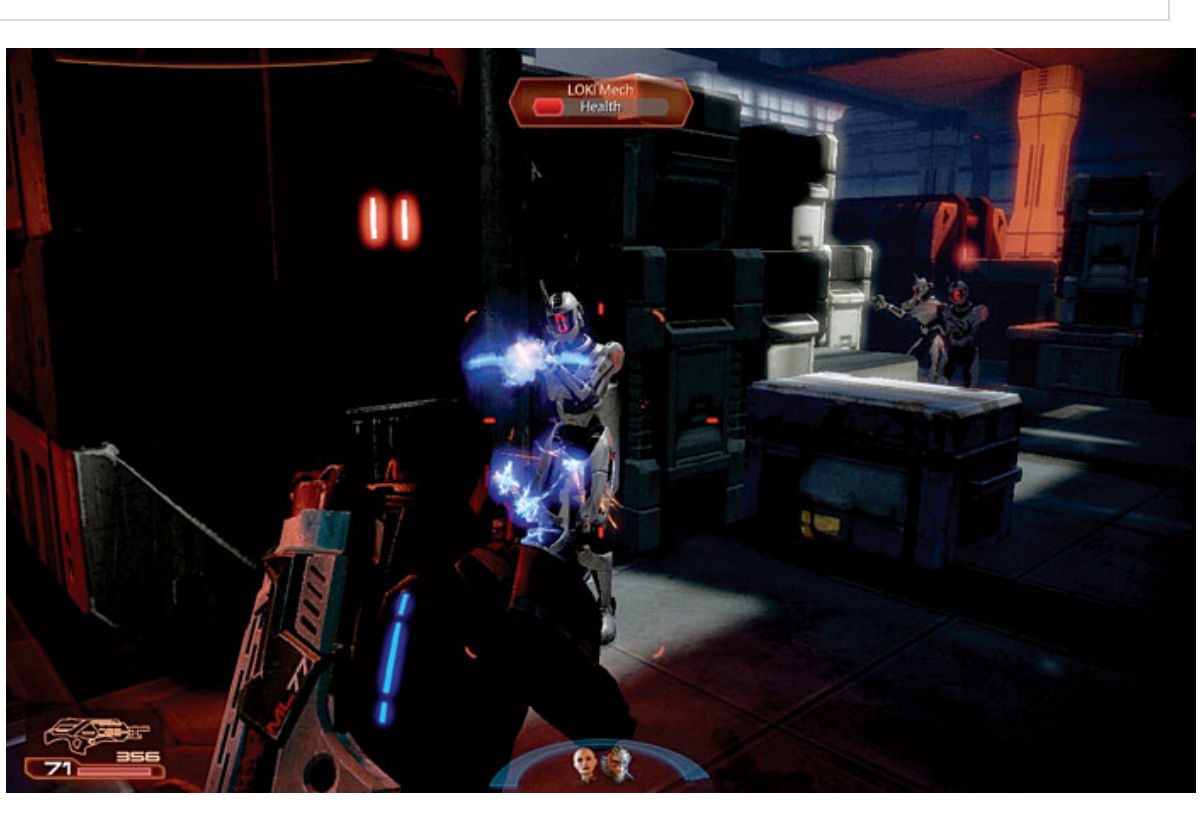
[004]

More FENRIS mechs attack as you move deeper into the factory **[003]** . They are quickly joined by LOKI mechs. Catch the LOKI mechs near the ramp leading down to the lower factory floor **[004]** .

Use the ramp as a bottleneck to hold the mechs down so they cannot spread out across the upper floor.

Cryo ammo works well at freezing the mechs in their tracks. Then check the left (dead-end) path from the lower ramp, and locate some power cells if you need them.

Ammunition > Power Cells > 2 Heavy Weapon Ammo



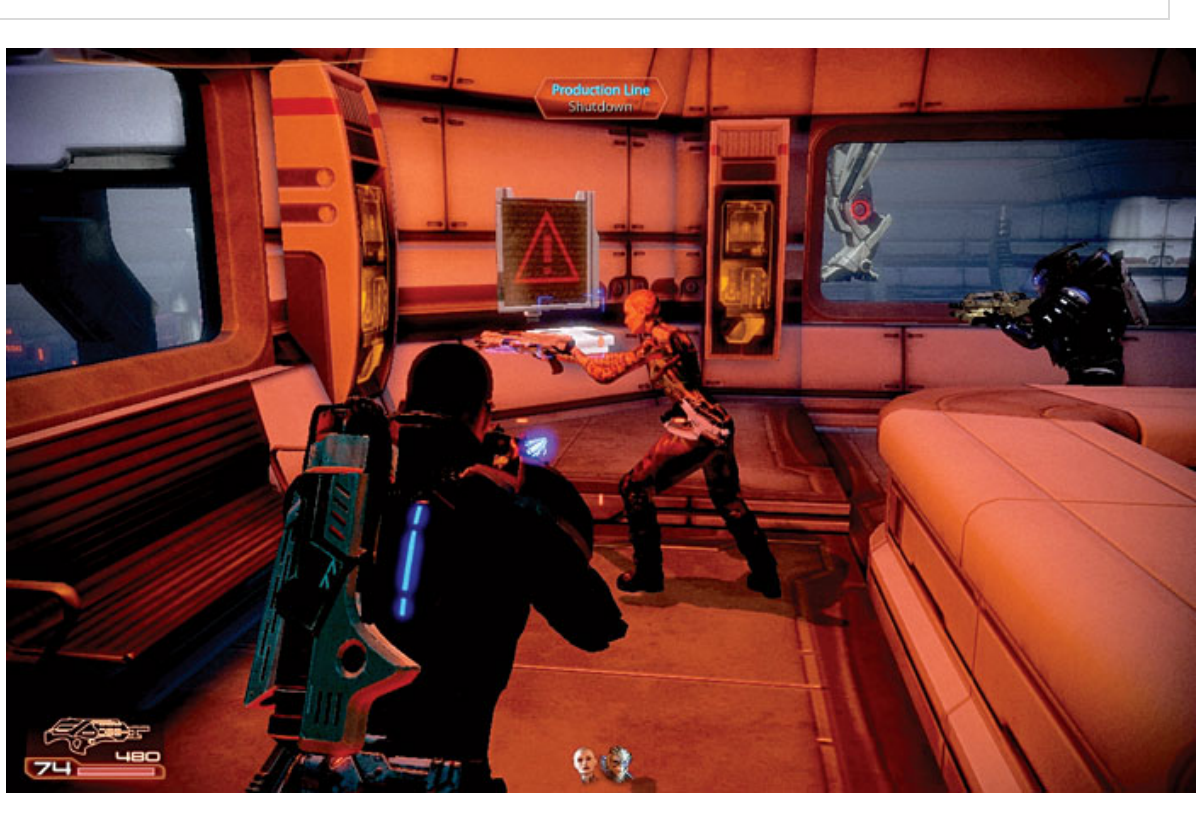
[005]

Weave through the labyrinth of crates on the factory floor, hunting LOKI mechs **[005]** . Though you do not have to face down a YMIR mech in this battle, heavy weapons clear out entire platoons of LOKI mechs with relative ease.

Blast through the mechs as they mill through the crates and boxes. Use the crates as cover to guard against the mech attacks.

Before reaching the far end of the factory floor, check a path to the right, leading to a crate of eezo.

Spoils of War > Resources > Refined Element Zero > Open > 175 Element Zero

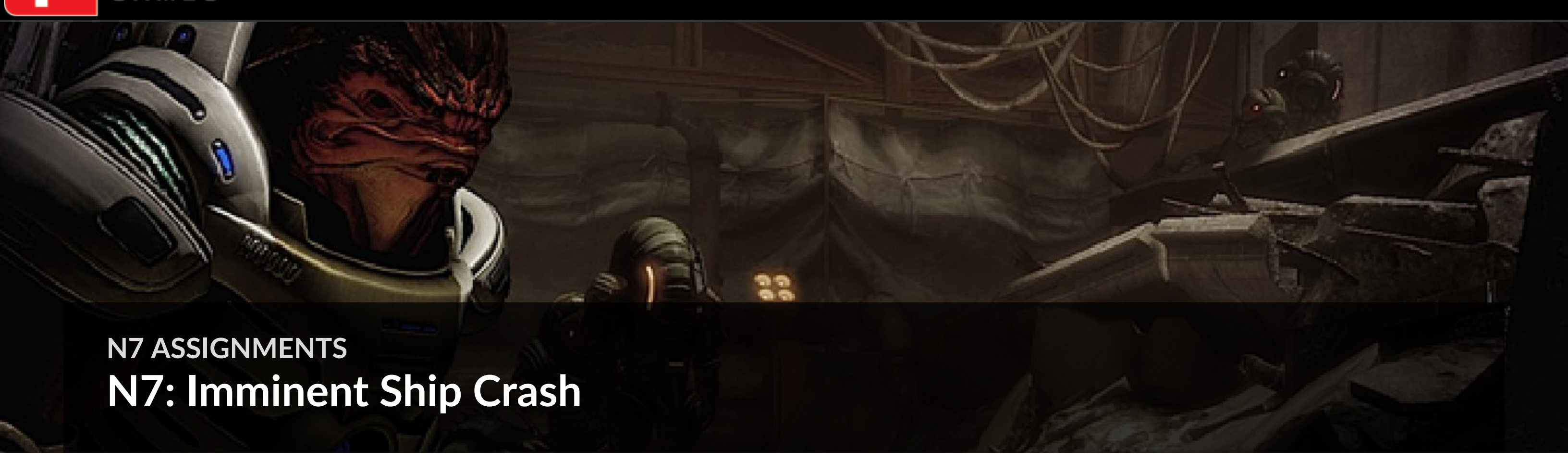


[006]

When you reach the rear of the factory, pass through the door. Grab the crate of element zero on the bottom floor of this room and then climb the ramps above you to reach the production line control panel **[006]** , which shuts down the factory.

Hack the console. When you complete the hack, the production line grinds to a halt, stopping the mech menace.

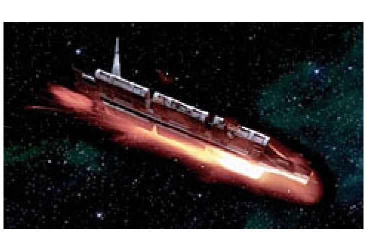
Spoils of War > Resources > Refined Element Zero > Open > 175 Element Zero



N7 ASSIGNMENTS

N7: Imminent Ship Crash

Mission Data



Location: Milky Way > Pylos Nebula > Nariph > MSV *Broken Arrow*

Experience Available: 125/156

Availability > Via Email from Personal Terminal
Entities Encountered > Enemies

- Geth > Rocket Trooper
- Geth > Trooper

Spoils of War > Total Credits: 7,500

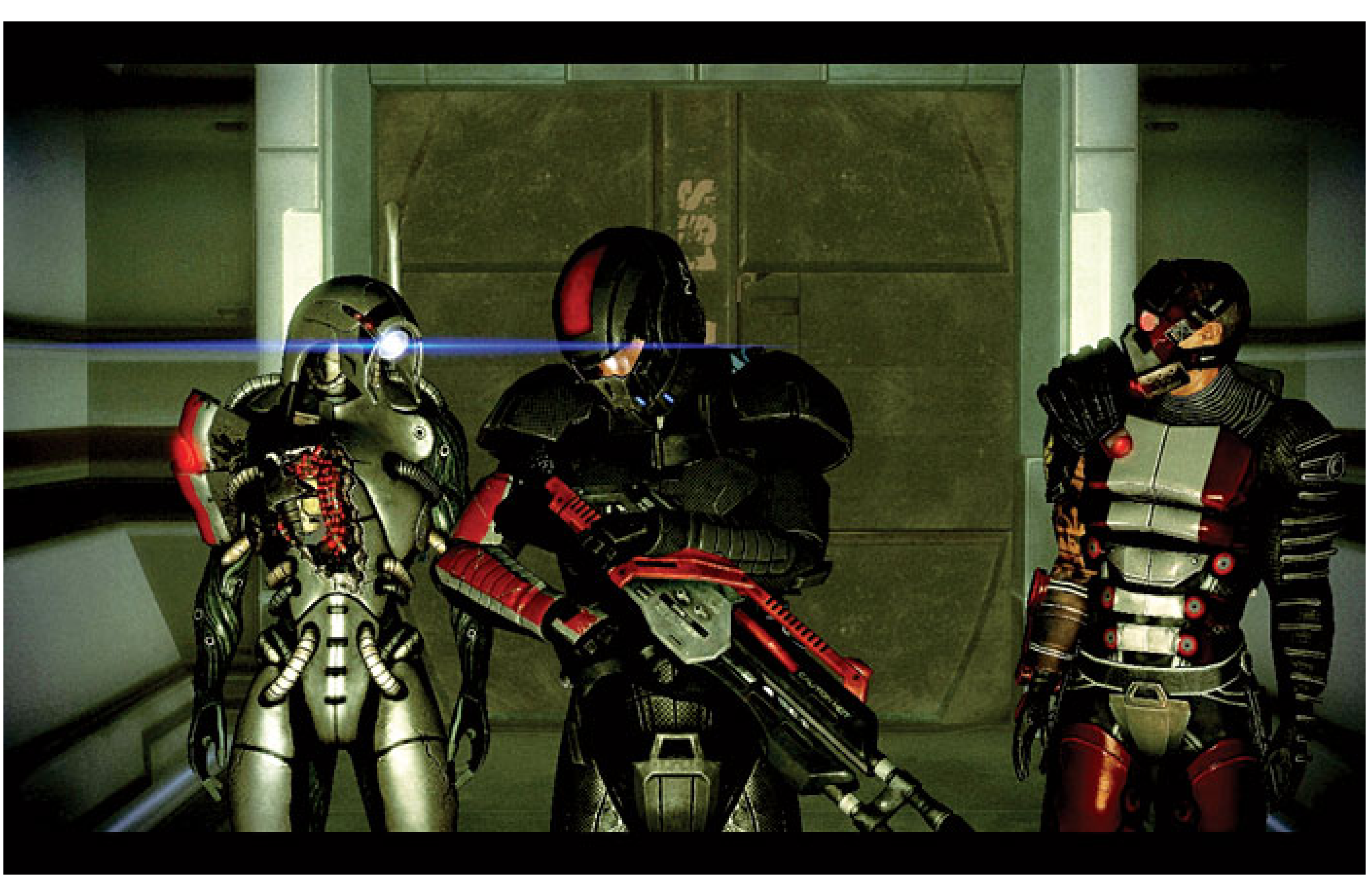
- Cerberus Funding: 7,500
- Credits: 0

Spoils of War > Resources > Iridium: 2,000

The derelict MSV *Broken Arrow* is in a decaying orbit over the planet Jonus. The ship is loaded with munitions. If it is allowed to crash, the explosive impact is likely to destroy a human settlement.

Restore the engines to keep the ship from crashing—but beware of geth aboard the vessel. This assignment appears on your galaxy map as "Save Crashing Ship."

Reactivating the Engines

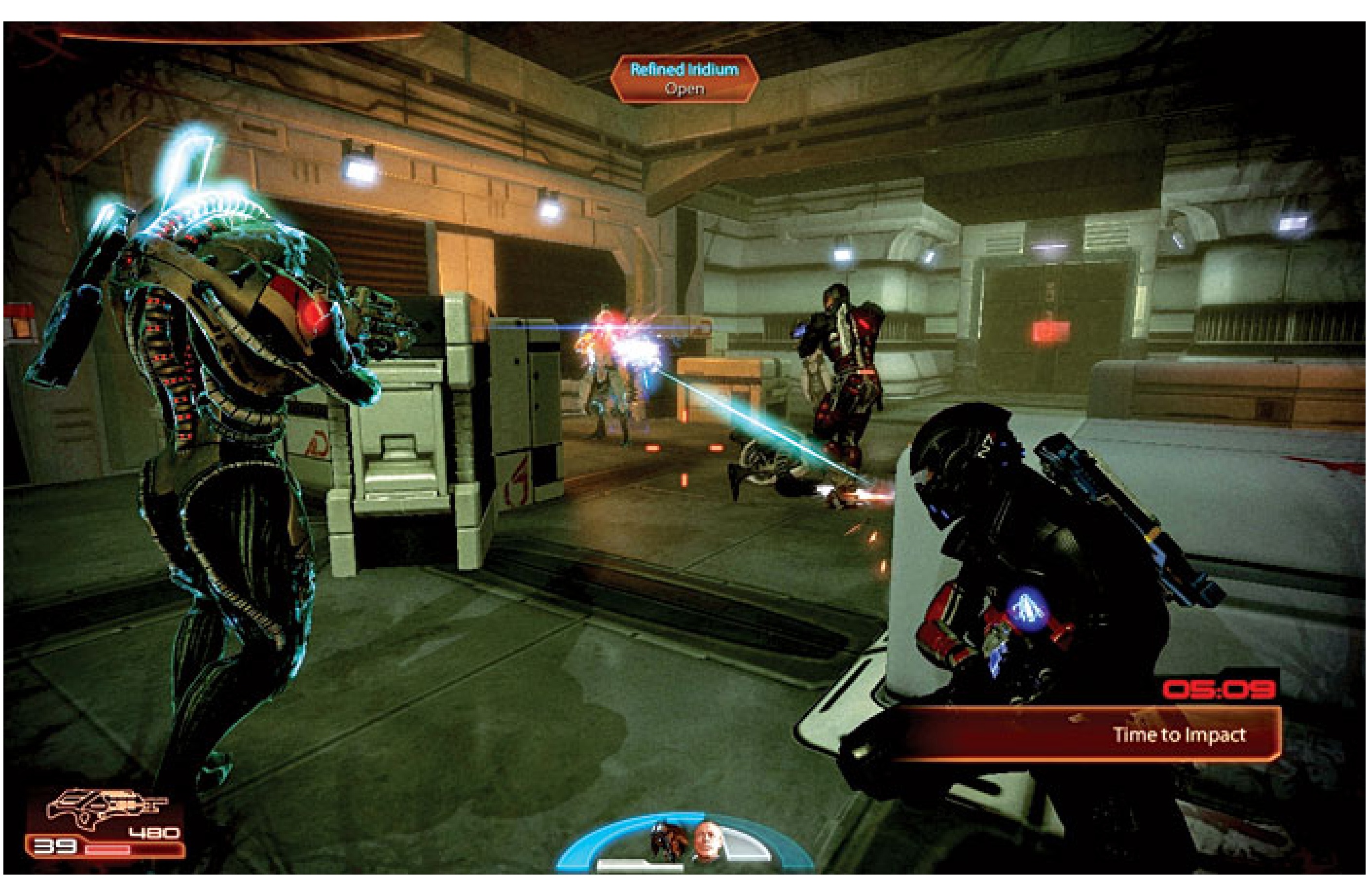


[001]

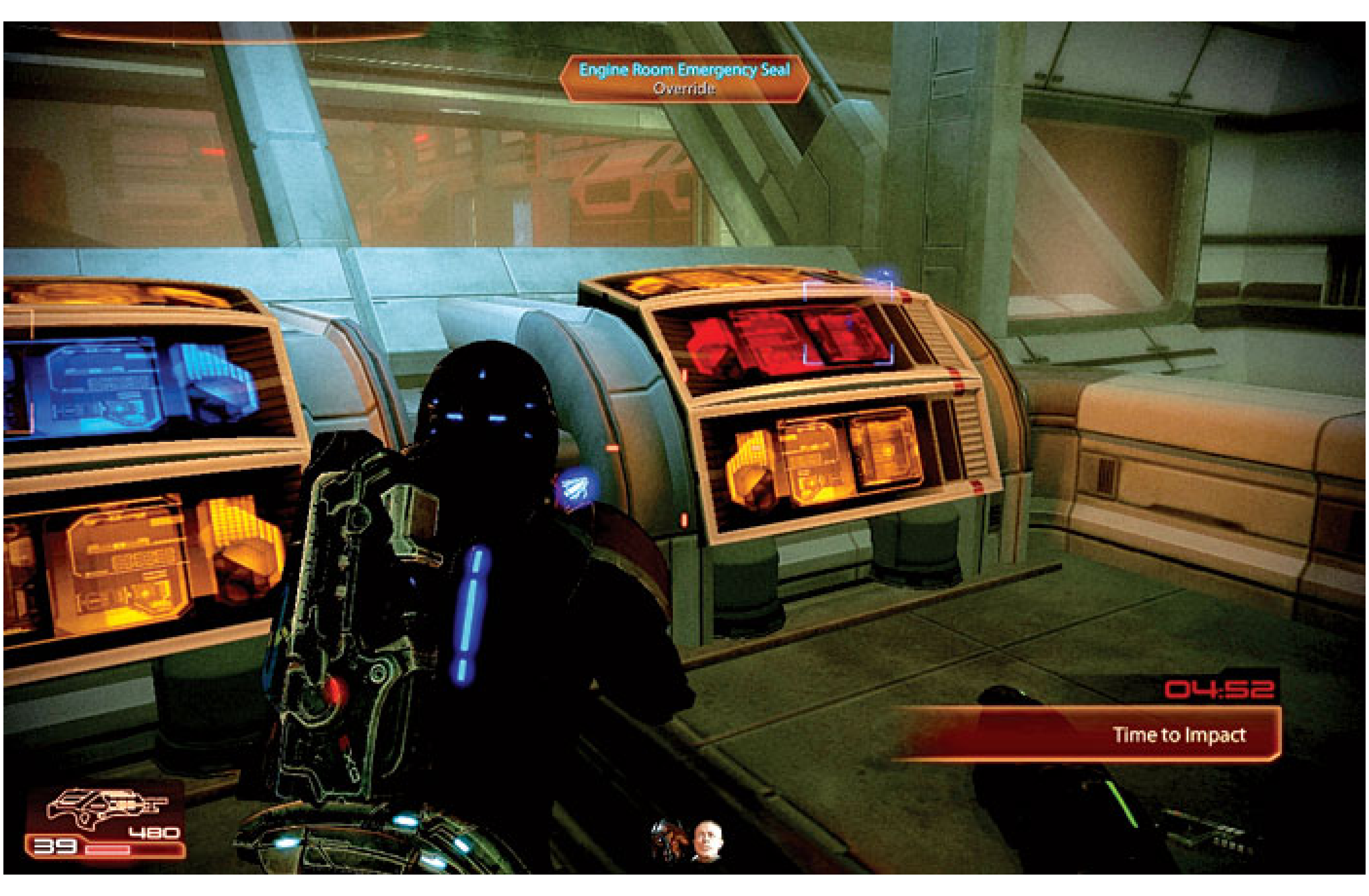
When you board the MSV *Broken Arrow* **[001]** , the clock starts ticking. You have just six minutes to restore engine power before the ship's decayed orbit can no longer be saved.

Check the captain's log for some background. Now you must bypass the security on the door to enter the control room.

Bypassing does not stop the timer—you must hurry so as not to waste too much time just looking at symbols. Fighting the geth inside the ship will consume enough of the clock as it is.



[002]



[003]

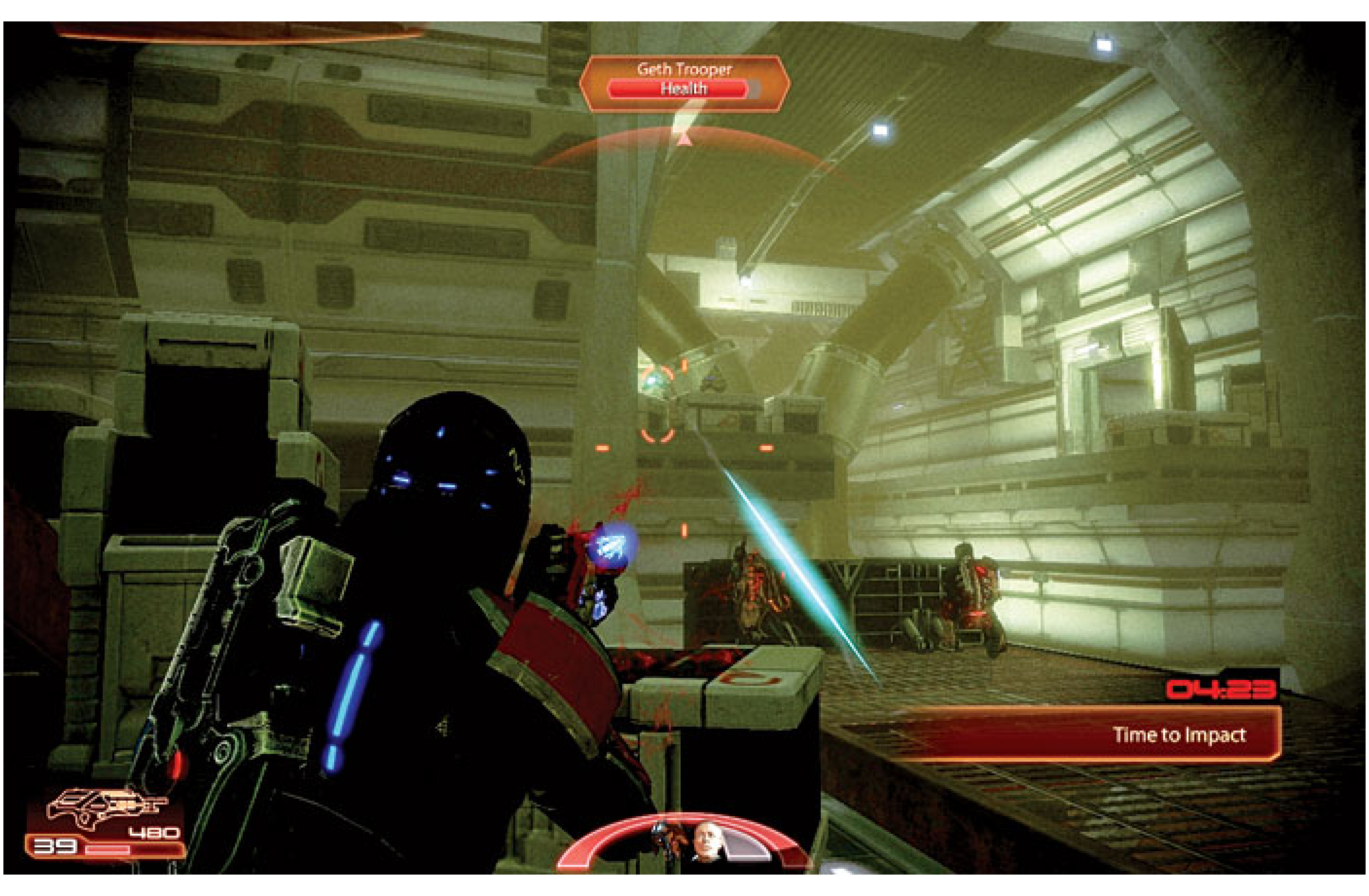
Right away, geth troopers attack **[002]** . Stick to the door for cover and target the geth inside. If you have an engineer, use AI Hacking to turn the geth against each other.

Otherwise, stick to gunplay and biotics to take down the troopers. Once the geth are down, check the ship status at the console, then access the engine room emergency seal on the right side of the room to unlock the engine room **[003]** .

There is a medi-gel on the left wall of this room, just inside the door. A crate of iridium is farther up along the wall.

Medical Station > Open > Med Kit > 100 Credits

Spoils of War > Resources > Refined Iridium > Open > 1,200 Iridium



[004]

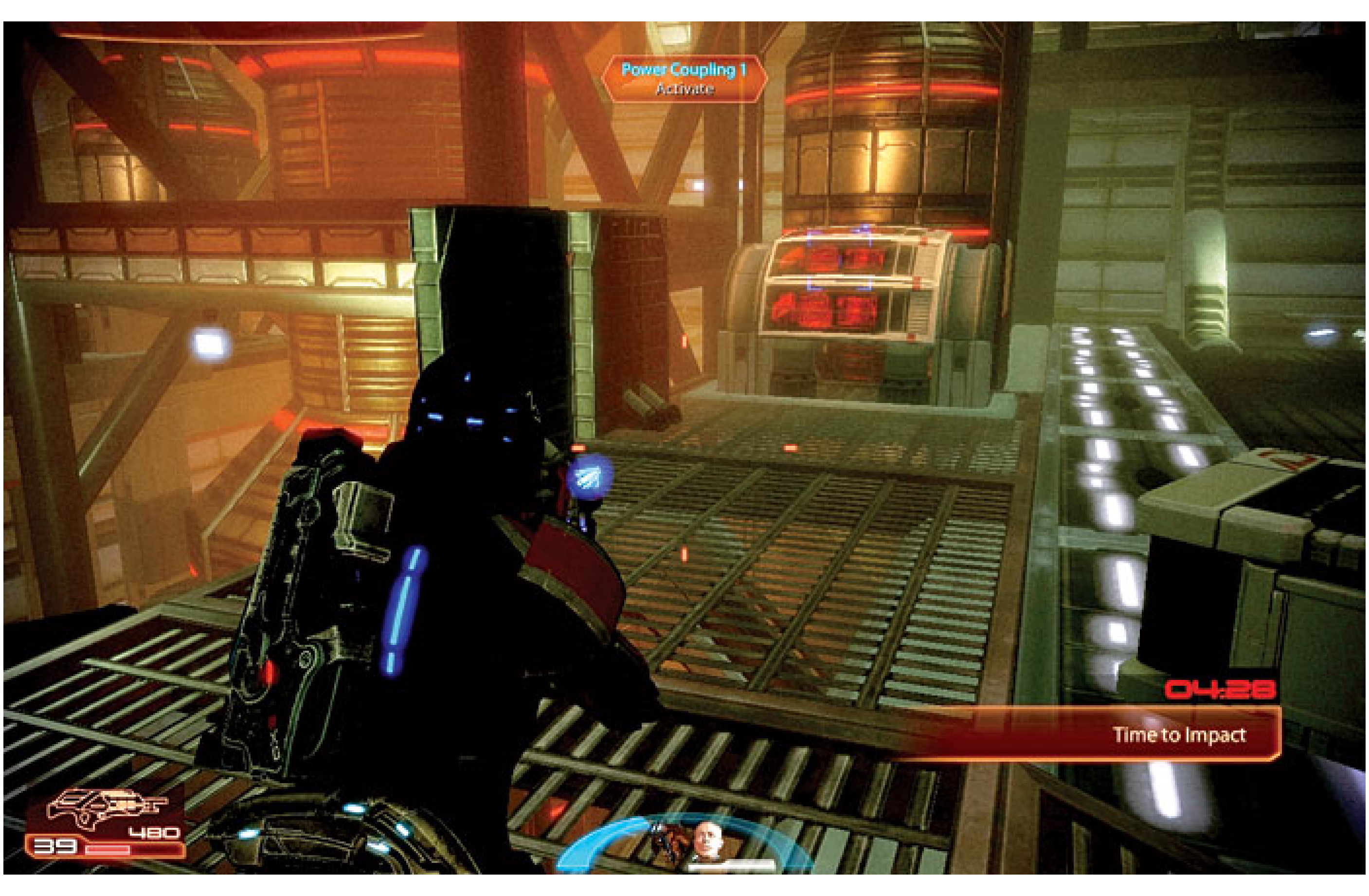
As soon as you enter the engine room, look to the left. There are two catwalks above the engine room. The geth take up attack positions here **[004]** . And they do not stop.

Troopers, snipers, rocket troopers—they just keep filing onto the catwalks to rain rounds and shells down on you while you attempt to restart the engines.

Fight your way into the room by returning fire, but soon you need to turn your attention to the engines.

When you have a free moment, pick up the crate of iridium on the floor of the engine room. Scan the room to spot it.

Spoils of War > Resources > Refined Iridium > Open > 800 Iridium



[005]

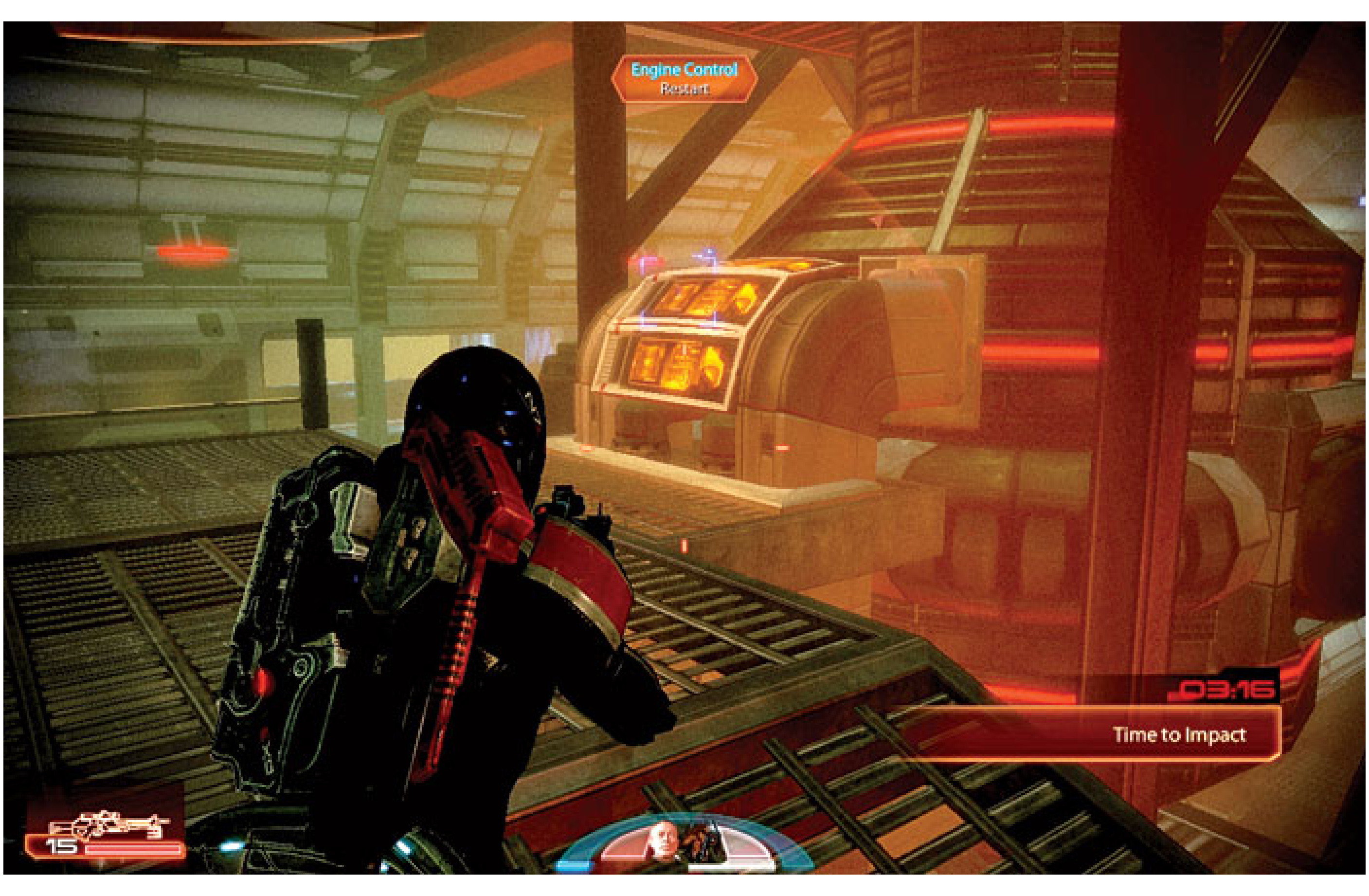
There are two power couplings **[005]** on the main floor of the engine room that you must turn back on. This is not as easy as flipping a switch.

You must hold your omni-tool over the control panel until the meter fills. If you are shot while accessing the panels, the process is interrupted. You must start over.

Tip

Focus your squadmates on the geth to provide cover while you access the engines. Got biotics? Use them to rip the geth right off their perches. Do you have Tactical Cloak? Then ignore all foes and head straight to the control panel!

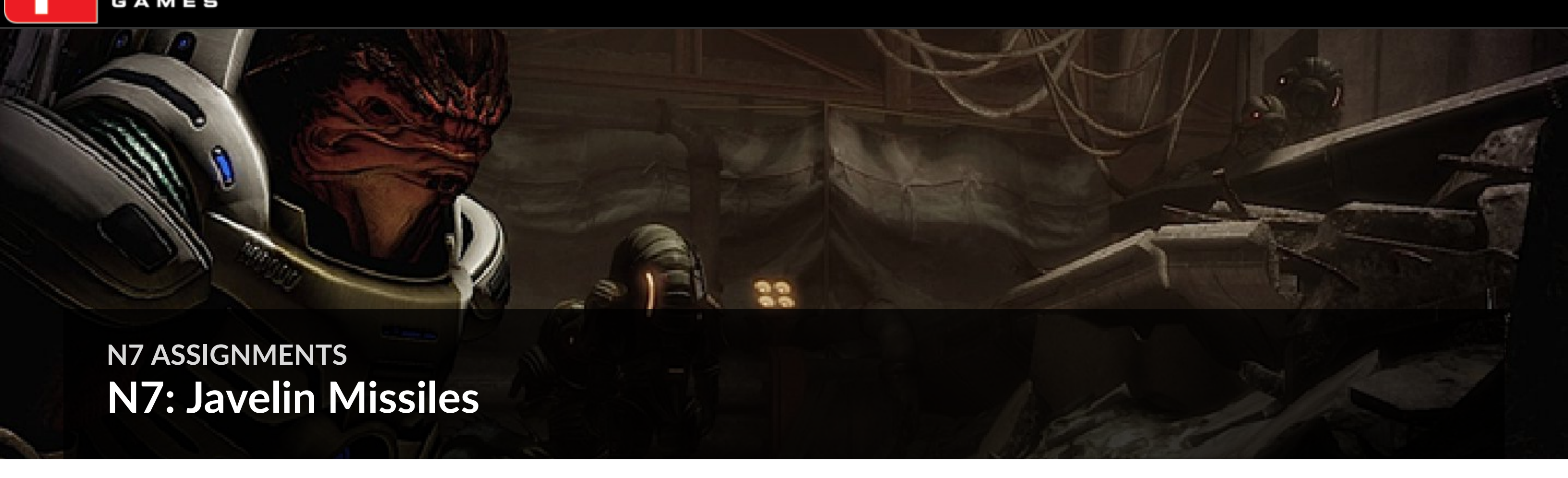
If you're fighting, position your squadmates on the stairs so they are not firing up at the geth. If they can fire at them directly, they have greater accuracy.



[006]

After activating both couplings, climb the stairs to the top of the engine room and access the engine control panel **[006]** . Bypass the panel to restart the engines and stop the ship from crashing into the planet below.

Even if there are still geth firing at you, starting up the engines is enough to end this mission in victory.



N7 ASSIGNMENTS

N7: Javelin Missiles

Mission Data

Location: Milky Way > Sigurd's Cradle > Skepsis > Watson > Franklin (Moon)

Experience Available: 125/156

Availability > After Completing N7: Blue Suns > Blue Suns Base or
By Scanning Planet > Moon > Franklin
Entities Encountered > Enemies

- Batarian Radical > Commander
- Batarian Radical > Trooper

Spoils of War > Total Credits: 7,500

- Cerberus Funding: 3,750
- Credits: 3,750

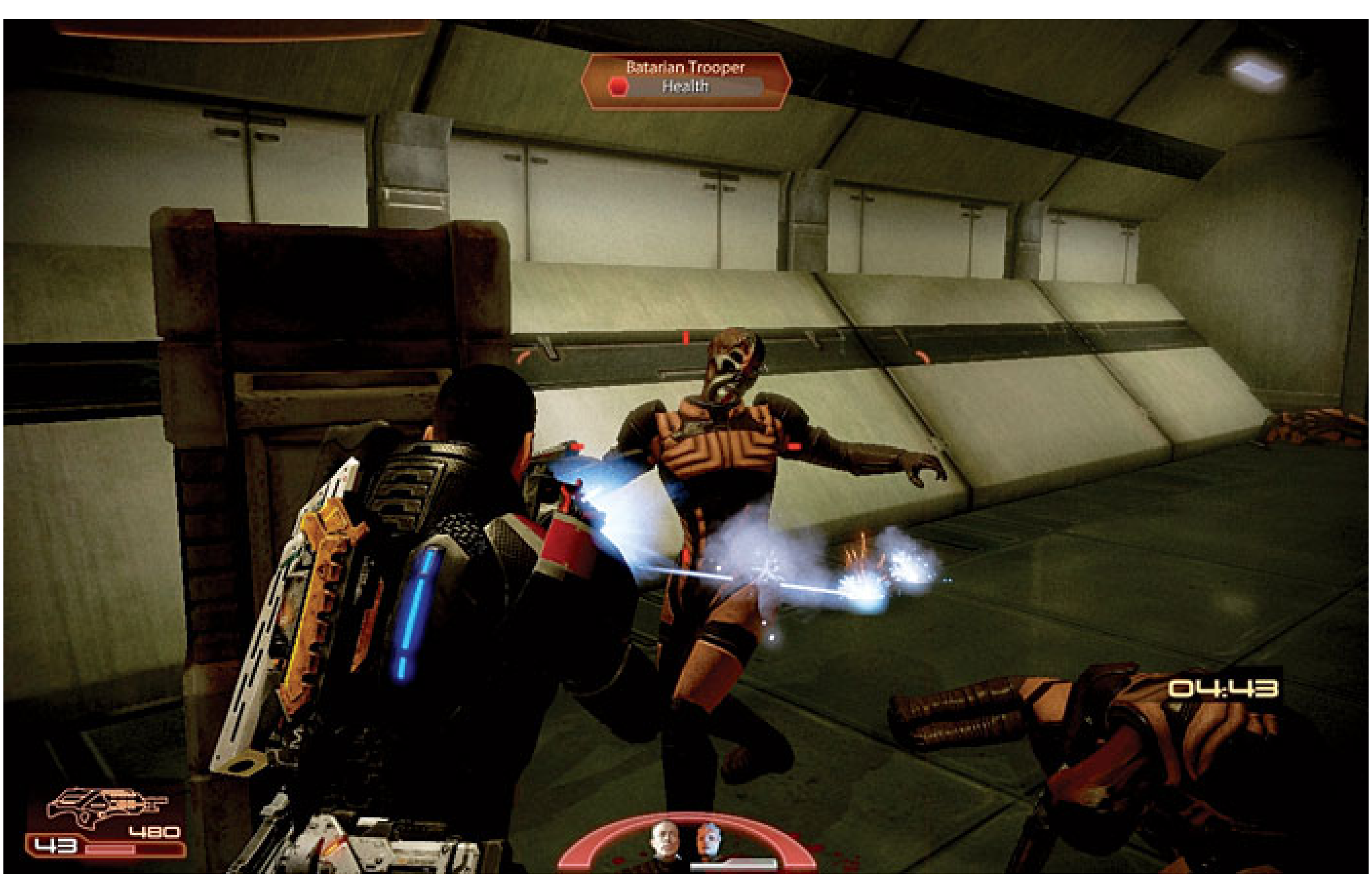
Spoils of War > Resources > Palladium: 2,000

Batarians have seized control of an Alliance base on Franklin. The base is armed with Javelin Mk.II missiles to be used to defend the nearby human colony.

A recent scan reveals that the batarians have launched two missiles. To save the colony, the team must storm the base and seize control of the missiles, destroying them before they reach their targets.

This assignment appears on your galaxy map as "Stop Missile Attack."

Stopping the Javelin Missiles

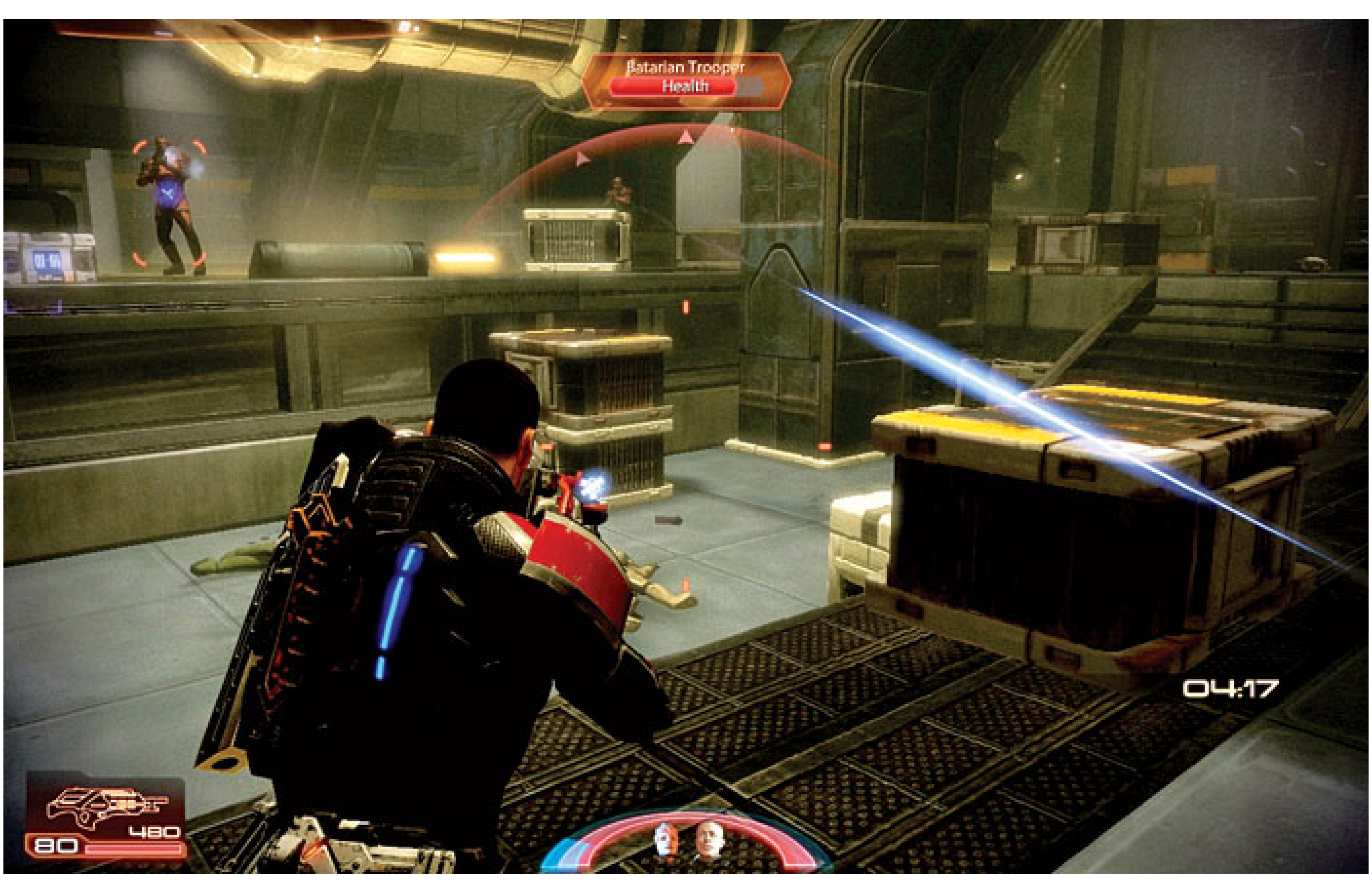


[001]

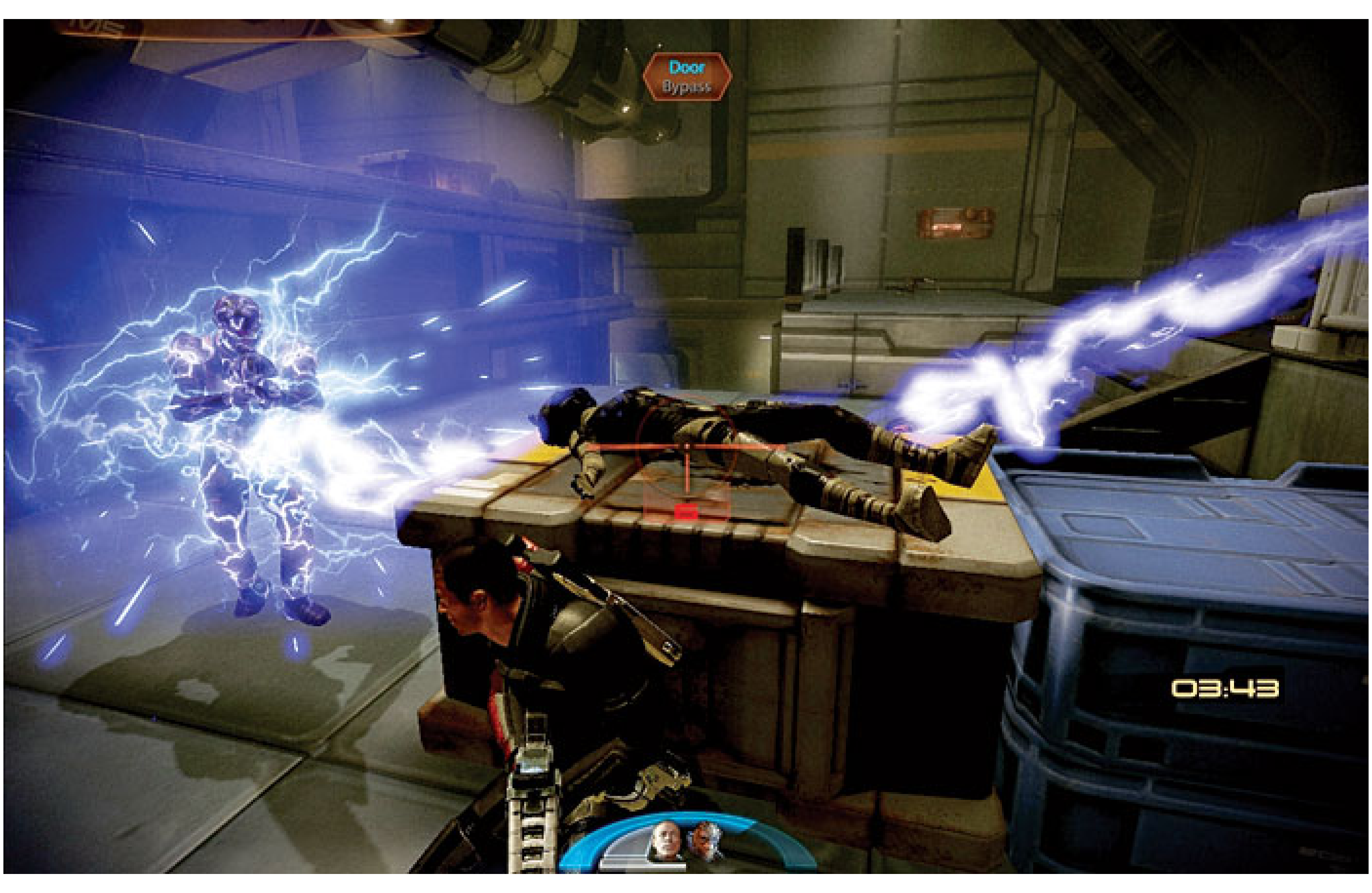
You have just five minutes to stop the missiles before they strike the colony. When you enter the base, a small patrol of batarians attacks right away **[001]** .

The batarians do not put up much of a fight—in fact, it's almost as if they were there only to slow you down. Just use the crates as cover and blast the batarians.

None of them have armor or shields, so they are easy targets.



[002]



[003]

Fight through the next room of batarians, after bypassing the entrance door. The exit door to the missile launch room is on the floor below, easily accessed via the ramps.

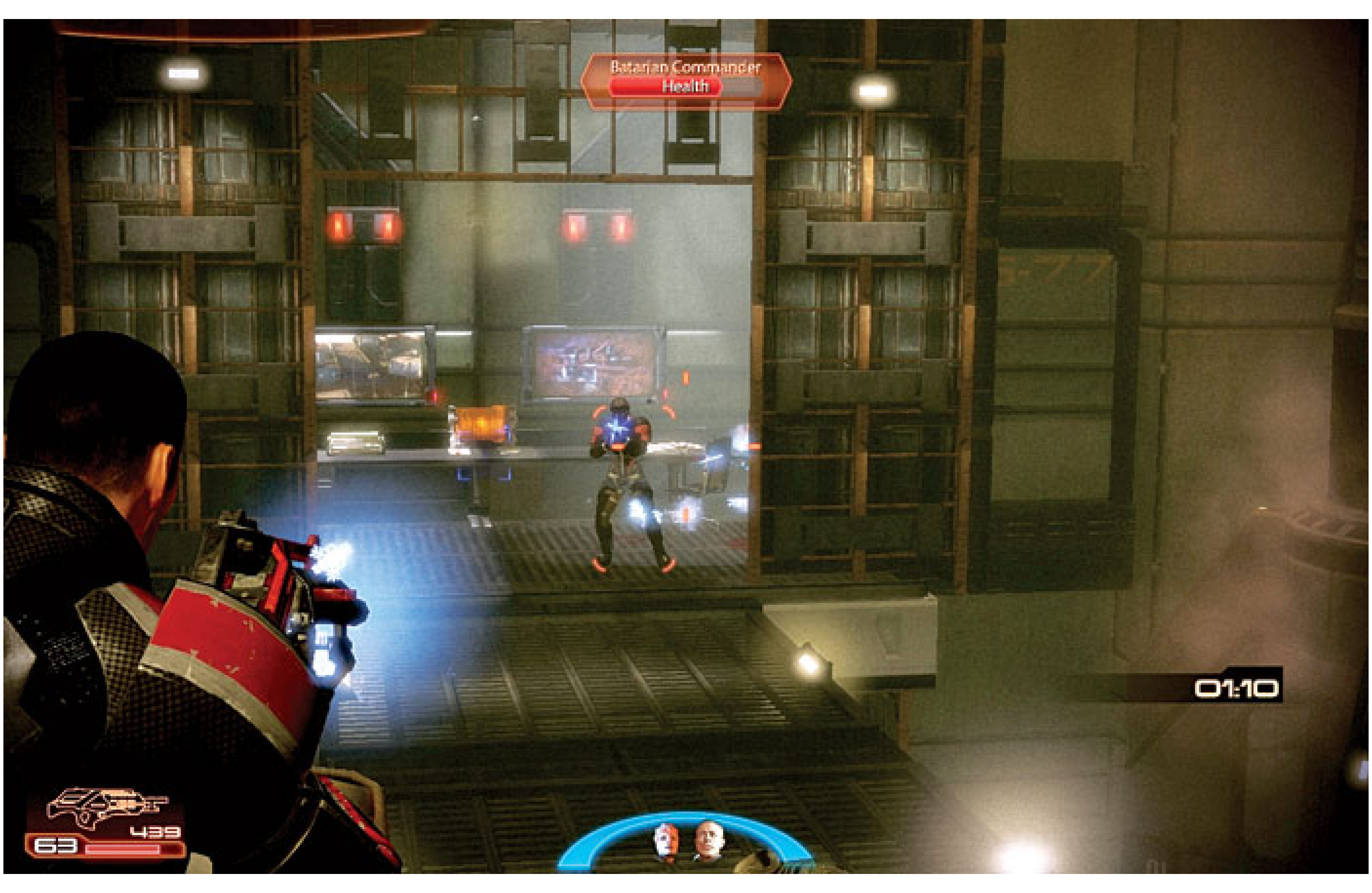
However, the batarians will shoot you to keep you from completing the hack on the door. You need to clear out at least the majority of the batarians before attempting it **[002]** .

Cross the room, and ideally move to the far right side **[003]** to more easily drop the batarians with gunfire and biotic attacks.

Open up the palladium crate in the upper corner once you winnow the batarian herd, and find some power cells on the upper section in the middle of the chamber.

	Ammunition > Power Cells > 2 Heavy Weapon Ammo

	Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium



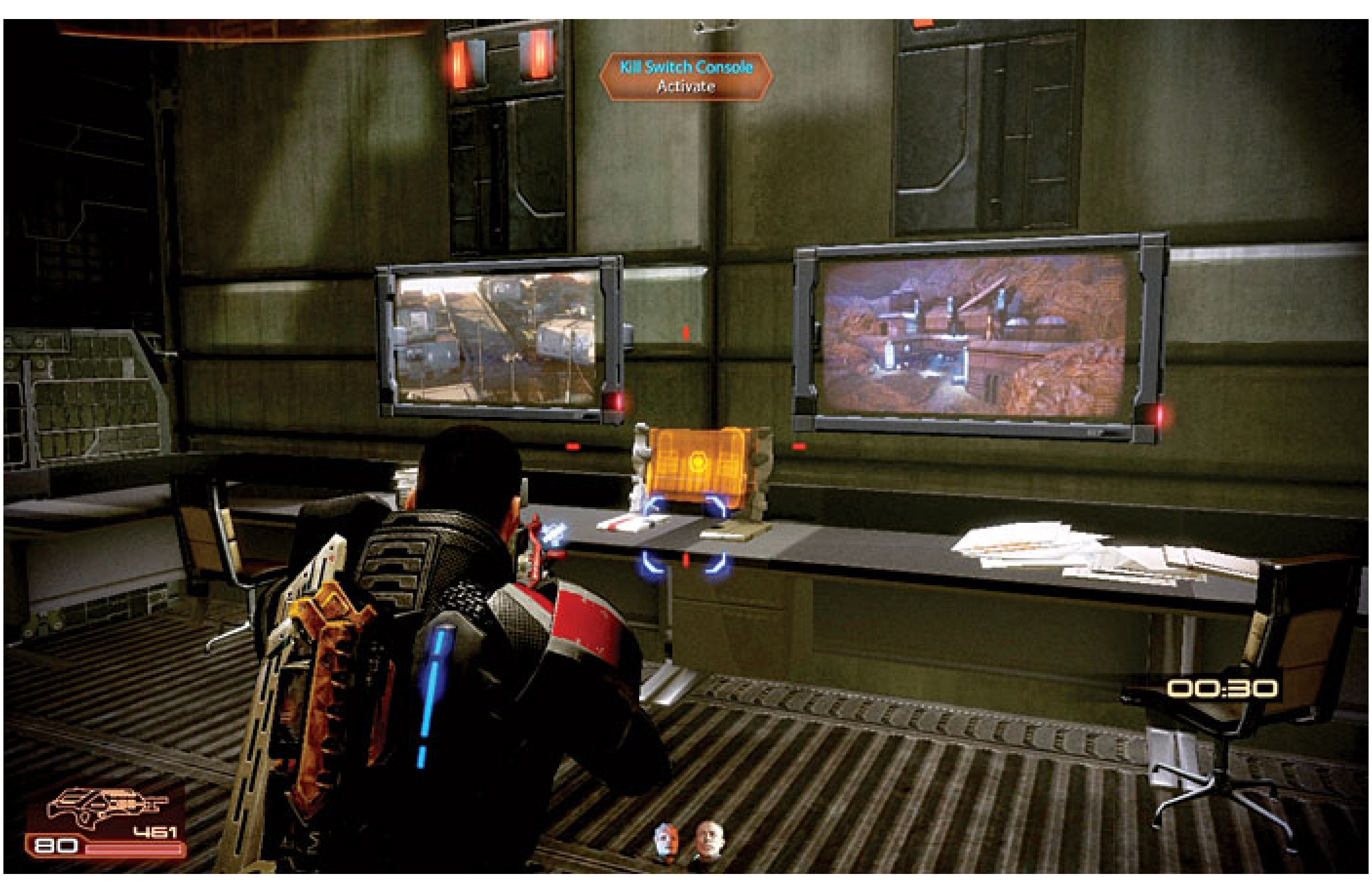
[004]

The console to stop the missiles is on the far side of the room. The commander at the panel puts up a real challenge **[004]** .

He is equipped with shields and will replenish them unless you finish him off in one continuous attack, You cannot stop the missiles until the commander is dead.

If you try to access the console and hack the missiles, the commander will thwart your hack by shooting you. There is a wall safe with 3,750 credits to the right of the missile control panel.

	Spoils of War > Wall Safe > Open > 3,750 Credits



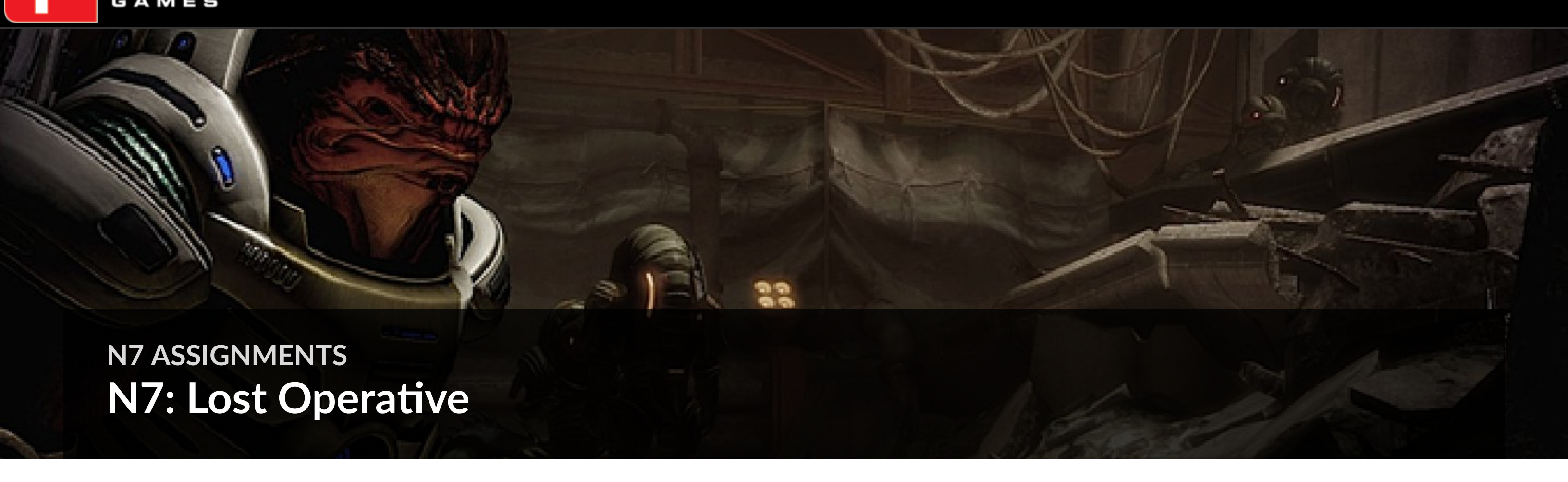
[005]

When you finally hack the missile controls **[005]** , you are presented with a terrible choice: There is not enough time to stop both missiles.

You must pick one. Do you destroy the missile heading for the colony, saving the people but rendering the spaceport useless to the Alliance?

Or do you allow the missile streaking toward the colony to deliver its deadly payload, killing innocents but preserving the facility for Alliance expansion?

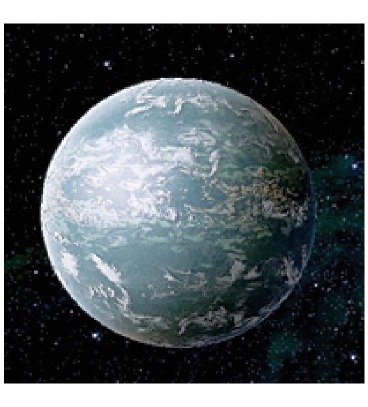
If you are going for Paragon, save the colonists. If you want to keep building your Renegade rating, then let the missile obliterate the colonists while saving the spaceport.



N7 ASSIGNMENTS

N7: Lost Operative

Mission Data



Location: Milky Way > Omega Nebula > Fathar > Lorek

Experience Available: 125/156

Availability > After Acquiring *Normandy* , then Scanning Planet > Lorek
Entities Encountered > Enemies

- Eclipse > Morl
- Eclipse > Trooper
- Eclipse > Vanguard

Spoils of War > Total Credits: 7,875

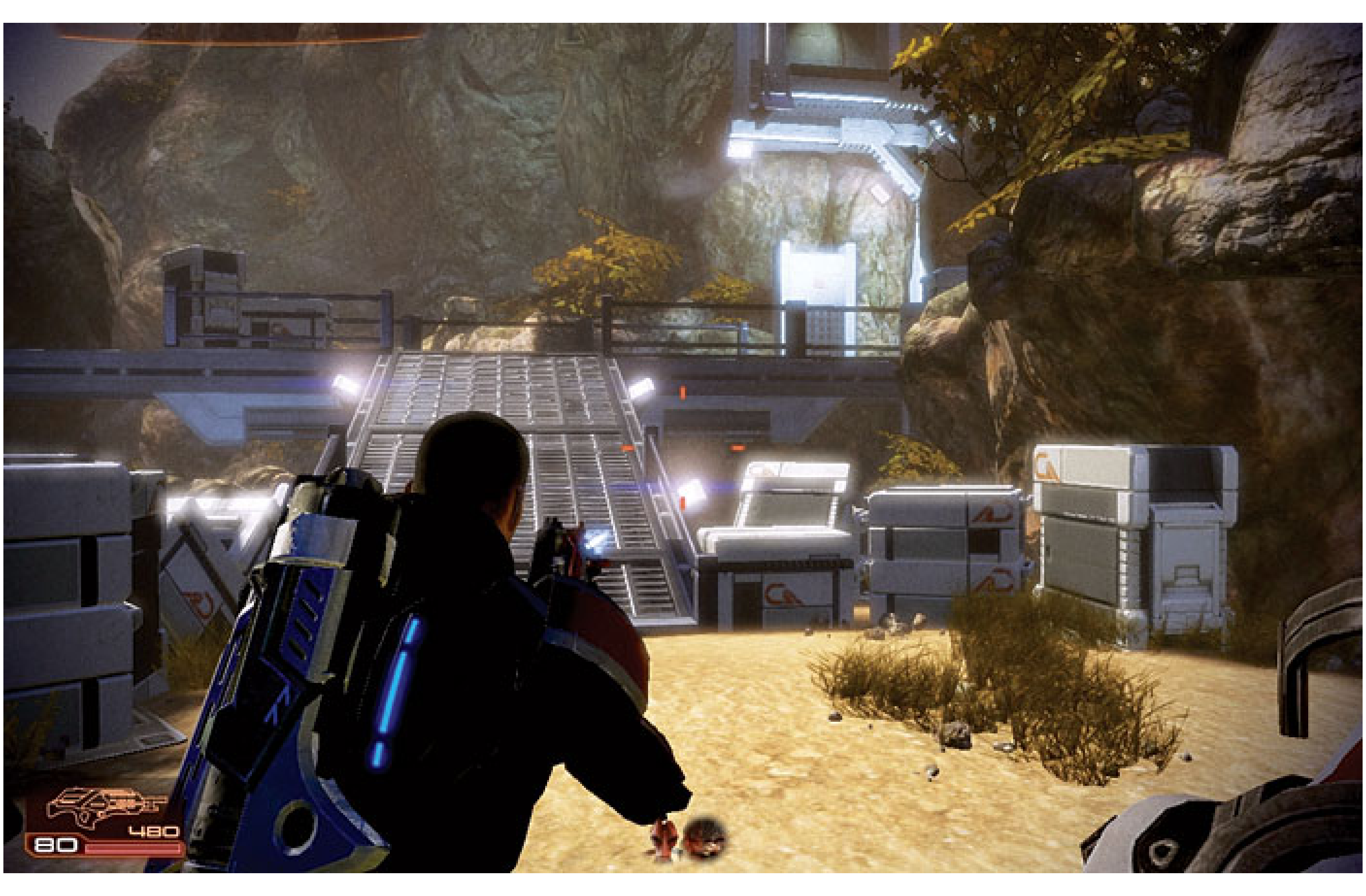
- Cerberus Funding: 3,750
- Credits:4,125

Spoils of War > Resources > Platinum: 2,000

A Cerberus operative has gone missing and is believed to be a prisoner in an Eclipse base on Lorek. The operative has sensitive data that would be harmful to Cerberus if it found its ways into Eclipse or Alliance hands.

This message appears in your private terminal once the *Normandy* is acquired.

Rescuing the Operative



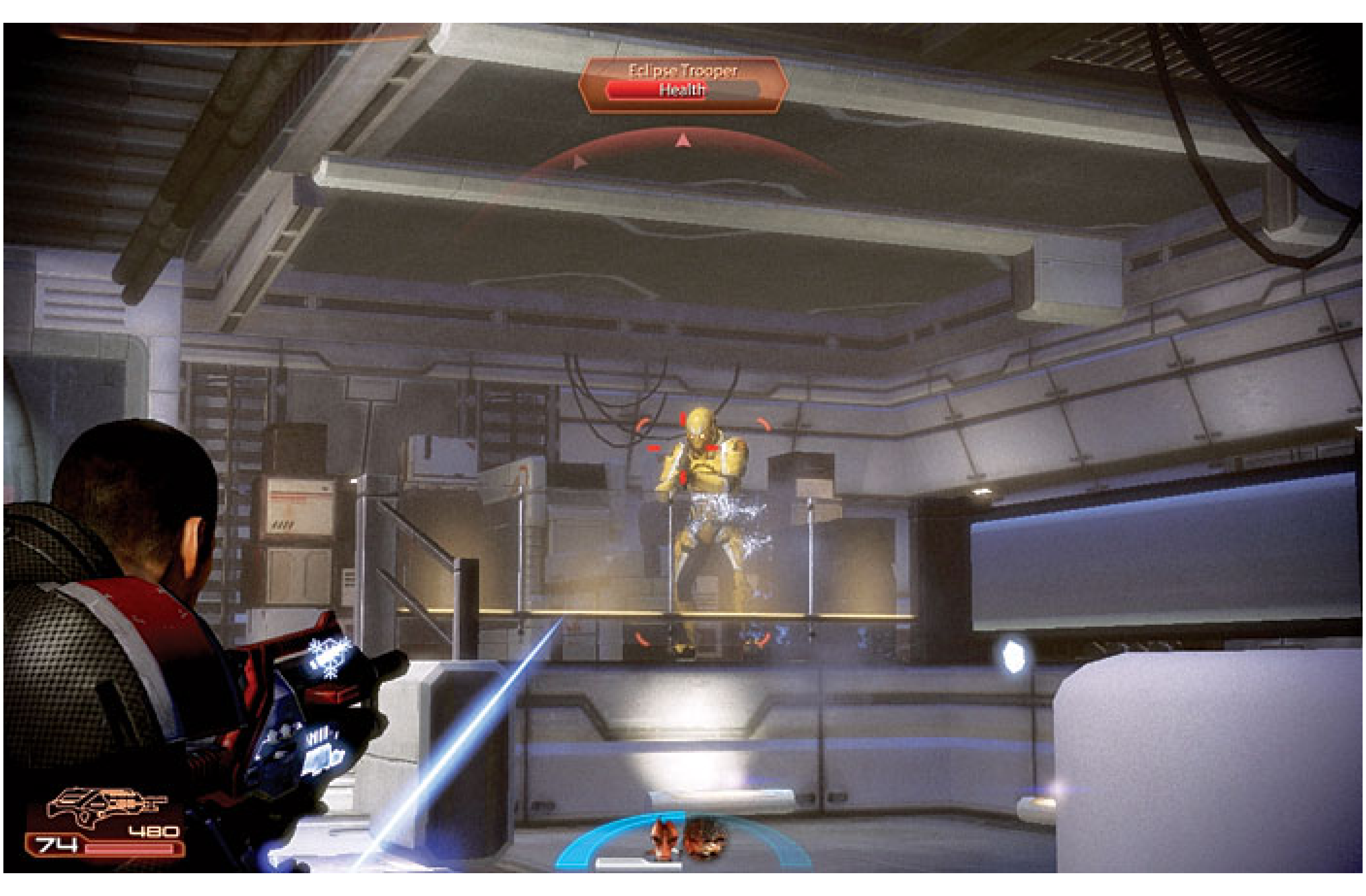
[001]

When you arrive on the tropical planet Lorek, the shuttle drops you off directly outside a potential Eclipse base of operations **[001]** .

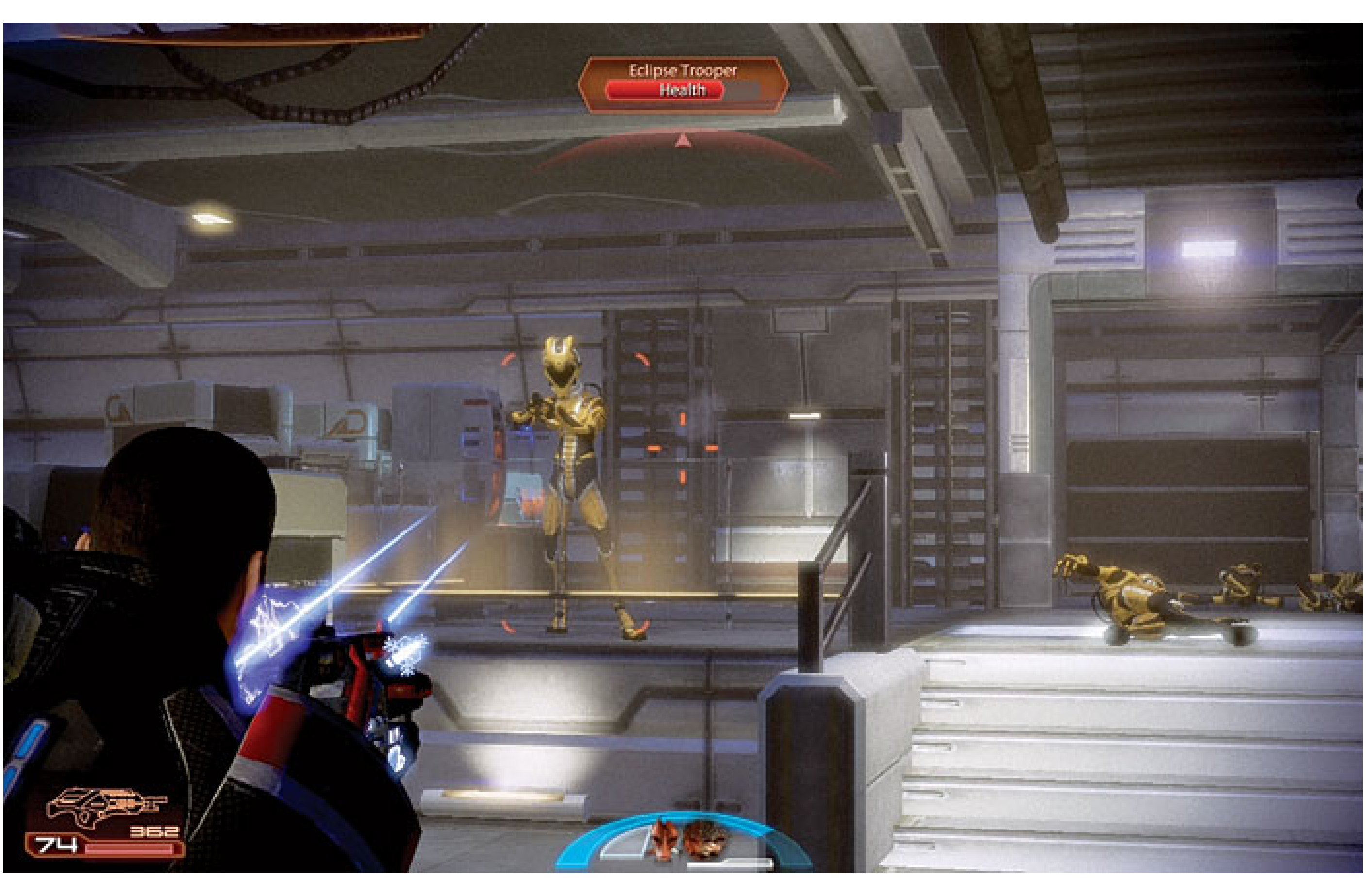
Pick up the refined platinum from the crate behind the containers near the landing zone and then enter the base via the door to the right.

	Spoils of War > Resources > Refined Platinum > Open > 1,200 Platinum

Recovering the Stolen Data



[002]



[003]

This is no potential Eclipse base. The base is crawling with mercs. The main room of the base is quickly overrun by troopers and vanguards. Immediately take cover behind the crates or on either side of the door and systematically cut down the mercs **[002]** .

The first push comes through the door in the back of the room, so primarily target that area right now.

Use biotics or tech attacks to soften the mercs. Since these are organic targets, cryo, incendiary, or shredder ammo is especially useful.

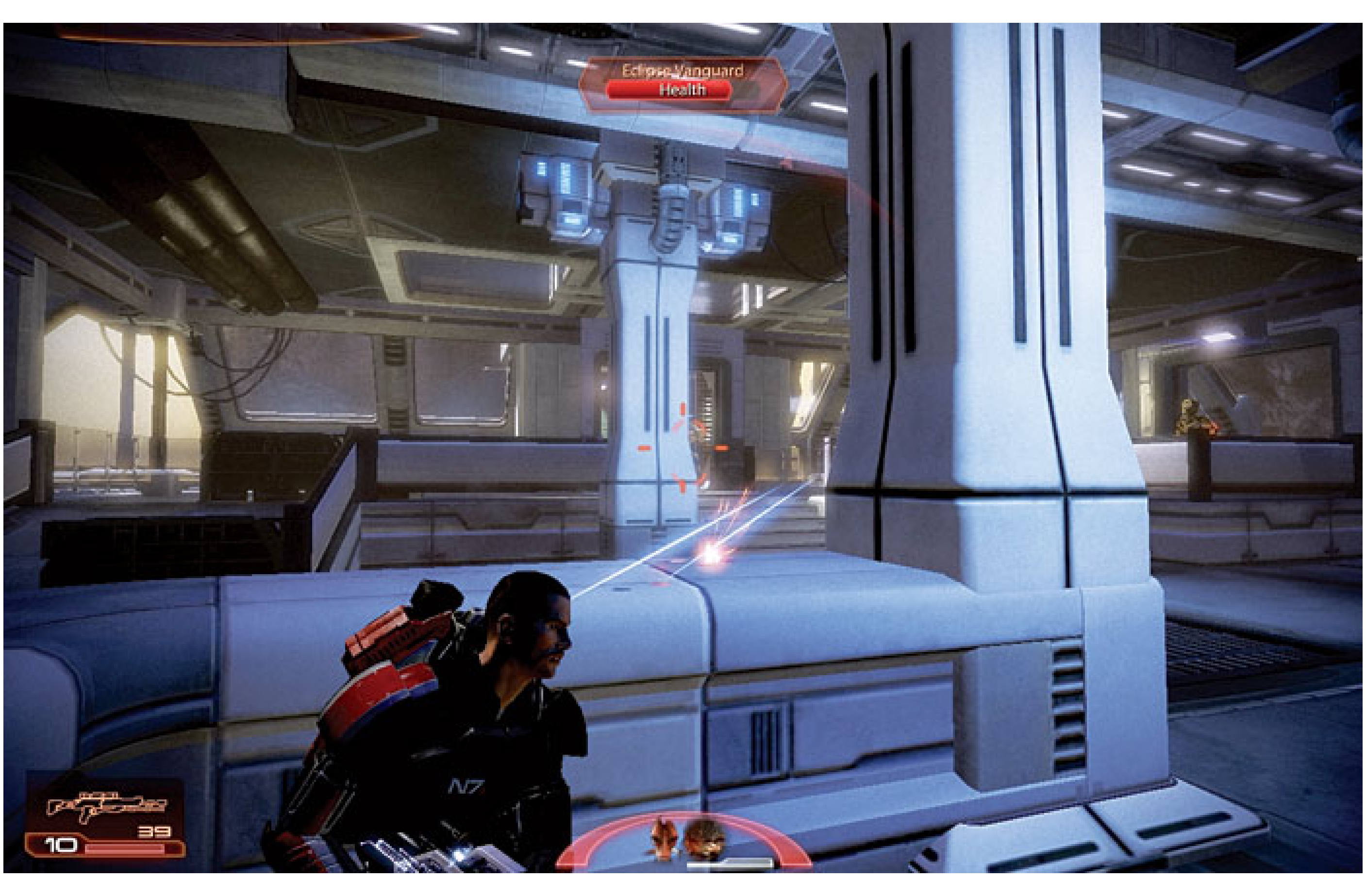
After cutting down the first batch of Eclipse foes, inch your way into the room. More mercs may arrive **[003]** . After cleaning out the main room of the base, venture into the back room to empty a wall safe with 3,750 credits and pick up a medi-gel.

	Spoils of War > Wall Safe > Open > 3,750 Credits

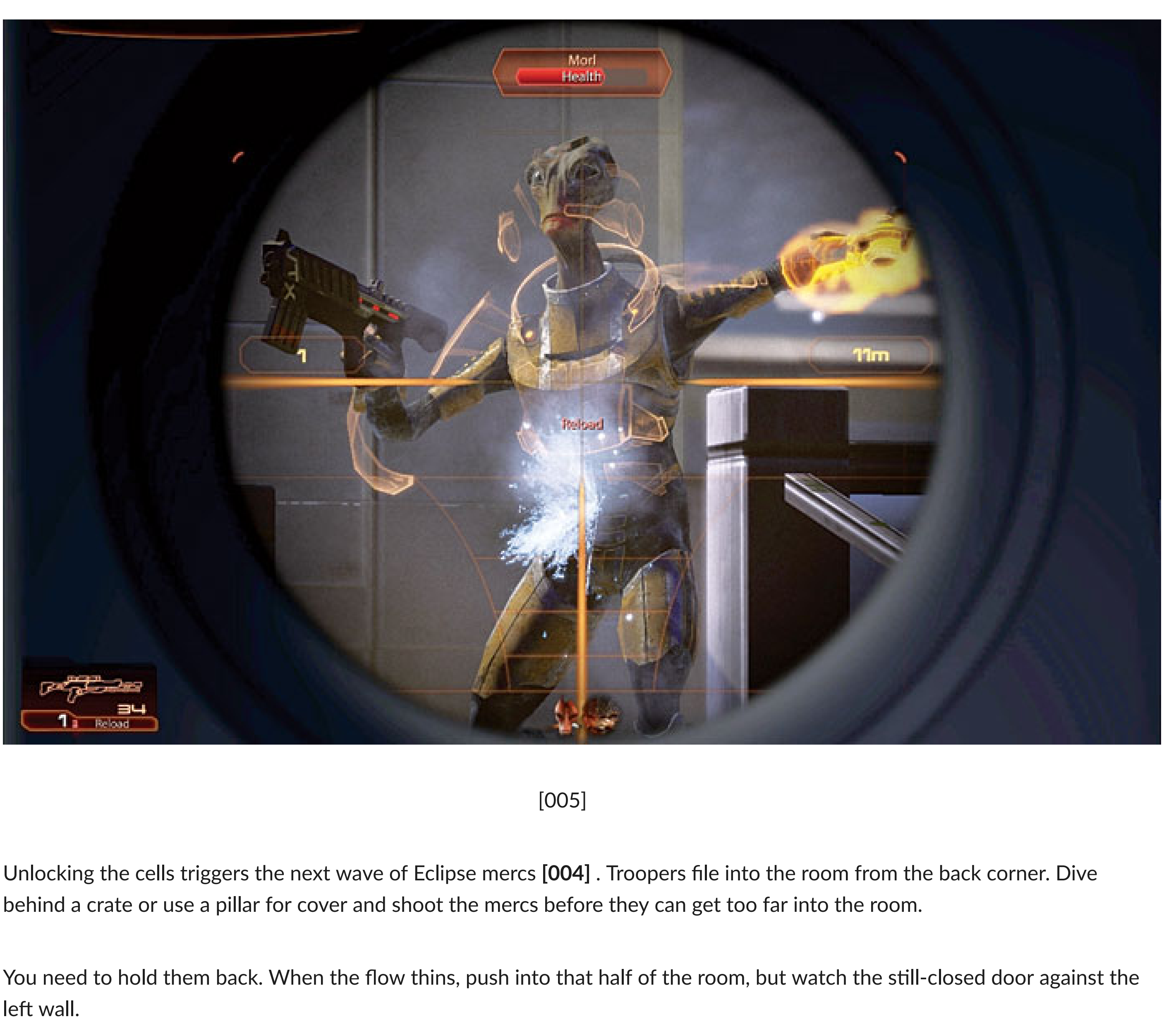
	Med Kit > +1 Medi-gel > 100 Credits

Once you have the credits and medi-gel access the terminal that controls the holding cells. Bypass the security on the terminal to unlock the door on the left side of the room, which leads to the prisoner.

You can also check the security console for some logs to read.



[004]



[005]

Unlocking the cells triggers the next wave of Eclipse mercs **[004]** . Troopers file into the room from the back corner. Dive behind a crate or use a pillar for cover and shoot the mercs before they can get too far into the room.

You need to hold them back. When the flow thins, push into that half of the room, but watch the still-closed door against the left wall.

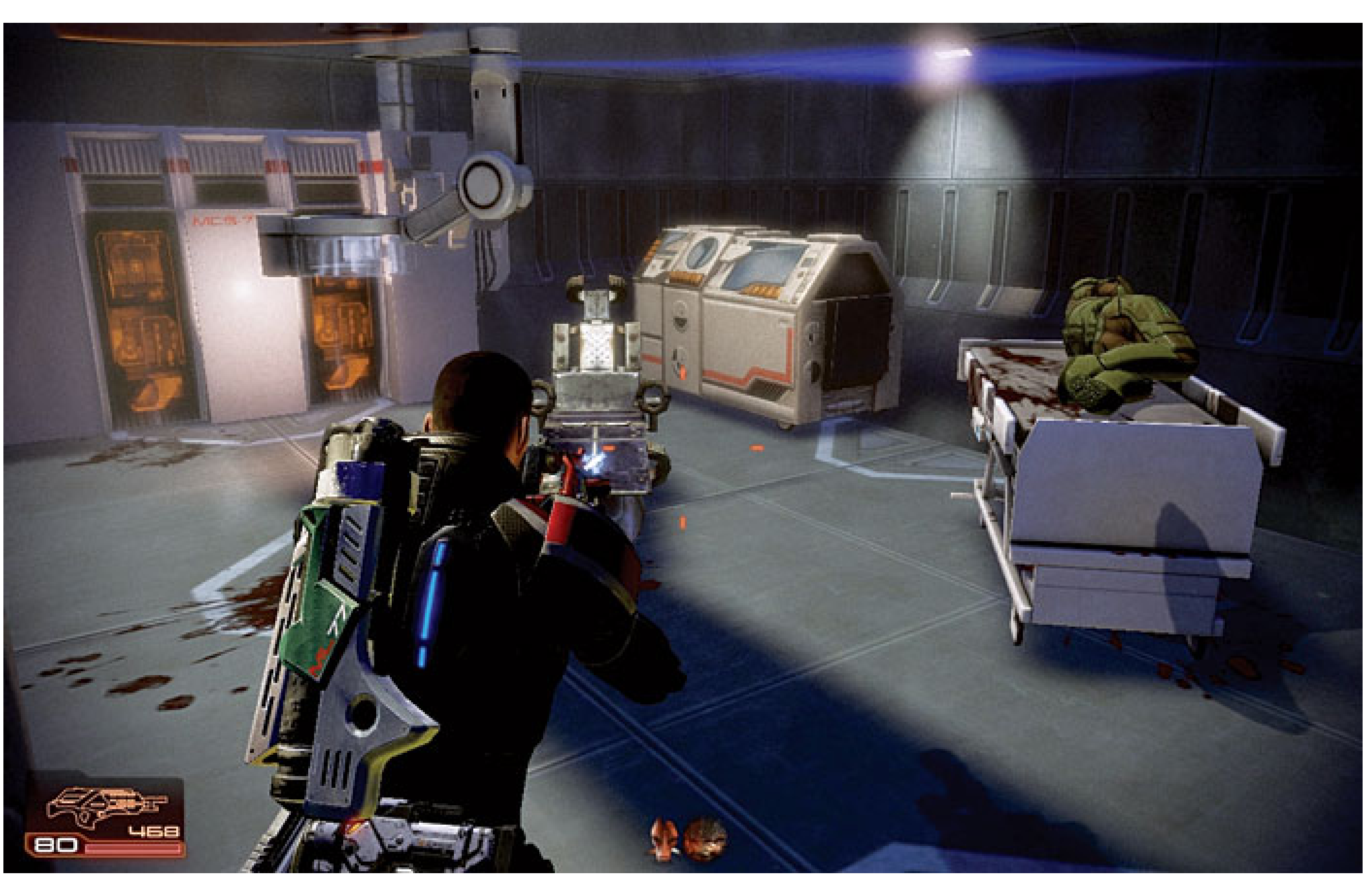
When you near the door two Eclipse thugs pop through it: a vanguard and the leader of the Eclipse at this base, Morl **[005]** .

Morl is a powerful engineer. Not only does he have Barrier as well as armor to protect him, but he will also deploy combat drones to keep you busy while the troopers attempt to spread into the room and flank.

Morl will keep refreshing his barrier if you do not take him down with an unwavering series of attacks. Direct the entire squad to target him so that when his barrier falls, his armor goes next and eventually his health.

Then use the door in the corner of the room to locate another crate of platinum.

	Spoils of War > Resources > Refined Platinum > Open > 800 Platinum



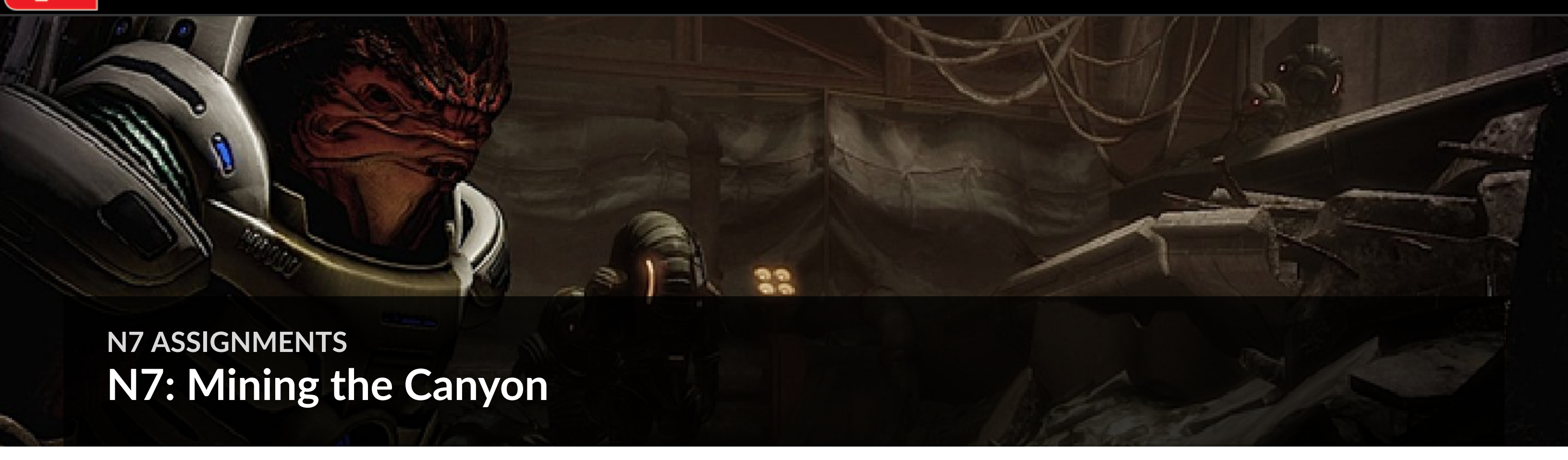
[006]

Use the door Morl came through to locate the Cerberus prisoner **[006]** . The door is easily bypassed by hacking through the symbols. The prisoner, sadly, has died.

The data extracted from his interrogation is on the computer console in the back of the room. Take the data. You can now upload the data to Cerberus, keep it for yourself, or send it to the Alliance.

If you send it to Cerberus, you receive a 10 percent credits bonus. The assignment is now complete, and there are no immediate effects no matter who you

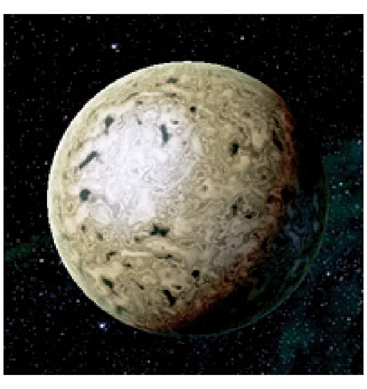
	Spoils of War > Upload Data to Cerberus > Additional Compensation > 375 Credits



N7 ASSIGNMENTS

N7: Mining the Canyon

Mission Data



Location: Milky Way > Caleston Rift > Talava > Taitus

Experience Available: 125/156

Availability > By Scanning Planet > Taitus
Entities Encountered > Enemies
Varren

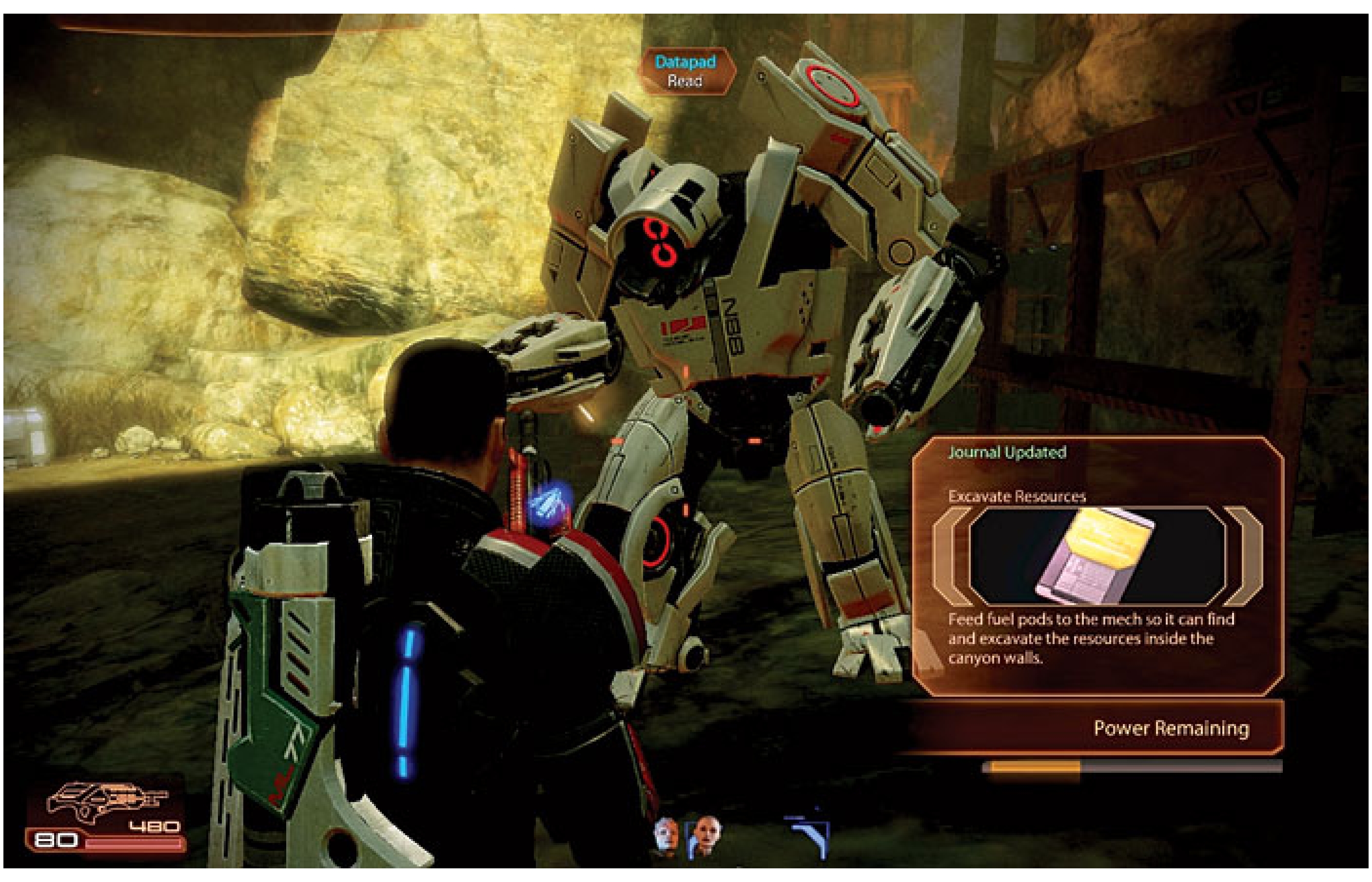
Spoils of War > Total Credits: 7,500
Cerberus Funding: 7,500
Credits: 0

Spoils of War > Resources > Platinum: 5,000

Surface scans of Taitus detect a YMIR mech with an unknown registration. The mech was being used in a mining operation but appears to be disabled.

If the mech is reactivated and allowed to complete its mining program, it reveals large quantities of valuable minerals.

Activating Mech



Journal Updated

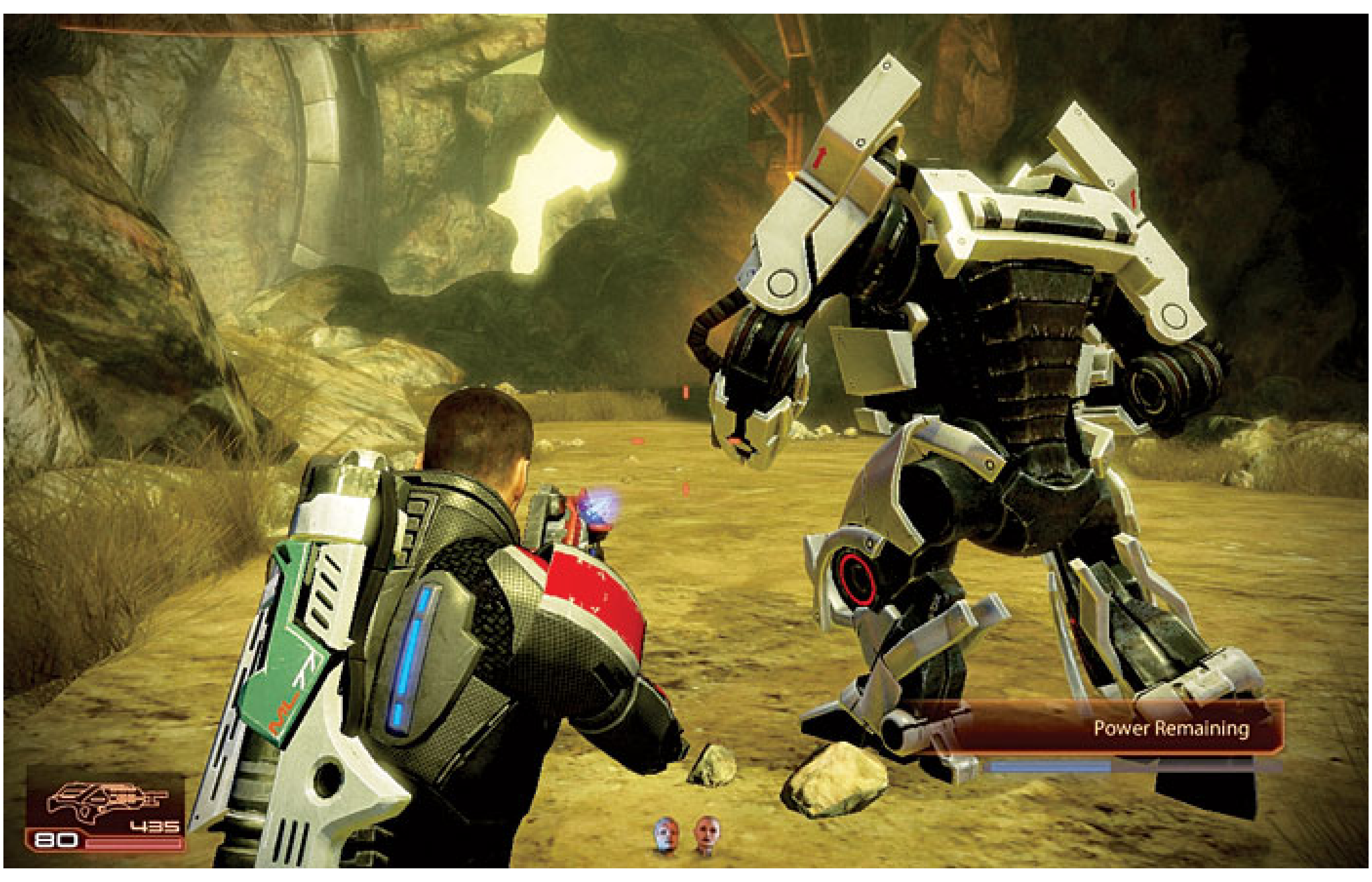
Excavate Resources

Feed fuel pods to the mech so it can find and excavate the resources inside the canyon walls.

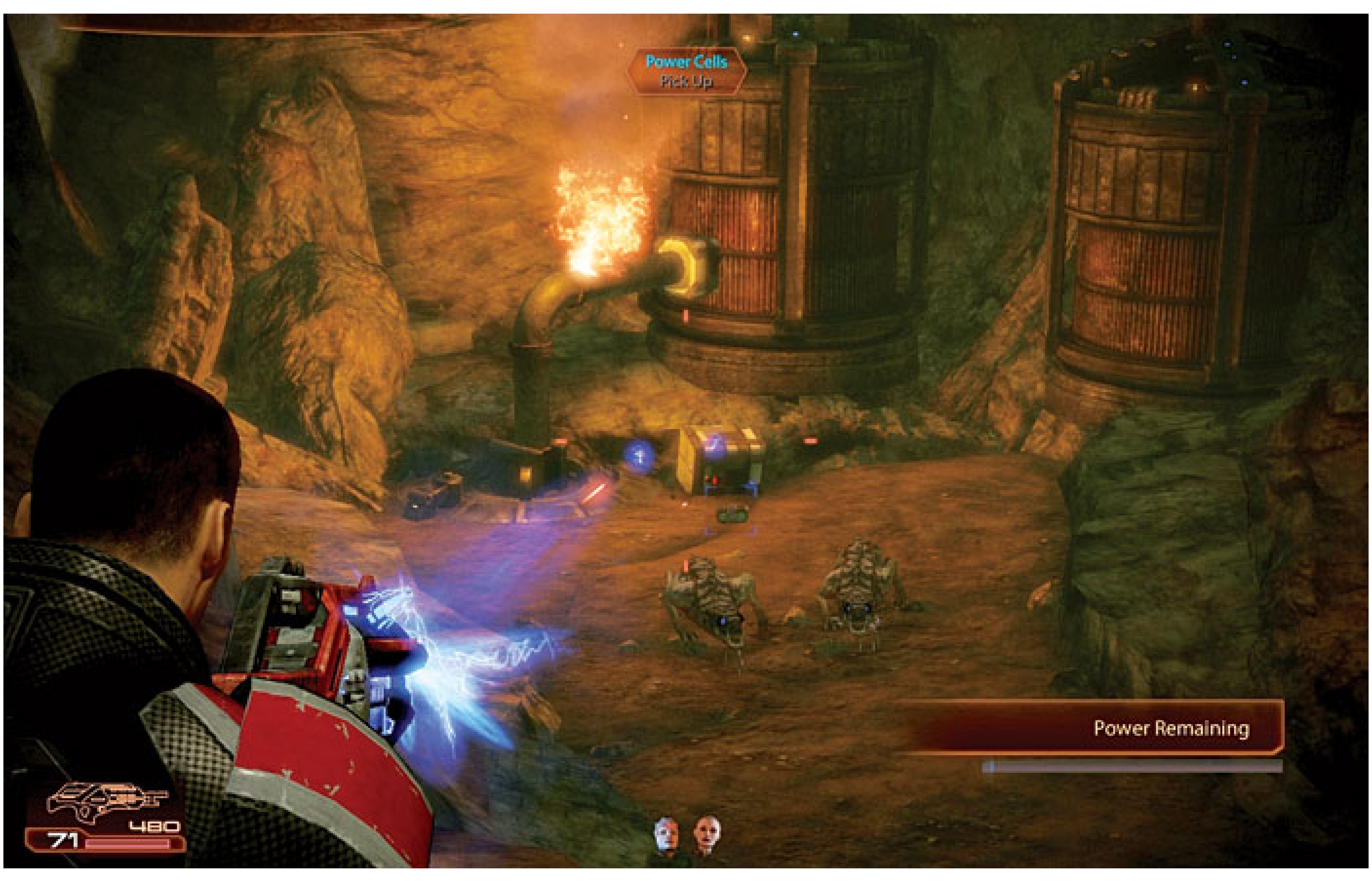
[001]

There is a disabled YMIR mech near the landing zone **[001]** . The datapad next to it reveals that the YMIR was abandoned by its owner after he was unable to repair the mech.

Activate the mech by bypassing it, then pick up the power cells near the mech and place them on the mech's back. This powers up the mech, but only for a limited time.



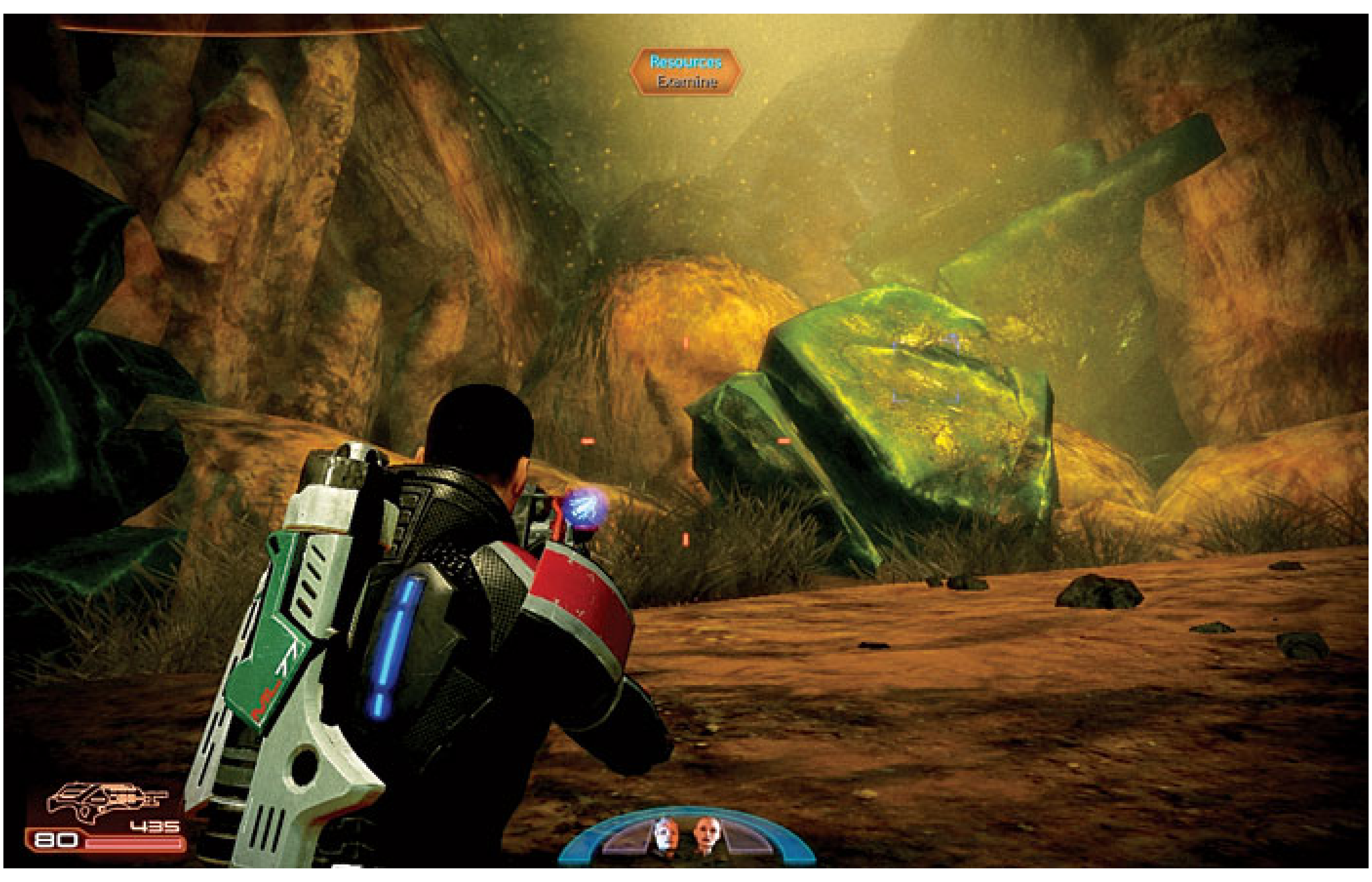
[002]



[003]

The mech stomps through the canyon **[002]** , blasting its way through rocks with its guns and missiles.

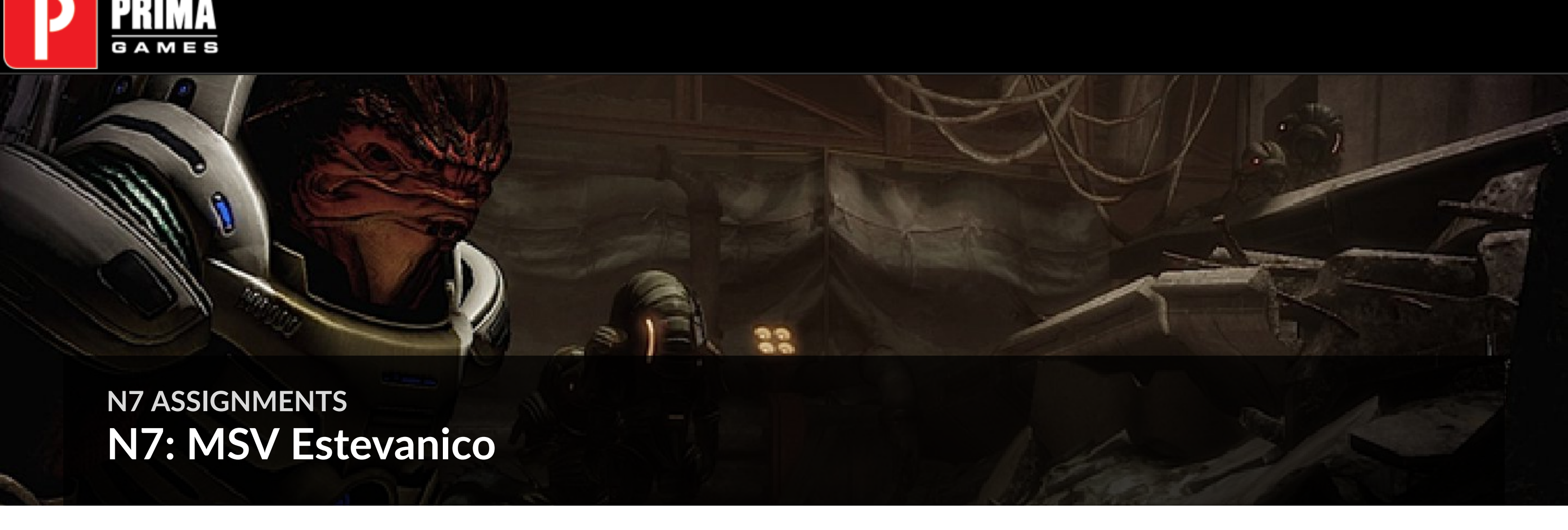
Stay behind the mech and follow it; find and insert additional nearby batteries whenever it powers down. Beware of two varren **[003]** lurking around the mech's batteries as you progress down the canyon.



[004]

At the end of the mech's run, it blasts a wall **[004]** , revealing a rich vein of platinum. Recover the ore to end the assignment.

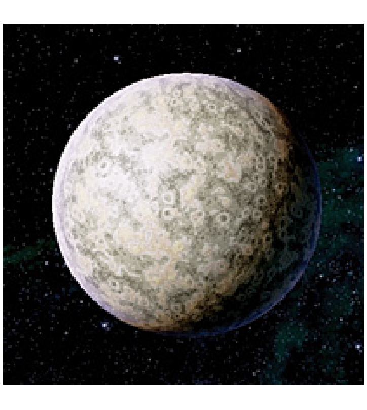
Spoils of War > Resources >
Examine > Open > 5,000 Platinum



N7 ASSIGNMENTS

N7: MSV Estevanico

Mission Data



Location: Milky Way > Hourglass Nebula > Ploitari > Zanethu

Experience Available: 125/156

Availability > By Scanning Planet > Zanethu

Spoils of War > Total Credits: 7,500

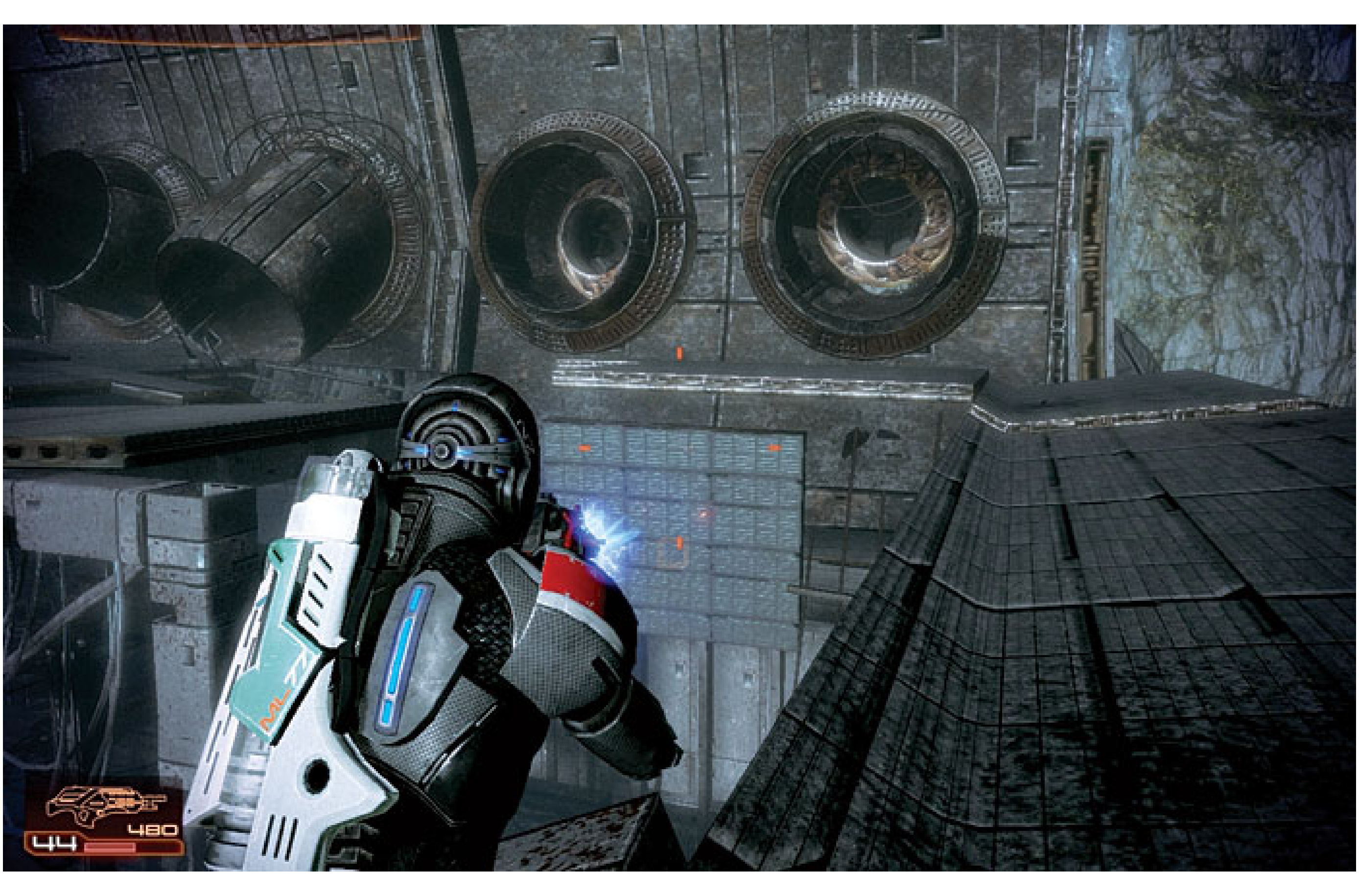
- Cerberus Funding: 3,750
- Credits: 3,750

Spoils of War > Resources > Iridium: 2,000

The freighter MSV *Estevanico* was lost one year ago in the Ploitari system. Surface scans of the planet Zanethu reveal the presence of a giant shipwreck.

The wreck bears signatures of the lost merchant freighter. A search of the wreck will confirm whether or not it is indeed the lost freighter as well as what brought it down.

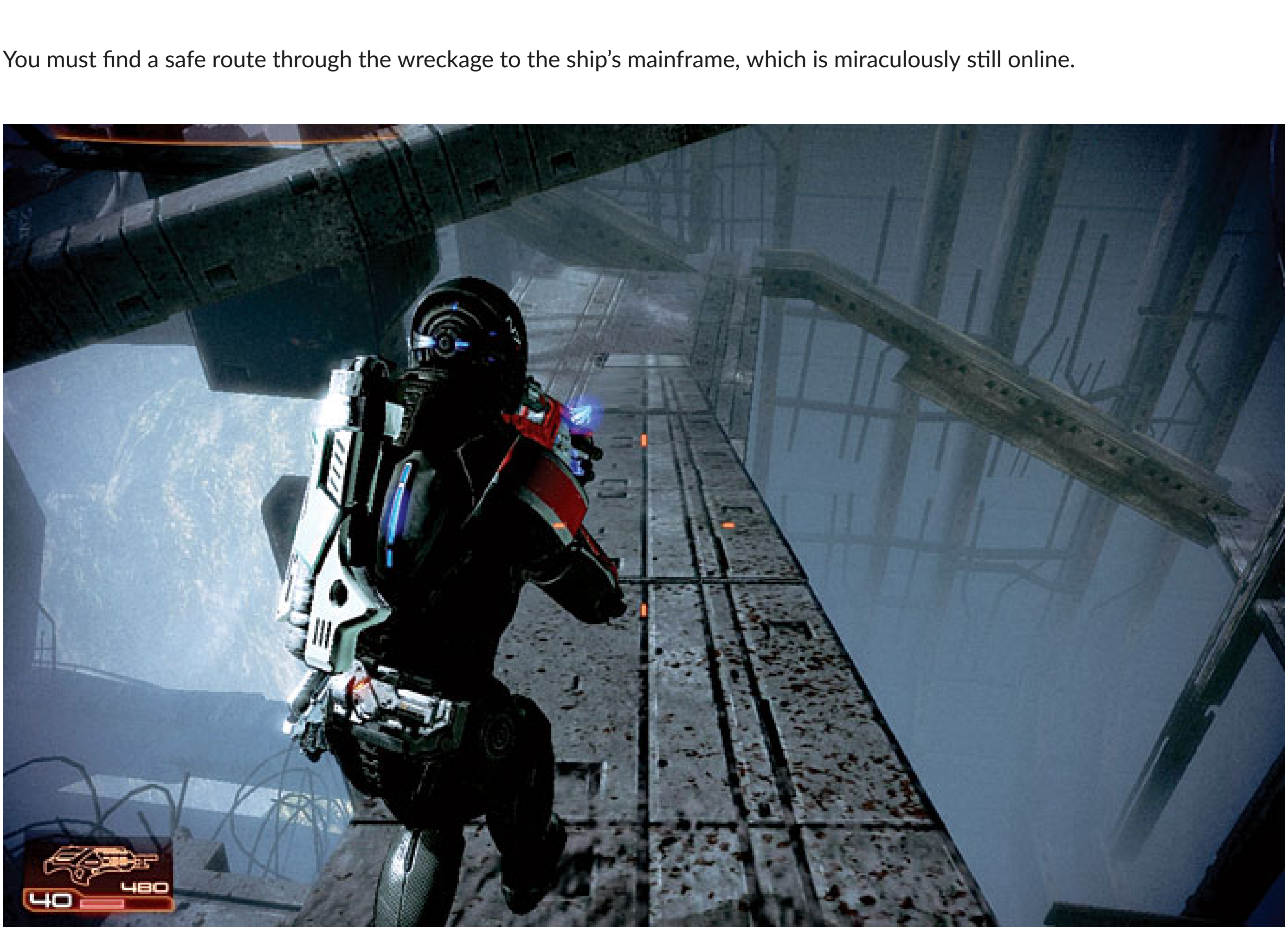
Investigating the Wreckage



[001]

The wreck is indeed the *Estevanico* . It slammed into the side of a cliff. When the shuttle drops you off on the wreck, EDI warns you that disturbing the site too much could send all of it crashing into the canyon below.

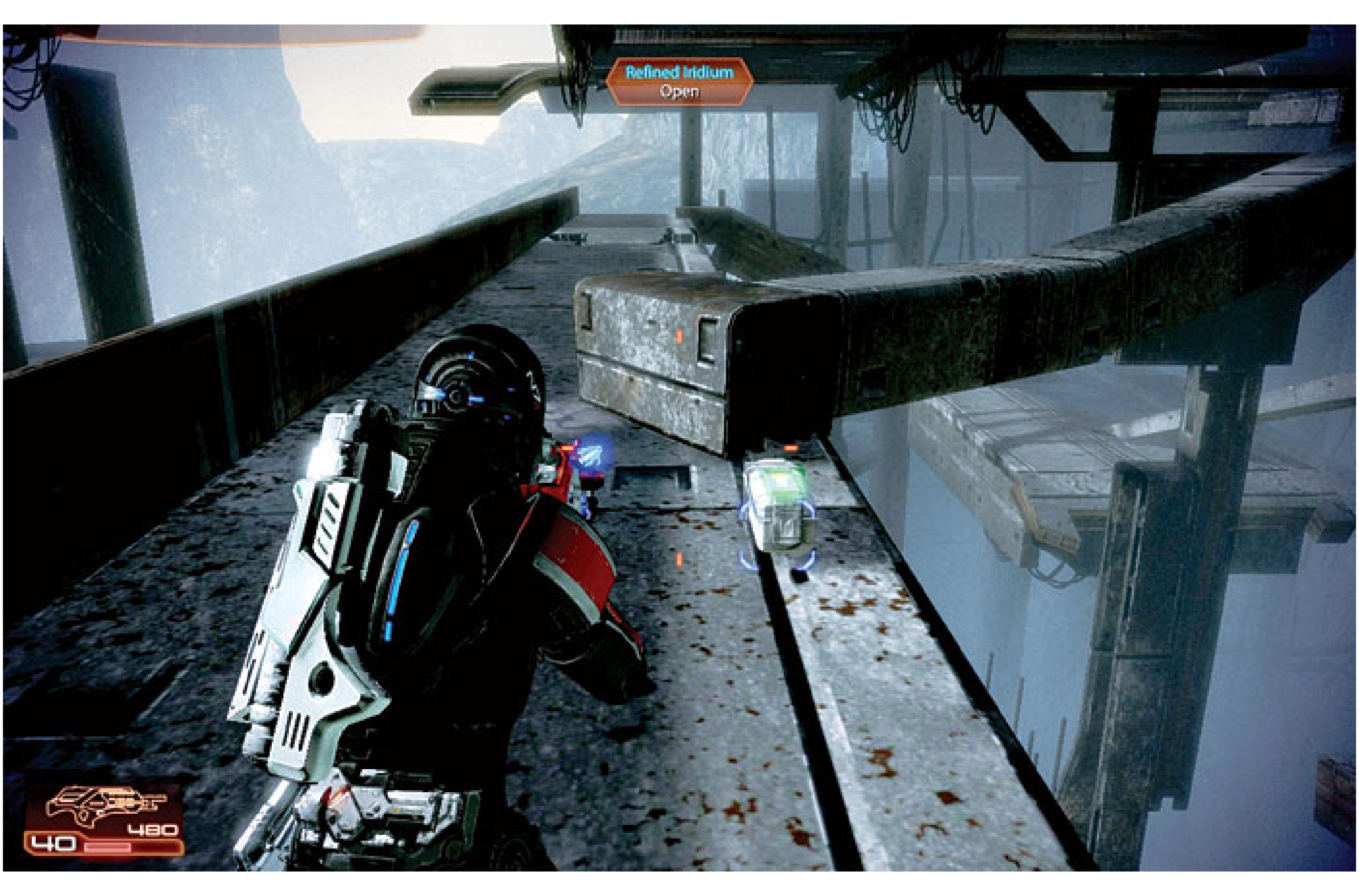
You must find a safe route through the wreckage to the ship's mainframe, which is miraculously still online.



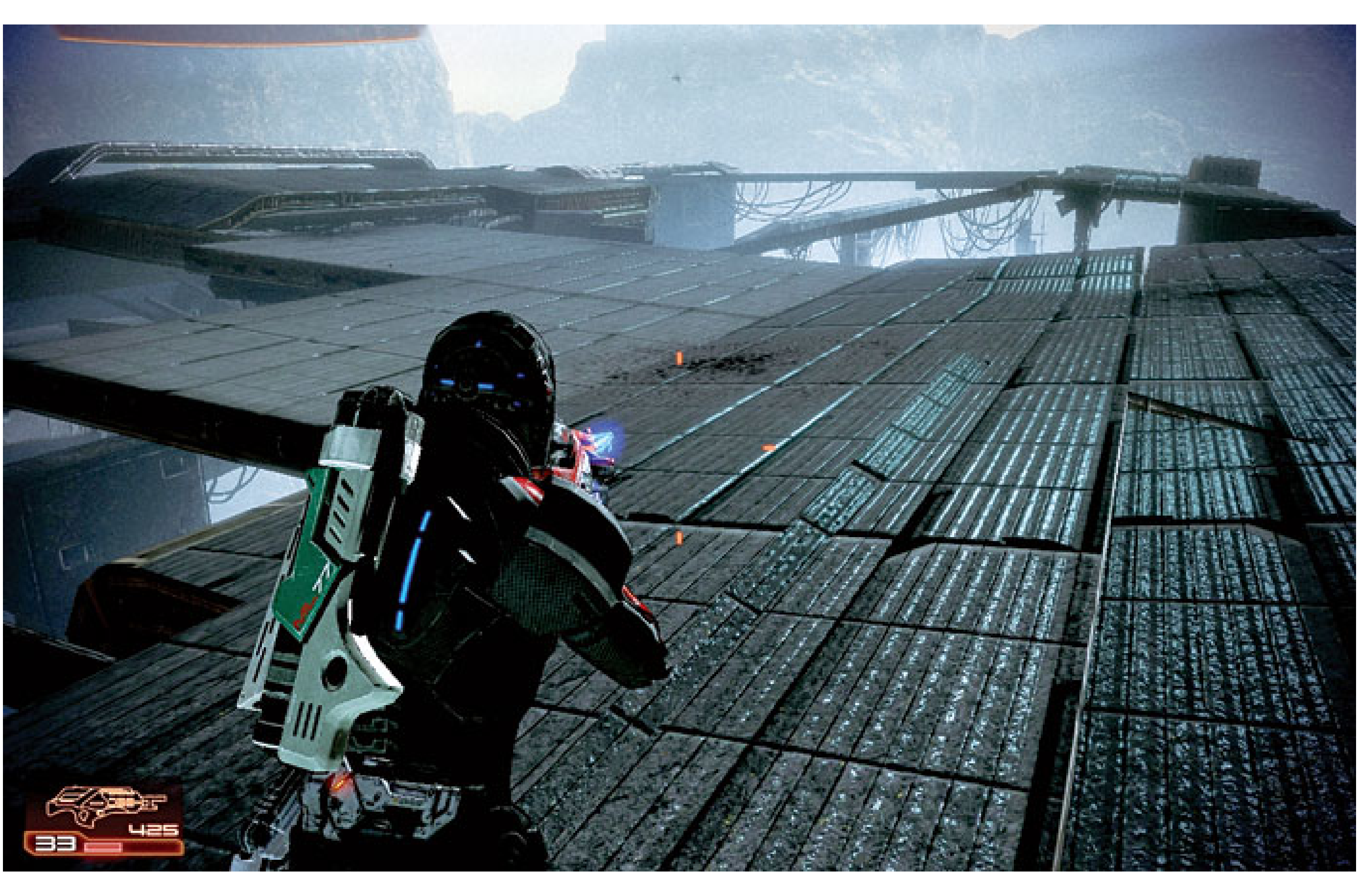
[002]

Begin by shooting the panel of loose tiles to create a bridge below **[001]** . Then take the long, thin, sloping support **[002]** down and to the right, to where the tiles landed. Cross, and collect some iridium.

Spoils of War > Resources > Examine > Open > 500 Iridium



[003]



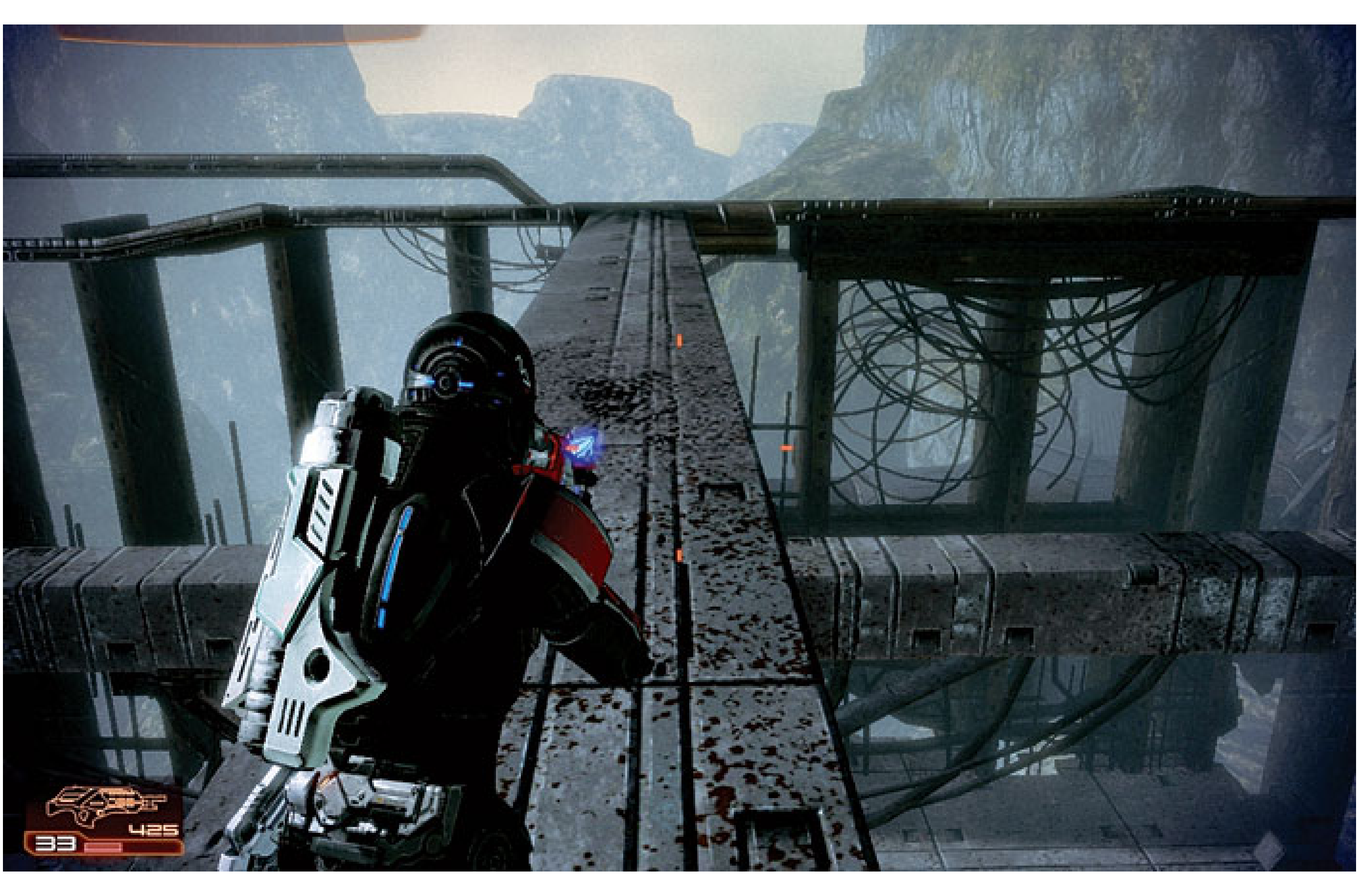
[004]

Climb the sloping structural support to a connecting walkway with more iridium. Then climb onto the adjacent support **[003]** and walk on it as it bends upward slightly.

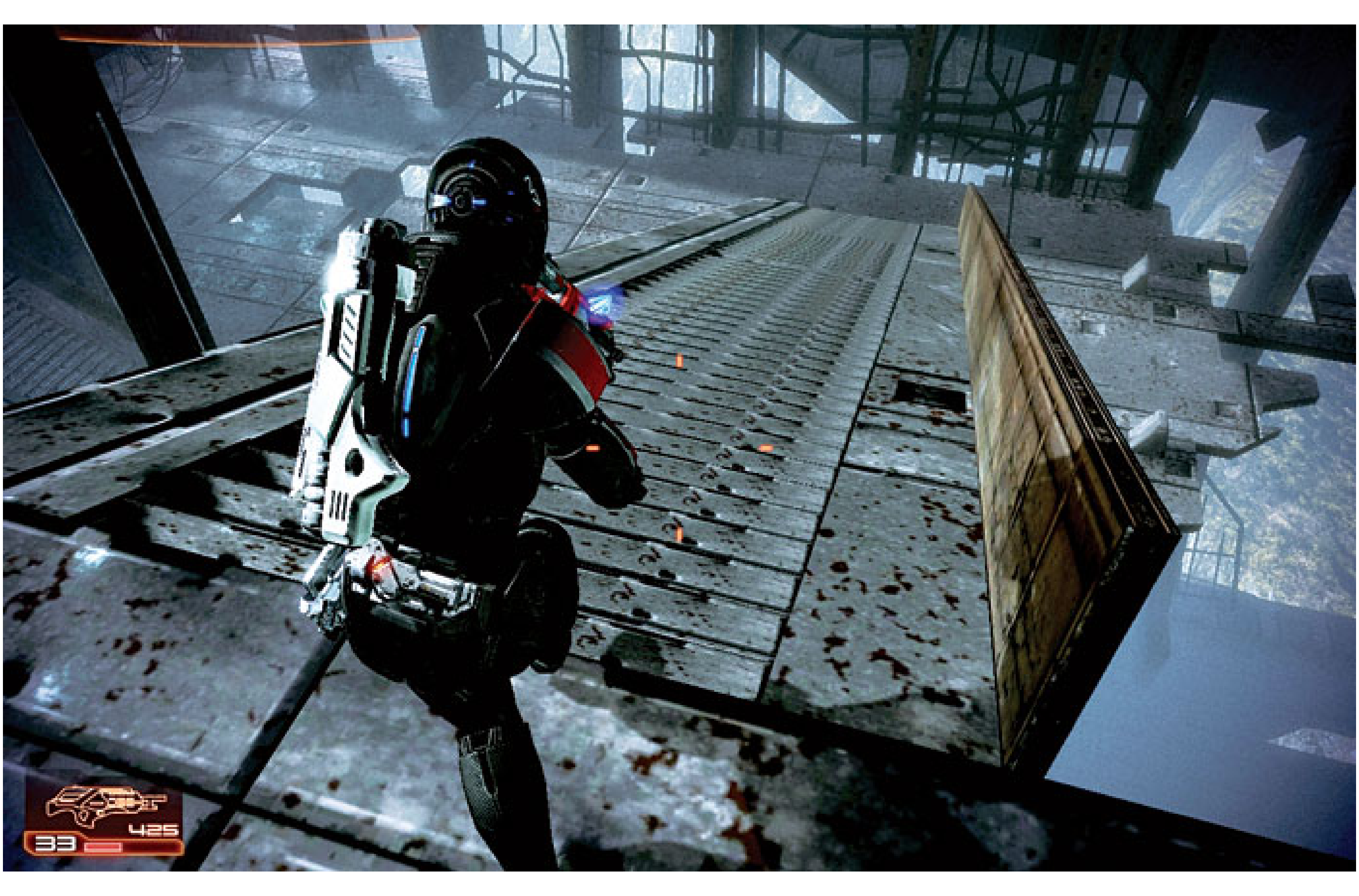
Then carefully position yourself and vault onto the upper shell of the ship. Make a long left walking turn around, and then cross to the opposite side **[004]** .

Face the far end of the vessel, and move toward the flashing red light in the distance, below you.

Spoils of War > Resources > Examine > Open > 500 Iridium



[005]



[006]

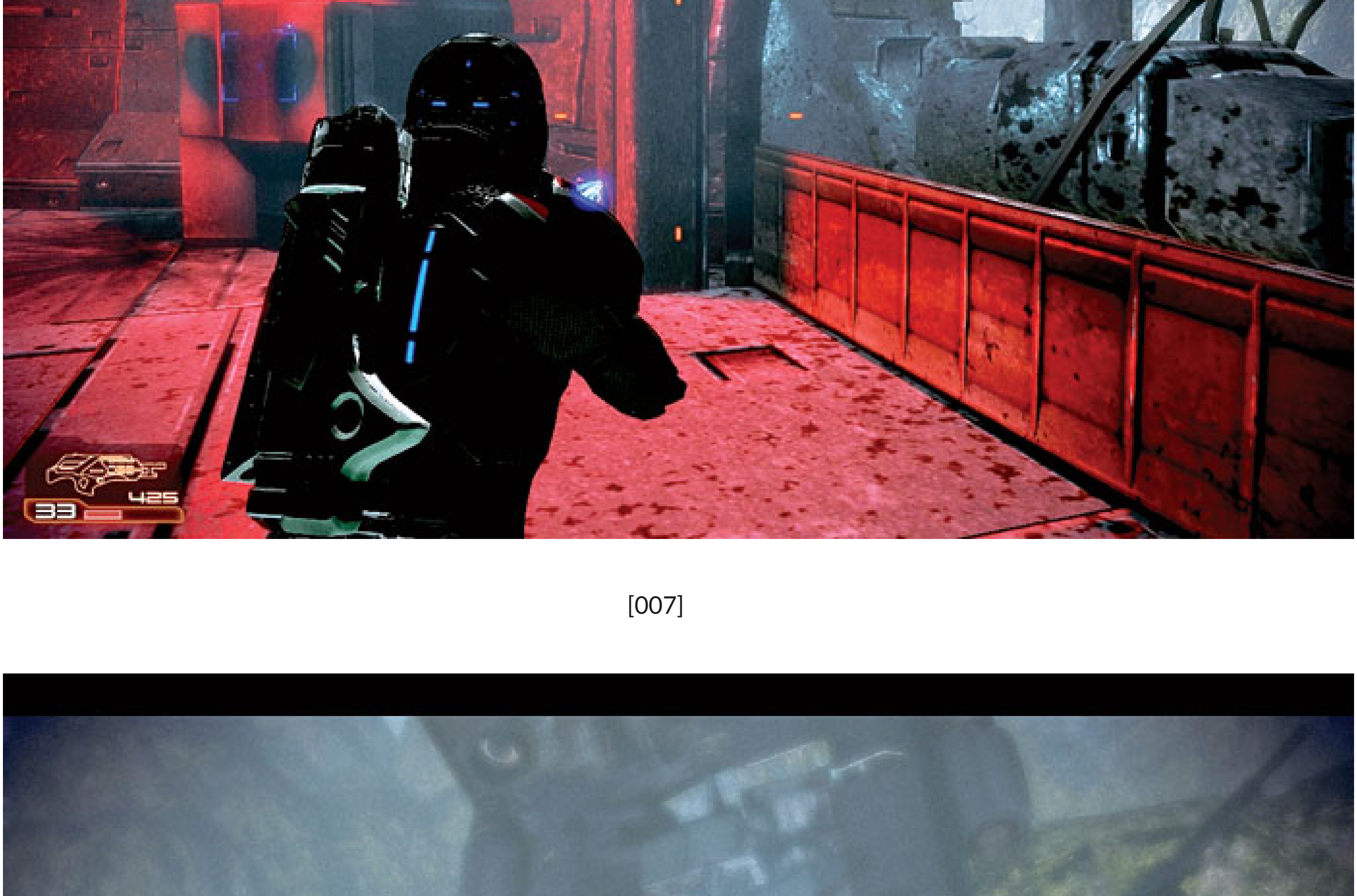
Follow the giant structural supports into the heart of the wreckage, collecting the crates of iridium as you move.

The ship shudders and shakes with greater frequency and intensity as you move farther away from the cliff and toward the red mainframe computer.

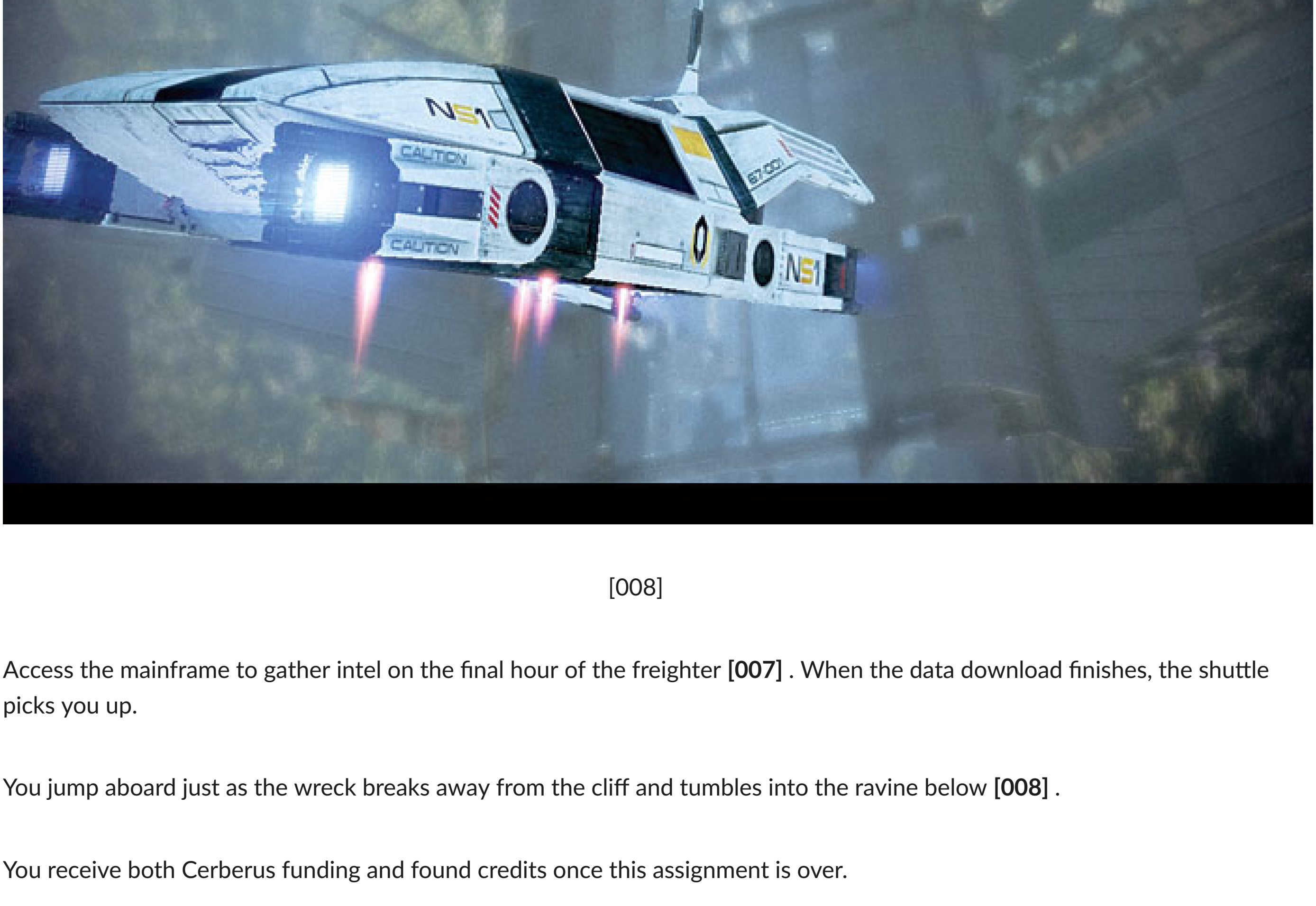
Turn right and follow the support girder across **[005]** , then turn right, and right again, down a sloping support beam to more iridium.

Then head down the ramp and drop the rest of the way **[006]** . Cross the bridge that the ramp fell to create, for your final iridium deposit.

Spoils of War > Resources >
Examine > Open > 500 Iridium



[007]



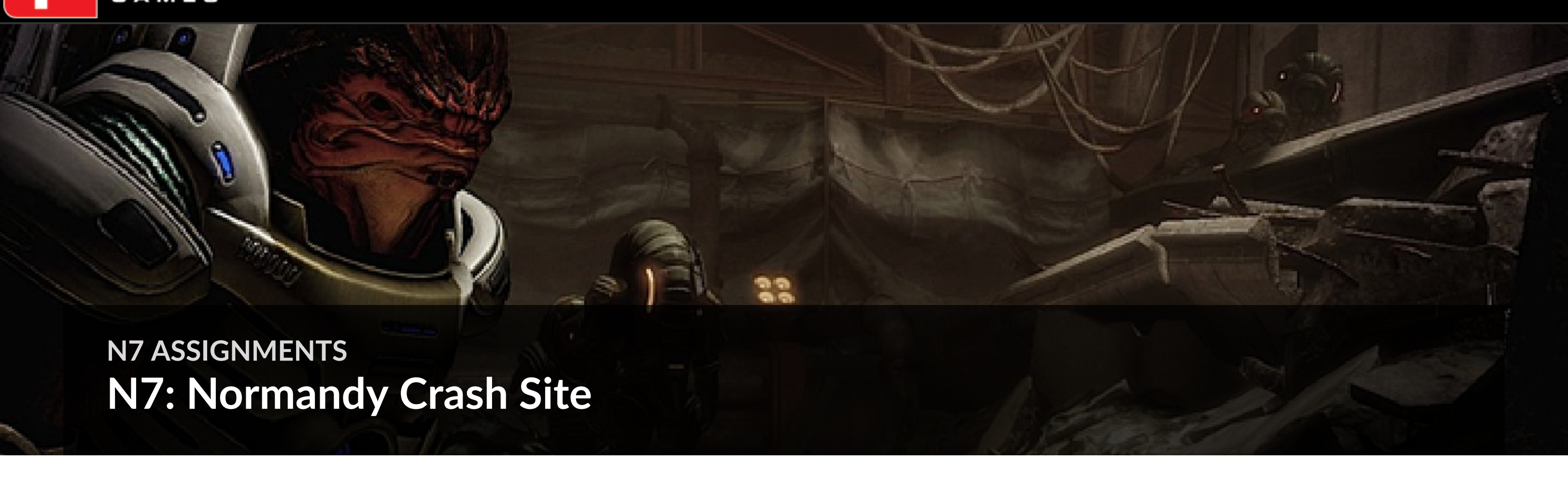
[008]

Access the mainframe to gather intel on the final hour of the freighter **[007]** . When the data download finishes, the shuttle picks you up.

You jump aboard just as the wreck breaks away from the cliff and tumbles into the ravine below **[008]** .

You receive both Cerberus funding and found credits once this assignment is over.

Spoils of War > Credits Found >
Awarded > 3,750 Credits

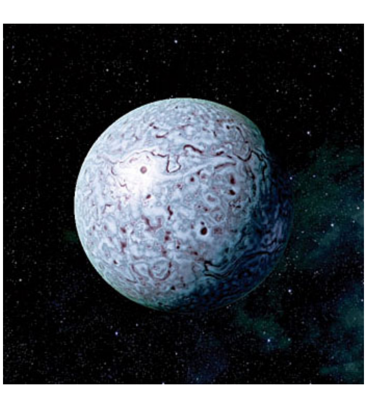


N7 ASSIGNMENTS

N7: Normandy Crash Site

(see map on the following page)

Mission Data



Location: Milky Way > Omega Nebula > Amada > Alchera

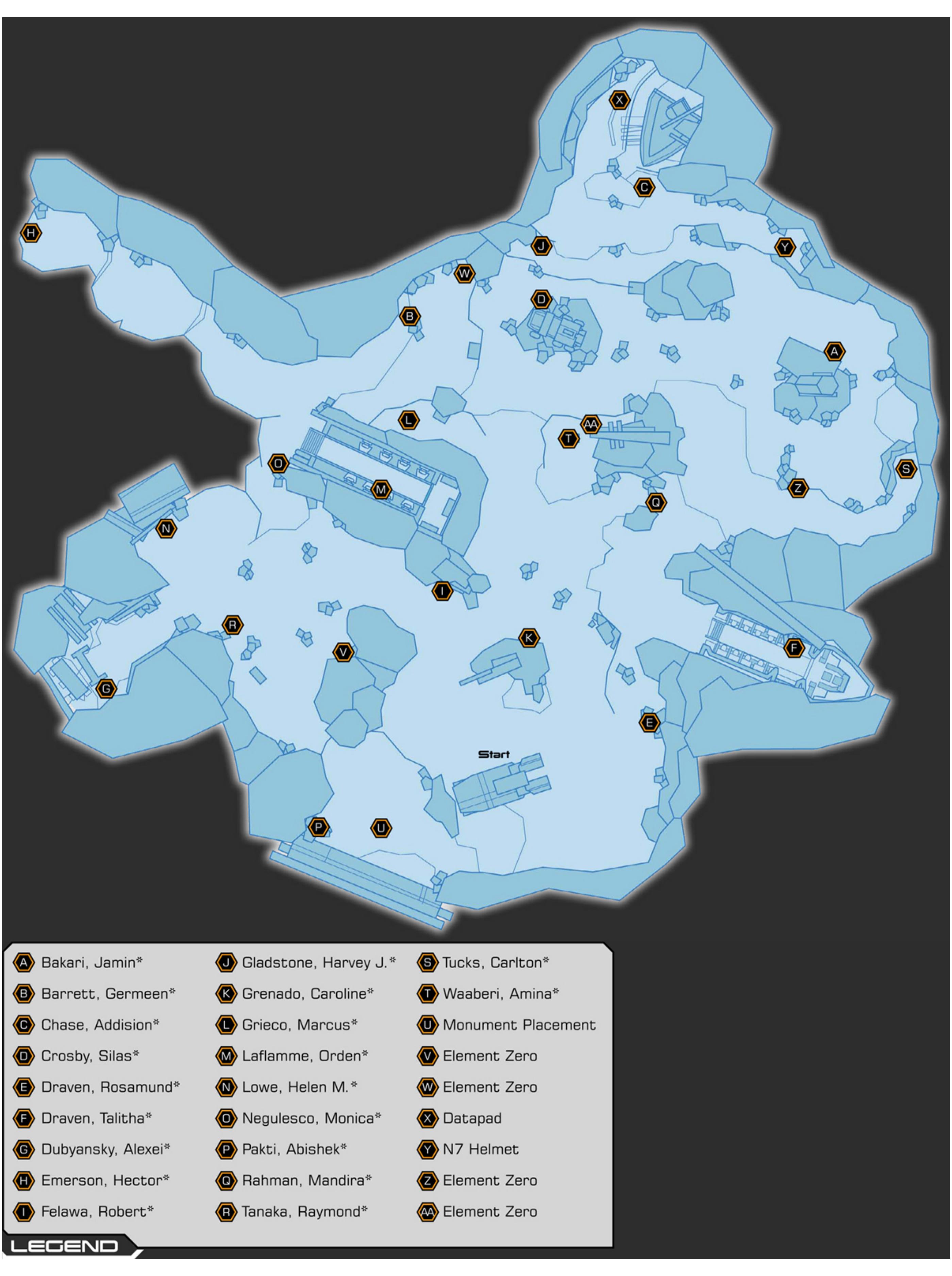
Experience Available: 200/240

Availability > After Receiving Missive from Admiral Hackett and then Scanning Planet > Alchera

Spoils of War > Total Credits: 3,750

- Cerberus Funding: 3,750
- Credits: 0

Spoils of War > Resources > Element Zero: 500

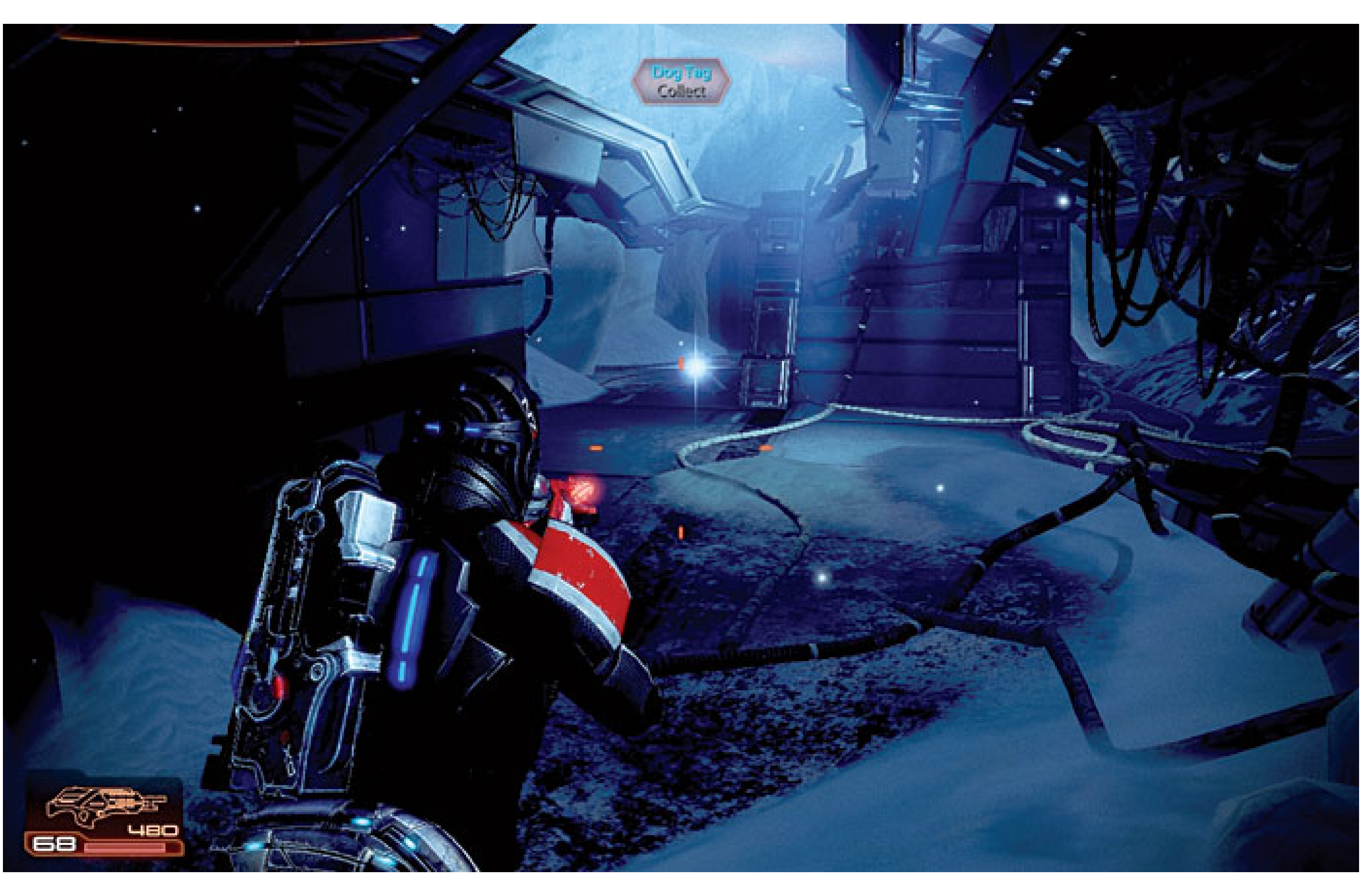

Start
A Bakari, Jamin*
B Barrett, Germeen*
C Chase, Addision*
D Crosby, Silas*
E Draven, Rosamund*
F Draven, Talitha*
G Dubyansky, Alexei*
H Emerson, Hector*
I Felawa, Robert*
J Gladstone, Harvey J.*
K Grenado, Caroline*
L Grieco, Marcus*
M Laflamme, Orden*
N Lowe, Helen M.*
O Negulesco, Monica*
P Pakti, Abishek*
Q Rahman, Mandira*
R Tanaka, Raymond*
S Tucks, Carlton*
T Waaberi, Amina*
U Monument Placement
V Element Zero
W Element Zero
X Datapad
Y N7 Helmet
Z Element Zero
AA Element Zero
LEGEND

Icon	Name	Dog Tag Location
A	Bakari, Jamin	Behind the crashed escape pod and below Carlton Tucks's dog tags.
B	Barrett, Germeen	In some grass and rocks below Marcus Grieco's dog tags.
C	Chase, Addision	Near the wreckage of the galaxy map, past the Mako.
D	Crosby, Silas	At the front of the Mako, on the base of the rubble pile.
E	Draven, Rosamund	Immediately to the right of you when you first land on Alchera.
F	Draven, Talitha	Inside the corridor leading to the remains of the bridge.
G	Dubyansky, Alexei	Inside the wreckage where there's a flashback of your sacrificed crew member.
H	Emerson, Hector	On the ice shelf overlooking a large crevasse.
I	Felawa, Robert	To your left when you first land, behind the *Normandy's* armor plate, underneath an arched girder.
J	Gladstone, Harvey J.	On a ledge just below where the wreckage of the galaxy map is.
K	Grenado, Caroline	Behind the debris pile with the painted *Normandy* armor plate, just in front of you when you touch down.
L	Grieco, Marcus	In a fragile crate on a darkened ledge near the Mako.
M	Laflamme, Orden	In the corridor with the wrecked crew pods.
N	Lowe, Helen M.	Underneath the top section of the girder that is dangling into the large crevasse.
O	Negulesco, Monica	In some rocks near the corridor with the wrecked crew pods.
P	Pakti, Abishek	Behind the shuttle when you land, on a snowy clearing.
Q	Rahman, Mandira	In a small crater near the corridor to the bridge section of the *Normandy* .
R	Tanaka, Raymond	In a fragile crate to the left of your shuttle, past Robert Felawa's dog tags.
S	Tucks, Carlton	On a rocky ledge overlooking an escape pod with the letters SOS on the side.
T	Waaberi, Amina	In a fragile crate near the Mako, on a moonlit debris mound with refined element zero.

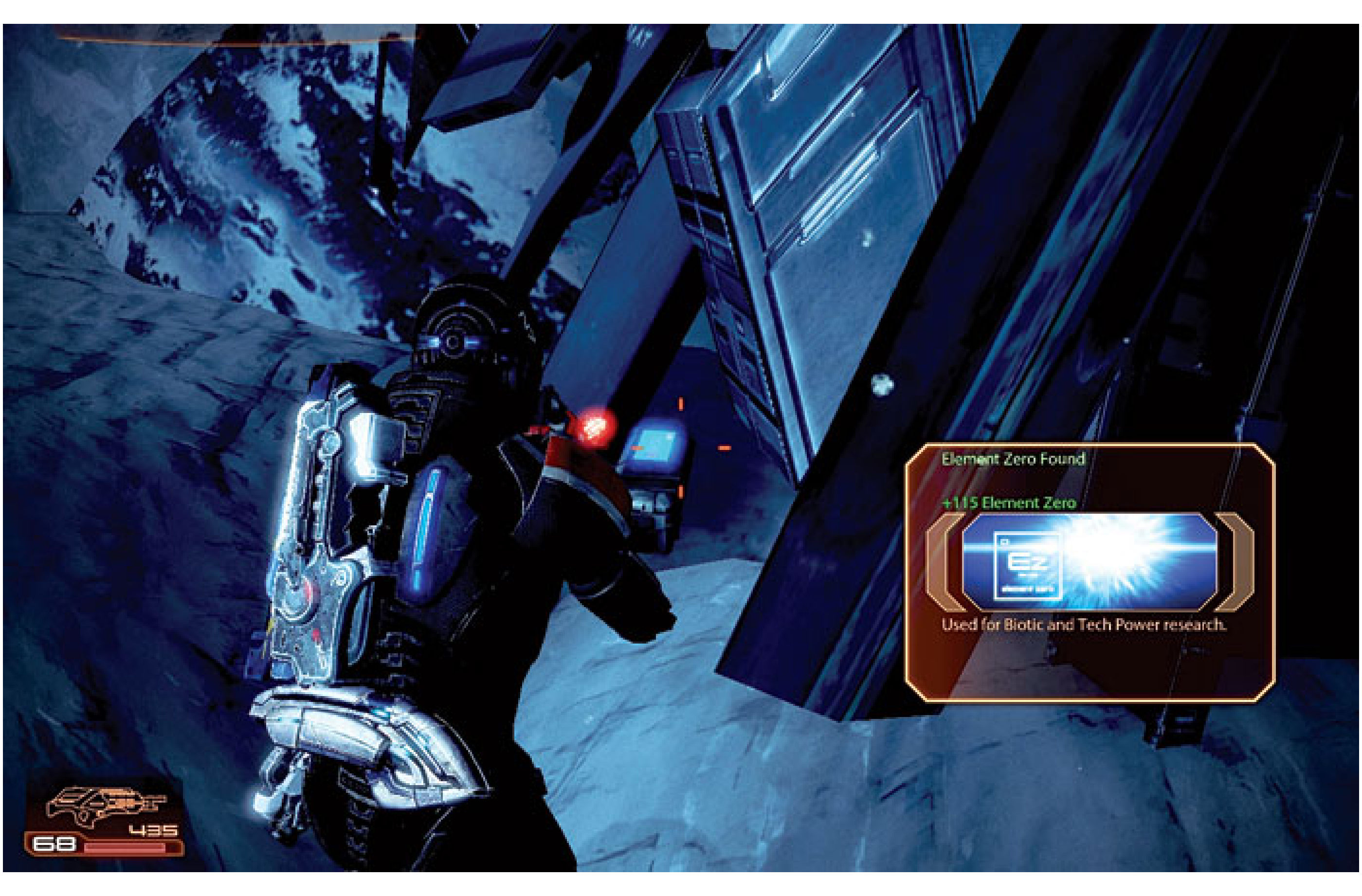
The SSV *Normandy's* crash site on Alchera in the Amada system is a solo mission, available automatically from the Cerberus Network.

After Shepard acquires the *Normandy* SR-2, an e-mail from Admiral Hackett informs Shepard of the mission. This assignment appears on your galaxy map as "Explore *Normandy* Crash Site."

Exploring the Crash Site, Finding the Lost


Dog Tag
Collect
68
480

[001]


Element Zero Found
+115 Element Zero
Used for Biotic and Tech Power research.
68
435

[002]

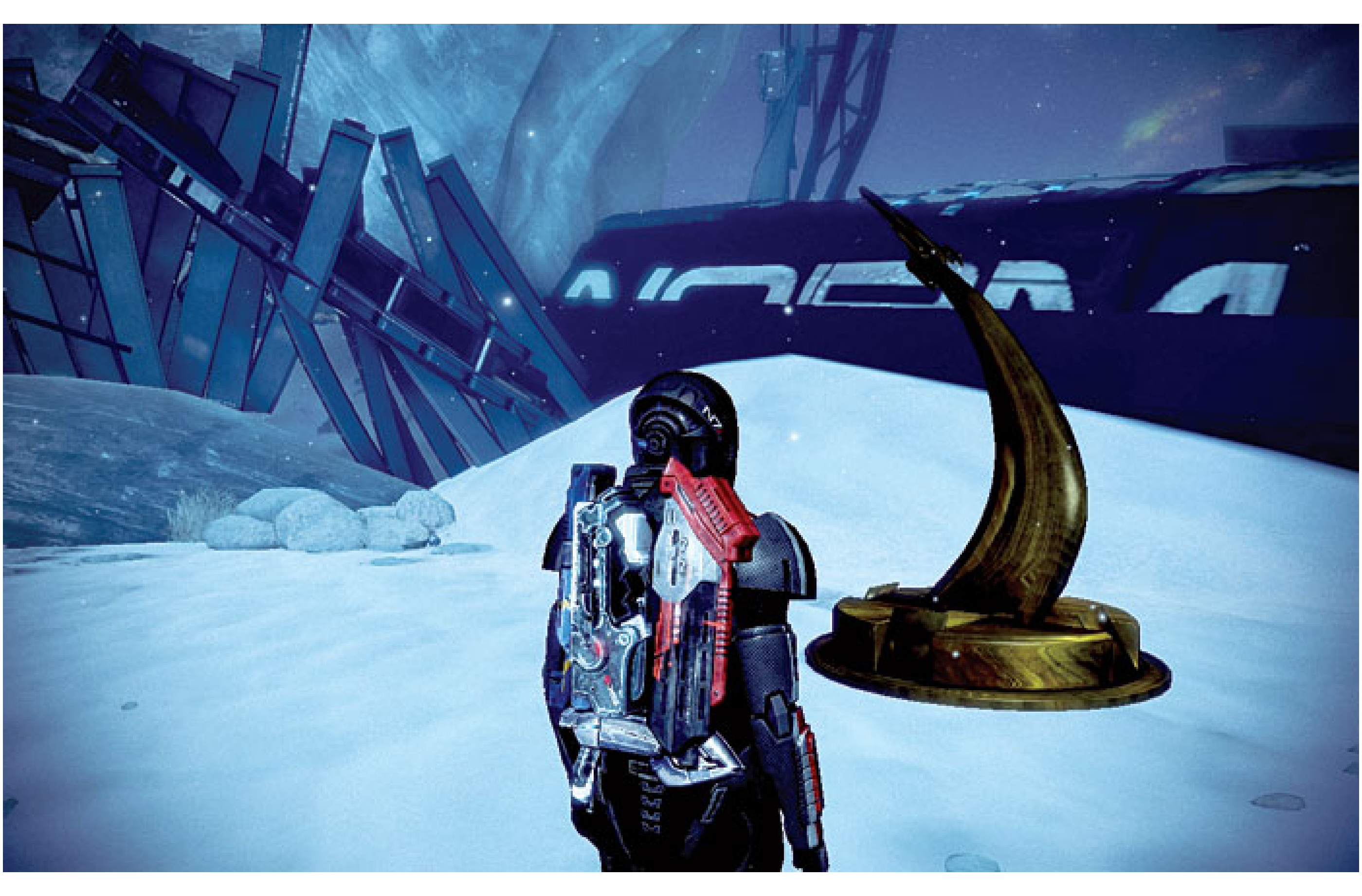
Shepard is tasked with exploring the site to collect the dog tags of the fallen **[001]** and with erecting a monument.

In addition to the dog tags, you can locate Shepard's old N7 helmet to use **[002]** . It is to the right of the remains of the galaxy map platform, on a rocky path overlooking the downed escape pod.

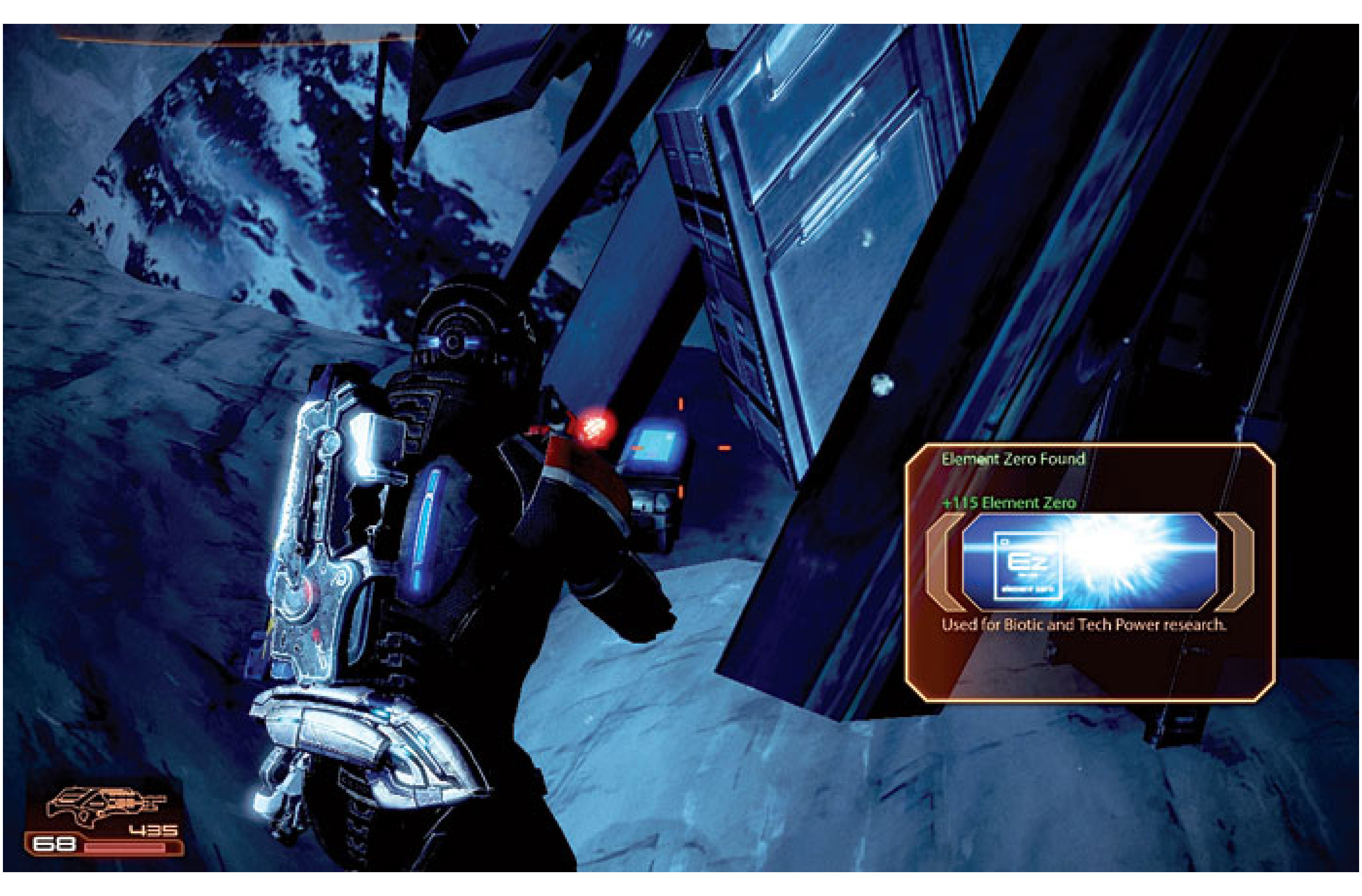
Look for it above where you find Jamin Bakari's dog tags.

Note

Some of the dog tags are inside fragile crates scattered around the site. Break open the crates to get the dog tags.



[003]


Element Zero Found
+115 Element Zero
Used for Biotic and Tech Power research.
68
435

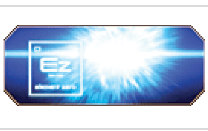
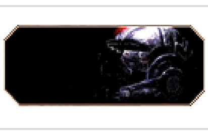
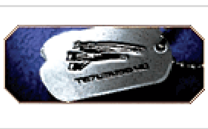
[004]

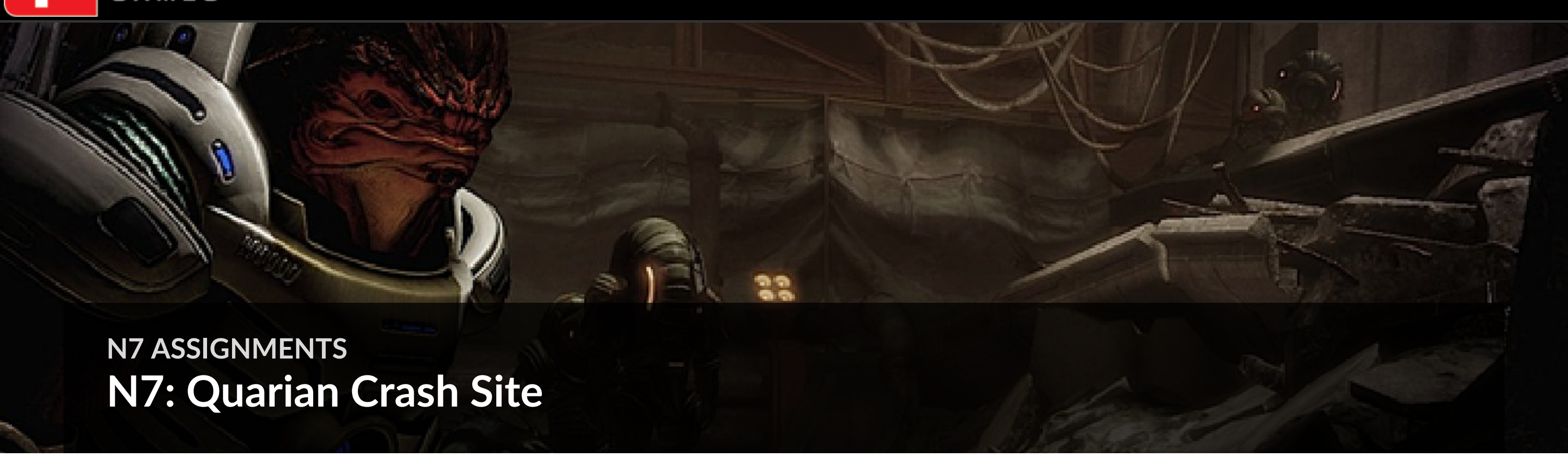
As you explore the wreckage, Shepard experiences flashbacks of different memories related to the pieces of debris. Dog tags show up as shining objects.

Collect all 20 dog tags and place the monument somewhere on the grounds near the wreckage **[003]** (as indicated on the map) to complete the mission.

There is a datapad to read and element zero **[004]** to collect too; check the map for the approximate location of the resources, although a thorough inspection of the crash site should enable you to gather all of it.

Remember to shoot the crates, as some dog tags are under them.

	Spoils of War > Resources > Refined Element Zero > Open > 100 Element Zero
	Spoils of War > Resources > Refined Element Zero > Open > 115 Element Zero
	Spoils of War > Resources > Refined Element Zero > Open > 135 Element Zero
	Spoils of War > Resources > Refined Element Zero > Open > 150 Element Zero
	Spoils of War > Equipment and Armor > N7 Helmet
	The Fallen



N7 ASSIGNMENTS

N7: Quarian Crash Site

Mission Data

Location: Milky Way > Hades Nexus > Sheol > Gei Hinnom

Experience Available: 125/156

Availability > By Scanning Planet > Gei Hinnom

Entities Encountered > Enemies

- Varren

Spoils of War > Total Credits: 7,500

- Cerberus Funding: 7,500
- Credits: 0

Spoils of War > Resources > Palladium: 2,000

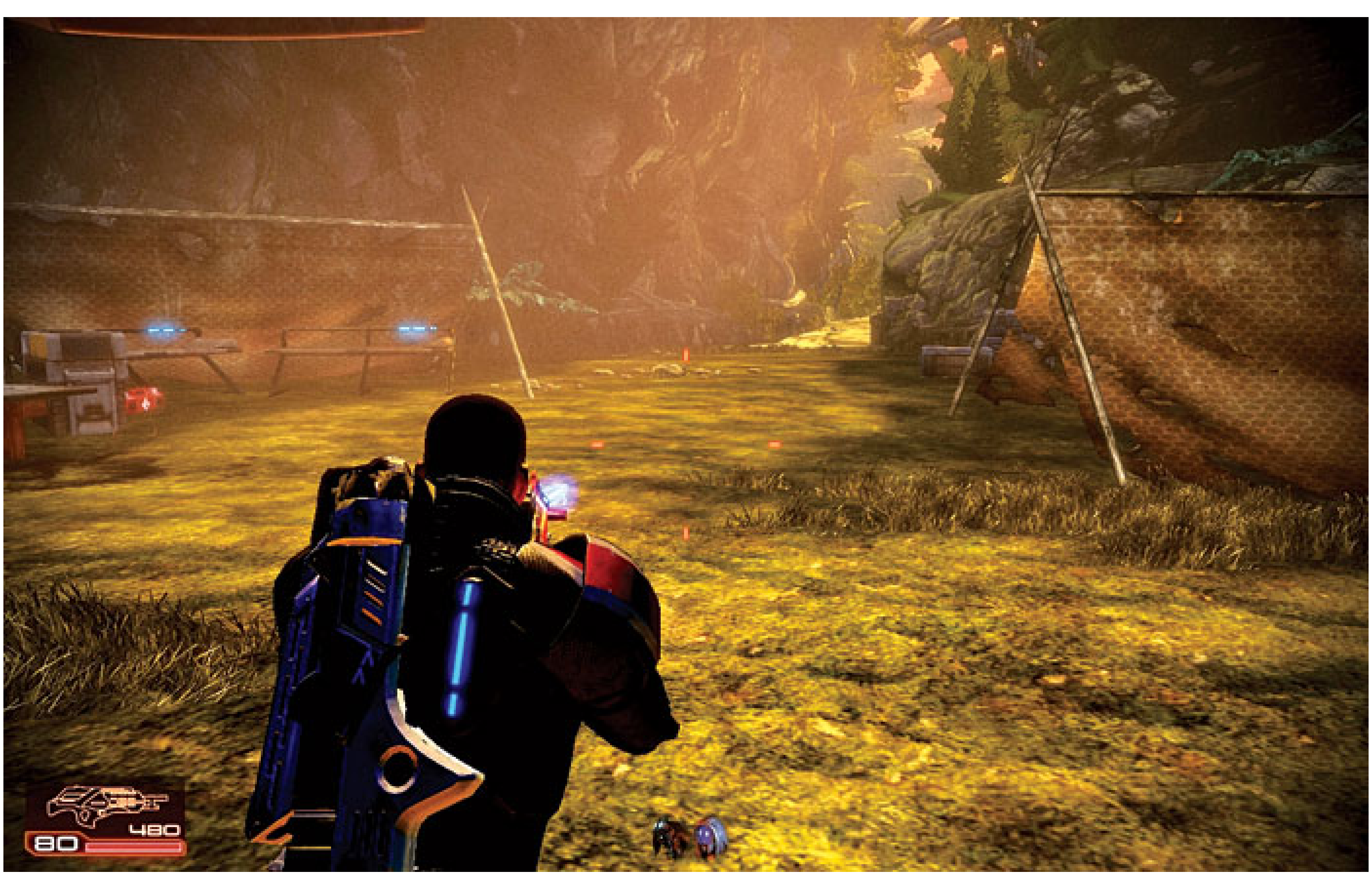
A quarian ship has crashed on the surface of Gei Hinnom. Scanners show multiple life signs, although it is difficult to discern the profile of potential survivors from any local wildlife.

Investigate the crash site for any survivors and keep them safe until a shuttle can be sent down to extract them.

Tip

Gei Hinnom is especially rich with element zero. Scan the equator to find several wealthy deposits. This is unrelated to the assignment.

Searching for Survivors

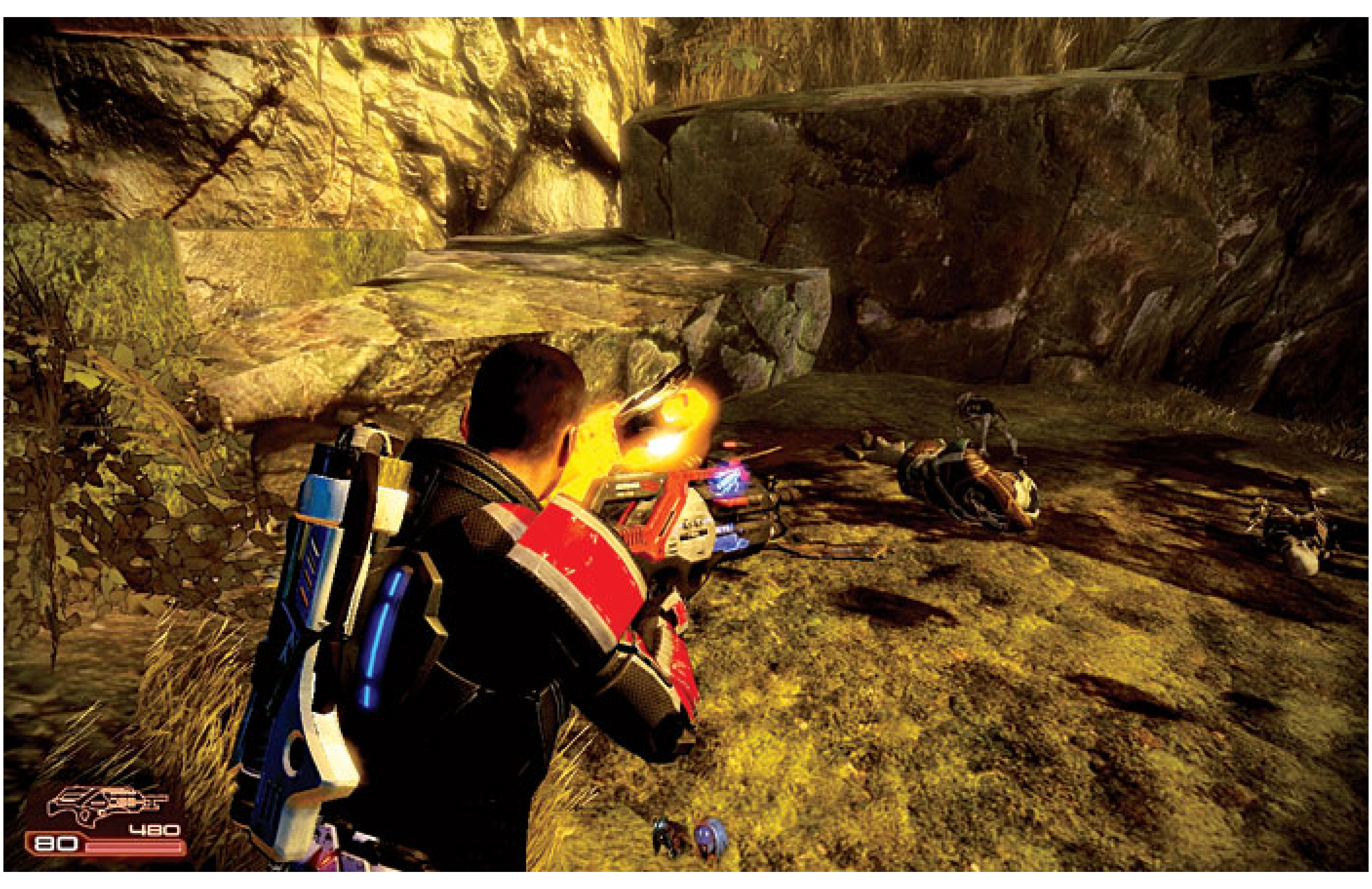


[001]

When you first land on Gei Hinnom, the scene is quiet. A campsite implies there are indeed survivors of the crash. Check the campsite [001] for personal logs to determine what happened and pick up some medi-gel.

Also, scoop up a crate of palladium between the tents on the right side of the camp.

Pd	Spoils of War > Resources > Refined Palladium > Open > 2,000 Palladium
✚	Med Kit > +1 Medi-gel > 100 Credi



[002]

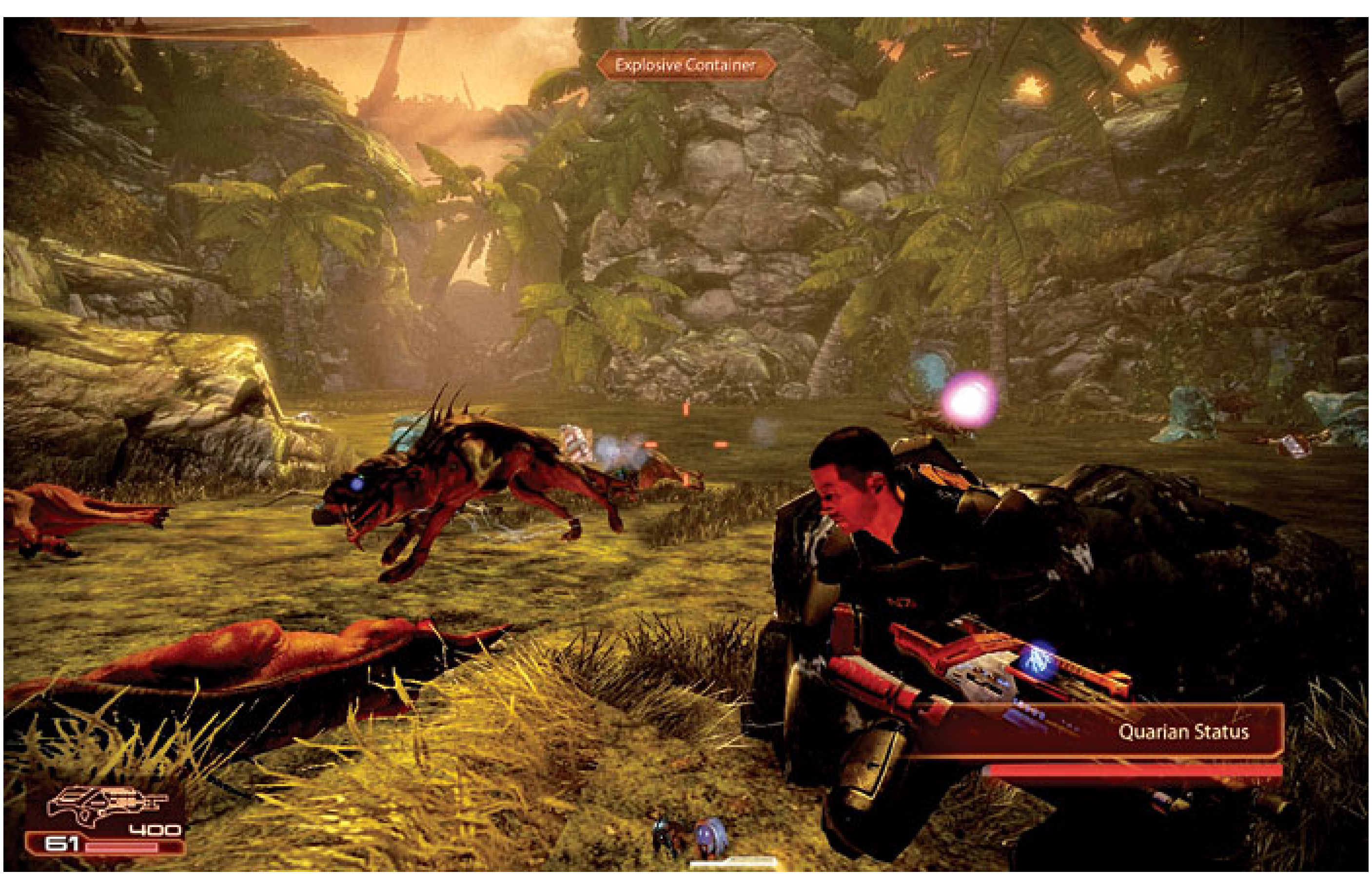
After cleaning out the camp, follow the narrow path between the rocks to locate the survivors. The path opens up into a clearing. The survivors were ravaged by varren.

The quarians took down several varren, but the varren also got most of the survivors. Only one remains; Forzan vas Idenna [002].

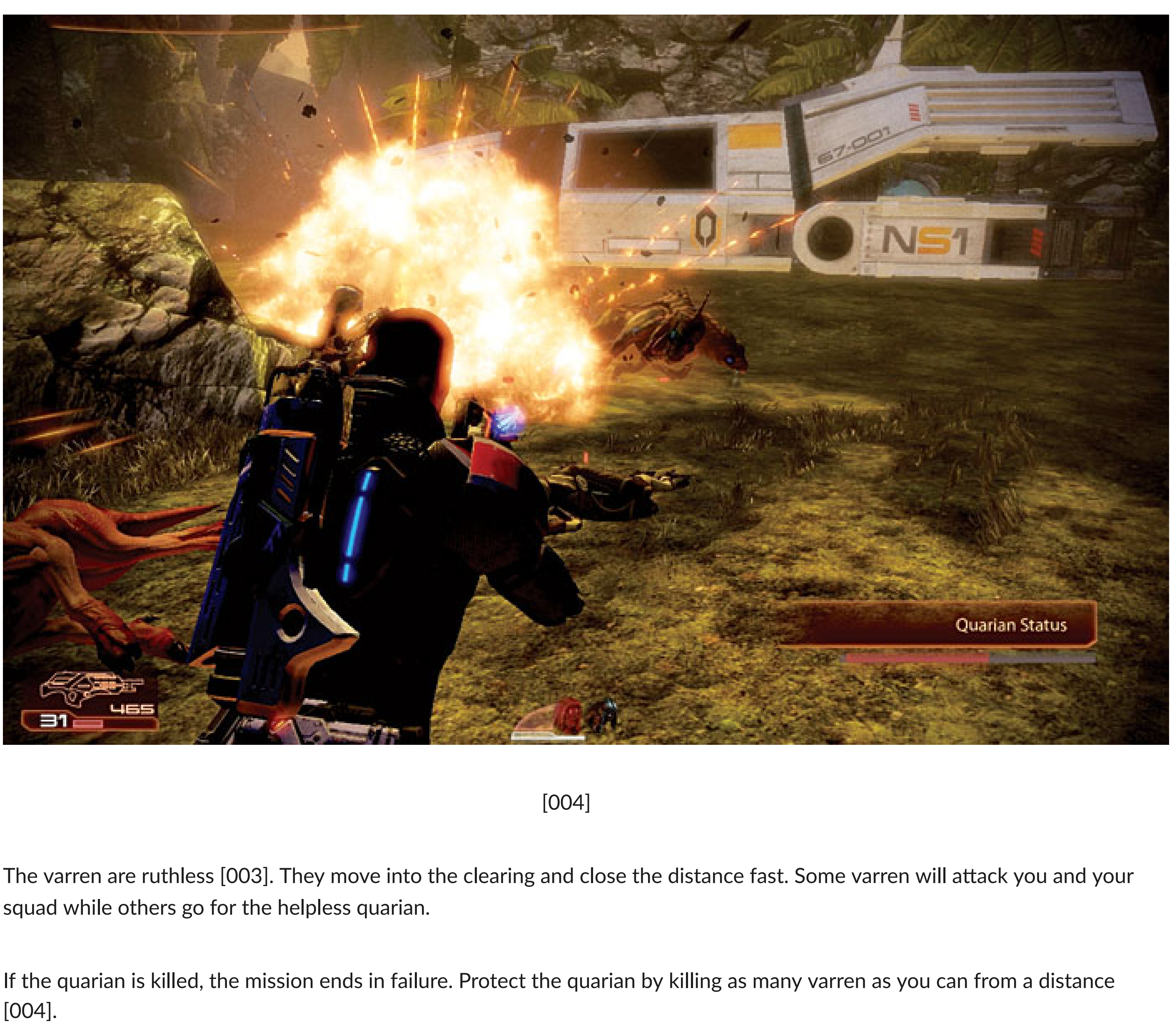
Stabilize the survivor and then protect her from packs of incoming varren until a pickup shuttle arrives in just a few minutes.

Tip

The clearing is littered with explosive containers you can use to blow up varren.



[003]



[004]

The varren are ruthless [003]. They move into the clearing and close the distance fast. Some varren will attack you and your squad while others go for the helpless quarian.

If the quarian is killed, the mission ends in failure. Protect the quarian by killing as many varren as you can from a distance [004].

Caution

It’s difficult to kill varren up close with a mediumrange weapon like an assault rifle. Use shotguns.

Tip

Bring along a biotic who can lift the varren into the air and cast them aside like playthings. Also use incendiary ammo to hit the varren with extra burn damage.